

3D (Whole Second Splits) 75% Payout Matrix = 75% of Funds collected in payout, 25% of funds goes to the facility

1-25 Entries (1 hole paid)	1D - 50%	2D - 30%	3D - 20%	If 25 runners payout would be \$469, \$625 would be taken in, plus \$125 in office charge 1D -\$234, 2D -\$141, 3D -\$94 = \$469, all payouts will be rounded to the nearest whole dollar amount
1st - 100%	25*Entries*0.75*0.5	25*Entries*0.75*0.3	25*Entries*0.75*0.2	
17-33 Entries (2 Holes Paid)	1D - 50%	2D - 30%	3D - 20%	
1st - 60%	25*Entries*0.75*0.5*0.6	25*Entries*0.75*0.3*0.6	25*Entries*0.75*0.2*0.6	
2nd - 40%	25*Entries*0.75*0.25*0.4	25*Entries*0.75*0.3*0.4	25*Entries*0.75*0.2*0.4	
34-66 Entries (3 Holes Paid)	1D - 50%	2D - 30%	3D - 20%	
1st - 50%	25*Entries*0.75*0.5*0.5	25*Entries*0.75*0.3*0.5	25*Entries*0.75*0.2*0.5	
2nd - 30%	25*Entries*0.75*0.5*0.3	25*Entries*0.75*0.3*0.3	25*Entries*0.75*0.2*0.3	
3rd - 20%	25*Entries*0.75*0.5*0.2	25*Entries*0.75*0.3*0.2	25*Entries*0.75*0.2*0.2	
67-95 Entries (4 Holes Paid)	1D - 50%	2D - 30%	3D - 20%	
1st - 40%	25*Entries*0.75*0.25*0.4	25*Entries*0.75*0.3*0.4	25*Entries*0.75*0.2*0.4	
2nd - 30%	25*Entries*0.75*0.5*0.3	25*Entries*0.75*0.3*0.3	25*Entries*0.75*0.2*0.3	
3rd - 20%	25*Entries*0.75*0.5*0.2	25*Entries*0.75*0.3*0.2	25*Entries*0.75*0.2*0.2	
4th - 10%	25*Entries*0.75*0.5*0.1	25*Entries*0.75*0.3*0.1	25*Entries*0.75*0.2*0.1	
96-124 Entries (5 Holes Paid)	1D - 50%	2D - 30%	3D - 20%	
1st - 33%	25*Entries*0.75*0.5*0.33	25*Entries*0.75*0.3*0.33	25*Entries*0.75*0.2*0.33	
2nd - 27%	25*Entries*0.75*0.5*0.27	25*Entries*0.75*0.3*0.27	25*Entries*0.75*0.2*0.27	
3rd - 20%	25*Entries*0.75*0.5*0.2	25*Entries*0.75*0.3*0.2	25*Entries*0.75*0.2*0.2	
4th - 13%	25*Entries*0.75*0.5*0.13	25*Entries*0.75*0.3*0.13	25*Entries*0.75*0.2*0.13	
5th - 7%	25*Entries*0.75*0.5*0.07	25*Entries*0.75*0.3*0.07	25*Entries*0.75*0.2*0.07	

IF 125+ ENTRIES USE MATRIX FOR 5D 75% PAYOUT

3D (Whole Second Splits) 100% EQUAL PAYOUT Matrix - ONLY FOR USE FOR THE INCENTIVE CLASSES

1-25 Entries (1 hole paid)	1D - 33%	2D - 33%	3D - 33%	If 25 runners payout would be \$500, \$166 to be split within each D 1D -\$166, 2D -\$166, 3D -\$166 = \$498, all payouts will be rounded to the nearest whole dollar amount
1st - 100%	25*Entries*0.33	25*Entries*0.33	25*Entries*0.33	
17-33 Entries (2 Holes Paid)	1D - 33%	2D - 33%	3D - 33%	
1st - 60%	25*Entries*0.33*0.6	25*Entries*0.33*0.6	25*Entries*0.33*0.6	
2nd - 40%	25*Entries*0.33*0.40	25*Entries*0.33*0.40	25*Entries*0.33*0.40	
34-66 Entries (3 Holes Paid)	1D - 33%	2D - 33%	3D - 33%	
1st - 50%	25*Entries*0.33*0.50	25*Entries*0.33*0.50	25*Entries*0.33*0.50	
2nd - 30%	25*Entries*0.33*0.30	25*Entries*0.33*0.30	25*Entries*0.33*0.30	
3rd - 20%	25*Entries*0.33*0.20	25*Entries*0.33*0.20	25*Entries*0.33*0.20	
67-95 Entries (4 Holes Paid)	1D - 33%	2D - 33%	3D - 33%	
1st - 40%	25*Entries*0.33*0.40	25*Entries*0.33*0.40	25*Entries*0.33*0.40	
2nd - 30%	25*Entries*0.33*0.30	25*Entries*0.33*0.30	25*Entries*0.33*0.30	
3rd - 20%	25*Entries*0.33*0.20	25*Entries*0.33*0.20	25*Entries*0.33*0.20	
4th - 10%	25*Entries*0.33*0.10	25*Entries*0.33*0.10	25*Entries*0.33*0.10	
96-124 Entries (5 Holes Paid)	1D - 33%	2D - 33%	3D - 33%	
1st - 33%	25*Entries*0.33*0.33	25*Entries*0.33*0.33	25*Entries*0.33*0.33	
2nd - 27%	25*Entries*0.33*0.27	25*Entries*0.33*0.27	25*Entries*0.33*0.27	
3rd - 20%	25*Entries*0.33*0.20	25*Entries*0.33*0.20	25*Entries*0.33*0.20	
4th - 13%	25*Entries*0.33*0.13	25*Entries*0.33*0.13	25*Entries*0.33*0.13	
5th - 7%	25*Entries*0.33*0.07	25*Entries*0.33*0.07	25*Entries*0.33*0.07	