



Frequently Asked Questions

**Should you have a question that's not answered below,
feel free to email us at hello@hourglass24.com.**

Q: Will my Crowdfunding Campaign only run for 24-hours?

A: Yes. Limiting your Campaign to 24-hours creates urgency for our backers and your family and friends.

Q: Can I run more than one Campaign on Hourglass24 simultaneously?

A: Running more than one Campaign on Hourglass24 simultaneously is not recommended, because it divides your support, giving you two moderately successful campaigns, instead of having one laser-focused successful campaign.

Q: Can people still donate to my Campaign after 24-hours?

A: They can, **but not through Hourglass24**. Once your Campaign ends, so does our ability to receive money for you - so make sure you let your supporters know exactly when you launch and when you finish.

Q: Do I have to reach my Goal before I earn money?

A: No. Hourglass24 allows you to keep what you earn (minus related fees).

Q: Why is the Hourglass24 fee 20%? Isn't that a bit high?

A: We charge 20% because Hourglass24 is far more than just a platform; we're your **Marketing Partner who laser-targets members of our community of over 1,000,000 people who have donated to multiple crowdfunding campaigns**. We also do SEO for your project and give you film festival and distribution advice.

Q: When will I get paid?

A: Hourglass24 doesn't hold your funds for 15-days like other platforms. Once donations clear our banking requirements, we'll pay you swiftly.

Q: How do I get paid?

A: Hourglass24 prefers to pay you electronically.

Q: Does Hourglass24 accept projects outside of North America?

A: We're happy to help you globally, just as long as your country allows financial payments originating in the United States. We cannot promote projects from countries that the United States has placed an economic embargo on.

Q: Does Hourglass24 have Minimum or Maximum Raise Goals?

A: No, but we won't be thrilled to help a campaign that's asking for less than \$1,000 or its financial equivalent. Subsequently, if you're looking to raise \$1,000,000 in 24-hours, make sure you have a) a substantial social media following, b) funds already raised, and c) notable attachments.

Q: Can I run Crowdfunding Campaigns on other platforms?

A: Hourglass24 prefers you don't run multiple crowdfunding campaigns on different platforms at the same time. We can't help you if we aren't allowed to be the sole crowdfunding focus for 24 hours.

Q: What types of projects do you consider?

A: Hourglass 24 endorses high-impact campaigns for Feature Films, Documentaries, TV Series, Web Series, Short Films, Video Games, Music Videos, Comics, Plays, Screenplays, Film & Music Festivals, and Screenplay Contests.

Q: Once I'm approved, how quickly can my project launch?

A: That depends on your situation. If you have a sea of committed backers chomping at the bit to fund you, then we can get you up-and-running quickly. However, if you need time to alert your fanbase, then take the time to do it right. That usually means three weeks to three months of having you prep your fanbase about your launch day and time. Remember, the more prep-time you give yourself, the better results are going to be.

Q: What if I'm not approved to launch on Hourglass24?

A: We encourage you to reach out to us at hello@hourglass24.com to ask why you weren't approved because there may be things in your presentation that could be enhanced or removed to get approved.

Q: What do I need to upload when applying on Hourglass24?

A: Create a free **vendor account** on hourglass24.com, then upload a pitch deck, poster, budget, bios, videos and your raise amount. Don't worry if you're missing some of the requested material, but we encourage you to include as many of those elements as you can, so we can better assess your project.

Q: How long does it take to see if we're Hourglass24?

A: The initial response to Hourglass24 has been overwhelmingly positive, so we appreciate your patience. Rest assured that our goal is to give you a response within 3-5 business days after you've turned in your materials.