This Program Summary offers only limited descriptive material regarding an investment in Zoom Companies, Inc., a holding company of Pro Arena Rugby, Inc. as a long-term investment. It does not purport to be complete. The use of this material is authorized only when preceded or accompanied by a current Confidential Private Placement Memorandum, which more fully describes the Offering and sets forth the risks. All forward-looking statements and any financial projections are estimates only and are subject to adjustment.

This presentation includes forward-looking statements within the meaning of the safe harbor provisions of the Private Securities Litigation Reform Act of 1995 including statements that reflect Zoom Companies, Inc.’s current expectations about its future results, performance, prospects and opportunities. Zoom Companies, Inc. has tried to identify these forward-looking statements by using words and phrases such as "may," "expects," "anticipates," "believes," "intends," "estimates," "plan," "should," "typical," "preliminary," "hope," or similar expressions.
Pro Arena Rugby, also known by the appropriate acronym PAR, is a new American professional sports league pitting professional athletes in the no-holds-barred game of rugby. PAR showcases toughest athletes the world has to offer battling it out for 48 minutes in a seven-a-side version of rugby, a sport that has been played for over 150 years. Competed on artificial turf within the confines of an indoor arena, PAR games are high scoring, on-the-fly, non-stop action alternative to traditional American sports leagues.

The goal is to establish PAR as a global sports presence to capitalize on the expanding interest in aggressive sports by the prime 18 to 34 year old male demographic as well as fill a need for arena operators to provide added value to their stakeholders, sponsors and patrons. The PAR business model is designed to leverage the attraction to fast-paced, aggressive and violent sports action by the targeted demographic. The viability and profitability of this niche have been proven in the past few years with the incredible growth and success of billion dollar enterprises like the UFC and X-Games. Revenues are derived from sponsorships, tickets sales, merchandise and concessions.
The Game of Arena Rugby

The new sport of Arena Rugby combines the best elements of live action sports competition, with the thrill of aggression and rough action — all packaged as a heart-thumping, can’t-look-away, entertainment spectacle.

- Arena Rugby is very fast paced — basically the fast-break of basketball and the two minute drill of football rolled into one.
- Rugby as a sport has always been perceived as one of the rough action sports.
- Ticket prices can be affordable by comparison to other professional sports.
- Arena Rugby permits the maximum entertainment environment with all the amenities of an indoor arena and without negative revenue exposure from bad weather.
- Rugby is an Olympic sport.
- The 18-34 year old male target market has been acquainted with rugby on university campuses for decades.
- “Seven-a-Side” Rugby has been played in America for over 100 years.
- The U.S. can provide internationally competitive American indoor rugby players.
- Arena Rugby can operate in summer months, without competing with other aggressive sports in the fall.
- Arena Rugby can be marketed in major market cities and is not subject to tertiary advertising budgets found in smaller markets.
A summer season is the optimum time due to player access as well as reduced competition from other professional sports. The league will consist of an Eastern and Western Conference with four exhibition games in July/August 2016.

The initial season will consist of intra-conference play only, culminating with inter-conference playoffs and championship.

Game Exhibitions

**Sample West Coast Locations:**
- San Diego
- San Francisco
- Dallas
- Las Vegas
- Phoenix
- Seattle
- Austin
- Los Angeles

**Sample East Coast Locations:**
- Miami
- Ft. Lauderdale
- Tallahassee
- Philadelphia
- New York
- New Jersey
- Chicago
- Atlanta
The Field, The Game

01
played on artificial turf within the confines of an ice hockey rink-sized field.

02
four periods of 10 minutes each (a very American football like game set which fills all the entertainment requirements for TV and the arena audience)

03
WAR is fast-paced madness with “on-the-fly” substitutions that creates an electric atmosphere appealing to sports and entertainment enthusiasts. Outrageous Half-Time shows. Unlimited substitutions, which maximize speed of the game and rough play.
The Business Model

PAR's business model is designed to emulate recent sports industry successes such as UFC, WWE, NASCAR and the Pro Bowlers Association (“PBA”). These organizations have effectively repackaged sports franchises and transformed them into multi-layered, megadollar business enterprises. Components of their models include compelling competitions, significant television presence, the creation of identifiable heroes and personalities, and the extraordinary expansion of their licensing business and sponsorship support that rivals the NFL, NBA and MLB. For example, the WWE's revenues have grown from $126 million in 1998 to $400 million in 2006. NASCAR's current net TV revenue is $244 million, with projected increases on average of 17% per year through the 2007 season. NASCAR's current Internet rights are valued at $50 million, and their 2006 revenues reached a record at $798.4 million. In 2000, the PBA, once a television ratings leader, lost 100% of its sponsorship dollars and its TV ratings dipped below .03 (on cable carriers). A creative marketing campaign that included improved scheduling, an extended TV contract, expanded player visibility and a restructured business approach helped PBA regain lost ground. TV ratings tripled and sponsorship grew to over $10 million dollars annually within three years.

The Players

The 18-34 year old male target market has been acquainted with rugby on university campuses for decades. PAR will feature 8 teams in a single elimination tournament format.
The Game

Very physical athletes. (fit, attractive, wild). No Helmets, No Pads.

