

SCRATCHING APPLIES TO MASTERS TIPPING ONLY

If a player's selection is scratched there are a few things you can do:

- 1) Before the start of the competition all players can select a 'standout' number between 1 and 8, which is recorded on the front of the booklet. The 'standout' number then substitutes for the 'scratching'. However, if the 'standout' number is also scratched the player receives 1 point.
- 2) The player is automatically allocated the 'top-weight' - the first printed horse left in the field.
- 3) Or refer to Point Allocation as shown on the score chart.

PRIZE SPLIT-UP

Here's just one example of how you might split-up the 'kitty' at the end of the competition.

Of course, there are many ways of doing this and it's entirely up to you. You will know what suits your customers.

Example: 30 players x \$5 a week each = \$150 a week
by 12 weeks = \$1800 'Total Kitty'.

Let's say you allow \$25 a week for Weekly Winners - that's \$25 x 12 weeks = \$300 (covers weekly prizes).

So, the 'Total Kitty' is now \$1500 (\$1800 less \$300)

Prize split-up: 1st (60%) = \$900
2nd (30%) = \$450
3rd (10%) = \$150

Remember, if you want-a-hand or need more information just give us a freecall on 1800 684 222

OTHER PROMOTIONS

A lot of venues run add-on promotions in conjunction with The Masters and Foot Ball Tipping.

Here are some of their ideas:

- Tipping Club Happy Hours
- Tipping Club Trivia Comps
- Raffles for local charities or sporting clubs
- Weekly 'scoring' sessions with snacks on the bar
- Lucky number draws etc. etc. ...all low-cost add-ons for Tipping Club customers

TIPPING & SCORING THE MASTERS

Simple! Just pick the winner of each race for your nominated race meeting and mark your selection by TAB number and horse name in the columns provided. If the TAB number and horse name do not match, then the TAB number listed is regarded as the official selection.

Then just score the selections - 5 points for a win, 2 for a second or 1 for a third - add them up and fill in the score box. Add this weeks total to 'Last weeks' Total and you've got the current, up-to-date total. **Remember the Points Allocation is our suggestion only.**

TIPPING & SCORING FOOTBALL

Easy! Mark your selection by placing an **X** in the box next to the team you think will win. To select a draw, mark an **X** in the boxes alongside both teams.

Then just score the selections - 2 points for a win, 1 point for a draw or if the player selected a draw they get 4 points. Add up the scores, fill in the Score-box, then add 'this weeks' score to 'last weeks' total and you've got the current up-to-date total.

PROSCORE SPORT

Tipping Hints

**How to get the most out of
your Tipping Competition**
with tips from pubs & clubs
around Australia

Another PROSCORE Sports Promotion
PO Box1231 Sunnybank Hills Qld 4109

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GETTING STARTED

Promoting your competition is easy if you display your Posters and Charts as soon as you receive them.

You and your staff will then have a talking point!

The information on the Posters and Chart will answer a lot of your customers' questions.

As your customers register, fill in their details on a Players' Booklet and put the booklet safely aside for the start of the competition.

LET EVERYONE KNOW

Make sure they know how much it's going to cost to be in the competition and that you expect total payment 'up-front', or over the first 4 weeks of the competition.

Example: payment for a \$5 a week competition over 12 weeks = total \$60

Players pay \$15 a week ($60 \div 4$) for the first 4 weeks and it's all done.

You save time by not having to chase 'slow payers' and the players feel that they get the last 8 weeks 'free'.

MASTERS TIPPING ONLY

Establish which Race Meeting everyone is tipping on.

As an example, you might decide to tip on Melbourne races for the entire competition.

Or, you might decide to switch race meetings each week.

It really doesn't matter, as long as you make sure everyone knows when to pick-up their tipping booklets and when to hand them back in.

MASTERS TIPPING ONLY cont..

Of course, it's not always possible for everyone to be at your venue at the stipulated time, so you'll need to be a bit flexible in this regard.

It is not a good idea for players to take their booklets off your premises. The booklets get lost, go through the washing machine ... you know what I mean!

By having a set time, let's say between 5.30 - 7.00pm on Fridays or between 10.00 - 11.30am on Saturdays, you create a 'tipping club' atmosphere and you know when to expect your tipsters.

WEEKLY PRIZES

Most venues award a prize to the high-scorer for the week.

The weekly prize is either 'put on' by the venue or paid for out of the 'kitty'.

Here are some weekly prizes we've heard about:

- six pots
- a six-pack
- the weekly entry fee refunded
- carton of stubbies
- slab of cans
- free lunch or dinner

As you can see, the weekly prize doesn't have to be expensive and will be governed by the size of your venue and the number of players.

LATE STARTERS

If a customer wants to join-in after the competition has started here's what to do.

Firstly, the new-tipster has to catch-up with the weekly entry fees.

So, if the comp's been running for 3 weeks the player would need to pay for the first 4 weeks to catch-up.

Then, as a starting-point the player is given a score of 1 point less than the lowest progressive total on the score chart at that time.

Example : After 3 weeks, the lowest progressive total on the score chart = 28 points

So, the new player starts on 27 points.

END OF COMP GET TOGETHER (GtoG)

Most Pubs and Clubs have a get-to-gether at the end of each competition.

Some venues 'tack-on' a surcharge at the start of the competition. Let's say \$5 dollars a player. This money then goes towards the G-to-G. Others allocate an amount from the 'kitty' to be used for the G-to-G.

These functions range from snacks on the bar to full-blown barbecues.

Your G-to-G would once again depend on venue size and player numbers.

NO TIPS REGISTERED

If players miss out on getting their tips in ... just give them 1 point less than the lowest score for the round.