



Assumptions:

One league night. 4 players per team. 10 teams per league. 12 week session. \$20 average spend per player.

Players Per Team	4
Teams Per League	10
Matches Per Night	5
League Nights Per Session	12
Avg Spend Per Player	\$20

Spend Per Match, Per League Night	\$ 160.00
(20 per player, 4 players per team x 2 team)	
Spend Total Per League Night	\$ 800.00
(160 spend per match x 5 matches per night)	
League Total Spend	\$ 9,600.00
(Spend total x 12 league nights)	

Added Revenue from League Play

\$ 9,600.00

Assumptions:

Three league nights. 4 players per team. 10 teams per league. 12 week session. \$20 average spend per player.

Players Per Team	4
Teams Per League	10
Matches Per Night	5
League Nights Per Session	36
Avg Spend Per Player	\$20

Spend Per Match, Per League Night	\$ 160.00
(20 per player, 4 players per team x 2 team)	
Spend Total Per League Night	\$ 800.00
(160 spend per match x 5 matches per night)	
League Total Spend	\$ 28,800.00
(Spend total x 36 league nights)	

Added Revenue from League Play

\$ 28,800.00

* This is a very conservative estimate of a \$20 spend per player, per night average. Many times this spend is on beverages alone. The theoretical return can be from the player spend going toward food, beverages, gaming, jukebox etc. These figures don't even include the coin drop for league play as leagues play a various number of games and type of games. Some leagues are also steel tip that don't generate a coin drop.