

EVENT FLASH REPORT SUMMARY

Event: **Sixty-Six Games eSports**
 Date: 1/17 - 1/19/20
 Time(s): n/a
 VENUE: Grossinger Motors Arena
 CITY: Bloomington, IL
 RENTAL__X__ SELF PROMOTE_____ CO-PROMOTE_____

Gross Sales	\$	10,126.00
Net Sales	\$	9,829.54
Tickets Sold:		870
Comp Tickets:		118
Total Tickets:		988
Actual Attendance (Drop):		863



Net Estimated Profit / (Loss)	\$	9,120.06
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Event Revenues

Event Rental & Net Co-Pro Profit	\$	3,500.00	
Net Ticket Rebates, Facility Fees & Parking Fees	\$	4,194.50	Per Cap
Net Food & Beverage Revenue	\$	6,926.19	\$ 8.03
Reimbursed Event Expenses	\$	9,385.71	
Net Merchandise Commissions	\$	-	
Other Event Revenues	\$	-	
Total Event Revenues	\$	24,006.40	

Event Expenses

Net Co-Pro Loss	\$	-
Amusement Taxes Paid	\$	296.46
Event Labor	\$	8,228.83
Catering Expense		
Food & Beverage Expense*	\$	5,204.17
Credit Card Fees	\$	156.88
Other Event Expenses	\$	1,000.00
Total Event Expenses	\$	14,886.34

Net Estimated Profit / (Loss)	\$	9,120.06
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* Based on Estimated Cost of Goods Sold for Product, Labor and Commissions

Executive Director Comments

In it's second year, the Sixty-Six Games eSports Tournament and Expo provided even more to see and do for fans. The 32 teams entered into the League of Legends tourney played a double elimination event that ran all three days. The gaming convention provided fans a chance to browse more than 50 booths of games, posters, t-shirts and more. The eSports Clinic gave educators and attendees informative discussions on high school and collegiate esports teams and the future of esports in the US. Finally, a Game Jam gave programmers a 60 hour time period to create a game to be judged for prizes.