

Typical USBA TOUR Formats & Prize Money Projections (3 day events):

Number of Tables = 9

Note: Auctions and other tournament fundraising activities can also be held (optional) for positions in the Finals which can raise an additional \$1000-\$3000 for the prize fund depending on the number of players & type of tournament.

“B” Tournaments (\$155 entry fee):

48 Players

6 flights of 8 players each

2 groups of 6 player RR Finals

\$7200 in entry fees

-Room adds \$500

sponsors add \$550, total added = \$1050

Total prize money = \$8250

Payouts:

- 1) \$2000
- 2) \$1500
- 3) \$1100
- 4) \$850
- 5) \$650
- 6) \$500
- 7) \$400
- 8) \$350
- 9) \$300
- 10) \$250
- 11) \$200
- 12) \$150

-Room adds \$1000

sponsors add \$1100, total added = \$2100

Total prize money = \$9300

Payouts:

- 1) \$2200
- 2) \$1700
- 3) \$1300
- 4) \$950
- 5) \$750
- 6) \$575
- 7) \$450
- 8) \$375
- 9) \$325
- 10) \$275
- 11) \$225
- 12) \$175

-Room adds \$1500

sponsors add \$1650, total added = \$3150

Total prize money = \$10,350

Payouts:

- 1) \$2500
- 2) \$1850
- 3) \$1450
- 4) \$1100
- 5) \$825
- 6) \$625
- 7) \$500
- 8) \$400
- 9) \$350
- 10) \$300
- 11) \$250
- 12) \$200

"A" Tournaments (\$255 entry fee):

48 Players

6 flights of 8 players each

2 groups of 6 player RR Finals

\$12,000 in entry fees

-Room adds \$1000

sponsors add \$1100, total added = \$2100

Total prize money = \$14,100

Payouts:

- 1) \$3400
- 2) \$2500
- 3) \$1925
- 4) \$1400
- 5) \$1125
- 6) \$850
- 7) \$700
- 8) \$550
- 9) \$500
- 10) \$425
- 11) \$350
- 12) \$275

-Room adds \$2000

sponsors add \$2200, total added = \$4200

Total prize money = \$16,200

Payouts:

- 1) \$3900
- 2) \$2900
- 3) \$2275
- 4) \$1625
- 5) \$1300
- 6) \$1000
- 7) \$800
- 8) \$650
- 9) \$550
- 10) \$475
- 11) \$400
- 12) \$325

-Room adds \$3000

sponsors add \$3300, total added = \$6300

Total prize money = \$18,300

Payouts:

- 1) \$4400
- 2) \$3300
- 3) \$2600
- 4) \$1825
- 5) \$1450
- 6) \$1100
- 7) \$900
- 8) \$725
- 9) \$650
- 10) \$550
- 11) \$450
- 12) \$350