7 vs. 7 a side competition – fast and rough – a combination of outdoor 7’s which is fast and 16’s which is rougher play

Unlimited substitutions, which maximize speed of the game and rough play

Four periods of 10 minutes each (a very American football like game set which fills all the entertainment requirements for TV and the arena audience)

Sexy Cheerleaders, Half-Time Show, Live Entertainment
Event Testimonials in Pre-Game Market Tests

“We don’t have enough first aid kits.”
Scott- On site Paramedic

“We rarely do we host sporting events as exciting and physically demanding as the Gold Cup held at Reunion Arena. As for the financial viability, all the ancillary revenue generators fared very well.

We continue to believe it can be a big hit.”
Dave Brown-General Manager Reunion Arena

“I must tell you, I am the ultimate non-sports fan! But, never have I had such good-clean fun. The relaxed atmosphere, the continued play, the rough housing-it was great! Can’t thank you enough for bringing this sport to the metroplex, its high time!”
Liza Marchbanks- National Sales Manager, Met Magazine, Dallas, Texas

“I was surprised and excited to see that 65% of those attending the Rugby Gold Cup game had never attended a rugby game. The games were a huge hit with the kids and adults.”
Ray Viers- Fox Sports Colorman

“The game was fast paced and hard hitting. ‘Wow’ was the fan reaction. One said, “When is the next game?” Another said, “I want to bring my friends!” “Fans came to the booth wanting to buy Dallas Outlaws apparel.”
Pat Lackowski- Hooker Rugby Supply

“This was the best thing off the ice; I could not believe the action and hitting.”
Ryan- New Rugby Fan, Dallas, Texas
ARENA RUGBY TEAMS FOR SALE!

Teams are currently available for purchase, major cities are selling fast!
PAR’s broadcast plan is to develop and produce a weekly game of the week television show leading up to a live Pay-Per-View Championship game. In addition to the game presentation, each broadcast will provide league updates, promotion of upcoming telecasts and reinforcement of the PAR Championship Game on Pay-Per-View. To ensure long term success, the PAR broadcast will focus on facilitating three things:

- The ability of the viewer to empathize with the athlete.
- A general understanding of the way the game is played.
- Compelling competition, with tough athletics.
The initial primary marketing goal will be to establish PAR as a new and exciting sport that delivers a unique combination of action and entertainment. The existing perceptions of the sport of rugby will be a positive with some segments of the market and a negative with others. By carefully crafting and executing a strategic marketing message, we can both capitalize on the existing good will and position PAR as a new alternative to mainstream sports.

A secondary marketing goal will be to highlight and communicate the unique entertainment value that PAR provides. A wide range of traditional and social media will be employed to communicate the message and build the PAR brand essence.
Media-Entertainment

SPONSORS

Budweiser

Monster

Energy

Coca-Cola

Sexy Cheerleaders

Outrageous Half-Time Show
01 **Sports is Big Business**  
The sport business industry is one of the largest and fastest growing industries in the United States, with an estimated annual $375 billion in revenue *(Source: Plunkett Research, Ltd, 2006)*. It is larger than the U.S. Banking Industry, Auto Industry or Transportation Industry.

02 **Average Attendance Comparisons**  
WAR assumes for its financial data to have an average attendance per game of 5,500.  
- Arena Football 2005 – 16,121 average per game  
- XFL (Defunct League) – 23,410 average per game  
- National Lacrosse League – 10,237 average per game  
- Women’s National Basketball Association – 9,662 average per game  
- Major League Soccer - 9,345 average per game

03 **Ideal Target Market**  
89% of the rugby public is between the ages of 18-49 years old  
Rugby public have greater than average disposal income:  
75% have household incomes at $40,000 or more  
67% earn in excess of $50,000  
39% earn in excess of $75,000  
The United States of America is a melting pot of nationalities with over 1.1 million legal immigrants arrive every year *(Source: U.S. Census 2006)*.

04 **Rugby in America**  
- 65,000+ active participants  
- 600,000+ rugby enthusiasts  
- 2100+ rugby clubs  
79% of active players are between the ages of 18 and 34  
The most popular club sport on American college campuses *(Source: Rugby Magazine 2006)*

05 **Worldwide Acceptance**  
Rugby is played in more than 120 countries including Australia, New Zealand, Japan, England, France, Italy and Fiji  
The Rugby World Cup is 3rd most watched sporting event only behind the World Cup & the Olympics  
The 2007 World Cup of Rugby featured top teams are Australia, France, South Africa, New Zealand, Wales, England, Fiji Islands, Samoa Islands, Scotland, Ireland, etc.

06 **Game Facts**  
- Over 3,300 spectators with very little lead-time or media support  
Concessions per capita were $6.50  
We determined that the sport is notably conducive to broadcasting.
OUR COMPANY TEAM

Bill Forhan
Chairman
CEO

Mark Savoy
Founder of PAR

Clark Forhan
Sales/Marketing Director
Additional Documents Available

- Private Placement
- PAR Business Plan
- Executive Summary
- Financials
- PAR Promotional Video
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