

PAYOUT CALCULATION SHEET (to be sent to area director)
PLEASE NOTE: ENTRY FEE IS DEFINED AS AMOUNT GOING TO PAYOUT PLUS
BCBRA APPROVAL FEE. EG. \$20. TO PAYOUT PLUS \$3.00 = \$23.00 ENTRY FEE

Arena Manager: _____
 Phone # _____

Location: _____
 Date: _____

CATEGORY: OPEN

X _____
 Less \$3 of each entry fee _____
 Added Money _____
 Total to payout _____

(round off to the nearest dollar)

Div 1 30%	Div 2 27%	Div 3 23%	Div 4 20%
\$ _____	\$ _____	\$ _____	\$ _____
1st plc			
2nd plc			
3rd plc			
4th plc			
5th plc			
6th plc			

CATEGORY: JUNIOR

X _____
 Less \$3 of each entry fee _____
 Added Money _____
 Total to payout _____

(round off to the nearest dollar)

Div 1 30%	Div 2 27%	Div 3 23%	Div 4 20%
\$ _____	\$ _____	\$ _____	\$ _____
1st plc			
2nd plc			
3rd plc			
4th plc			
5th plc			
6th plc			

CATEGORY: SENIOR

X _____
 Less \$3 of each entry fee _____
 Added Money _____
 Total to payout _____

(round off to the nearest dollar)

Div 1 30%	Div 2 27%	Div 3 23%	Div 4 20%
\$ _____	\$ _____	\$ _____	\$ _____
1st plc			
2nd plc			
3rd plc			
4th plc			
5th plc			
6th plc			

CATEGORY: PEEWEE

X _____
 Less \$3 of each entry fee _____
 Added Money _____
 Total to payout _____

(round off to the nearest dollar)

Div 1 30%	Div 2 27%	Div 3 23%	Div 4 20%
\$ _____	\$ _____	\$ _____	\$ _____
1st plc			
2nd plc			
3rd plc			
4th plc			
5th plc			
6th plc			

A) Last place paid in the 4th division, must receive their entry fee back. If less than 5 riders, payoff may be less.
 B) If times break down where 1 division has no riders in it, then the payoff must be 43%, 33%, 24% respectively. If 2 divisions have no riders, payoff must be 60%, 40%.
 C) If only 1 rider falls in a division, that rider gets all the money in that division.
 Following payoff scale is for each division.

1 placing	100%	Based on \$23
2 placing	.60 .40	Entry Per Division:
3 placing	.43 .33 .24	1-14 riders pays 1 plc.
4 placing	.38 .28 .20 .14	15-23 riders pays 2 plc.
5 placing	.33 .27 .20 .13 .07	24-40 riders pays 3 plc.
6 placing	.32 .25 .18 .12 .07 .06	