

# INFORMATION

## ABOUT THE FREIKARTE

The Freikarte is a credit card that the state of Bremen gives to all children and young people whose first place of residence is in Bremen or Bremerhaven.

### How to get the Freikarte

The card is automatically sent unsolicited by mail to all children and young people up to the age of 18.

### How much money is available to you

The card is topped up with 60 euros for the year 2024 and will be automatically charged up again with a new 60 euros in 2025.

### How to activate the card

For the card to work, it must be activated once with a code. Your parents or guardians will also have received this code by post shortly after receiving the card. In addition to the code, you now only need the card number. It can be found on the back of your card and on the letter you received with your card. Activate your Freikarte via our website or the Freikarte app. Your Freikarte is automatically activated when you add it to the app. If you look after several children, you can also add and manage several cards in the app.

### You can use the card here

The Freikarte can be used to pay for admission to many selected places, such as swimming pools, cinemas, indoor playgrounds or theatres. Where certain equipment is required, such as for ice skating or bouldering, the Freikarte can also be used to rent this equipment. In some places, you can also use the card to pay for food and drinks and in the shops. You can see where you can use the Freikarte the website [www.freikarte.bremen.de](http://www.freikarte.bremen.de) or in the **Freikarte app**.

### How much credit you have left

You can also check online how much credit you have left on your Freikarte or in the app. Again, you will need the card number and the security code.

### Do you need help?

If you need help, you can call the citizens' hotline on 0421-361-0. You can also find answers to the most frequently asked questions in the "FAQ" section on the website or in the app. Or you can write to us there using the contact form.

