

Today's **Agenda**

- Welcome!
- Actionable Pricing
- Increasing Per-Ticket Revenue
- Marketing (and Remarketing) Your Event





• • • Who We Are

We Are **Event Technology Experts**



Our Mission

To make it *free and easy* for events to generate more revenue, grow their events, and engage their attendees.

We create *free and easy-to-use* event software that you can fully control.







Pricing **Matters**

Pricing isn't just about the amount of money. You want to use your pricing to:

- Force people to buy earlier
 - Lock in attendance
- Shift attendance patterns
 - Bring in more attendees on "off" nights
- Ensure day-of purchasers cover all costs
 - Stop eating fees from on-site sales

So let's look at what we know about pricing...



• • • Actionable Pricing

2023 Haunt **Pricing**

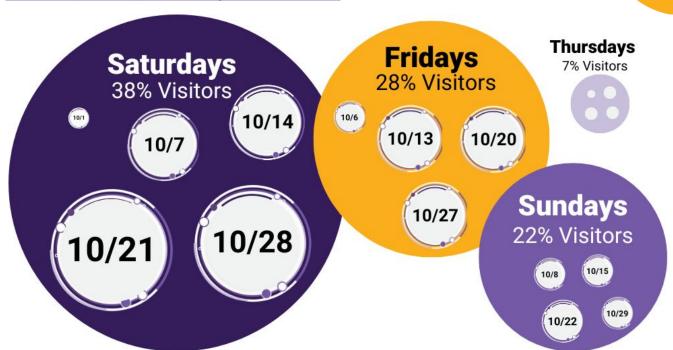
Overall Highest Prices: Friday the 13th & Halloween

Most Haunts price dynamically based on the night/time slot, but few Haunts change prices throughout selling cycle.



Most Popular **Haunt Nights**

Some nights are preferred by Haunt Visitors



Sat 10/21
Highest
Attendance

38%Visited on a Saturday

• • • What We KNow About Haunts

When Day Do People **Buy Tickets?**

5%

3%

2%

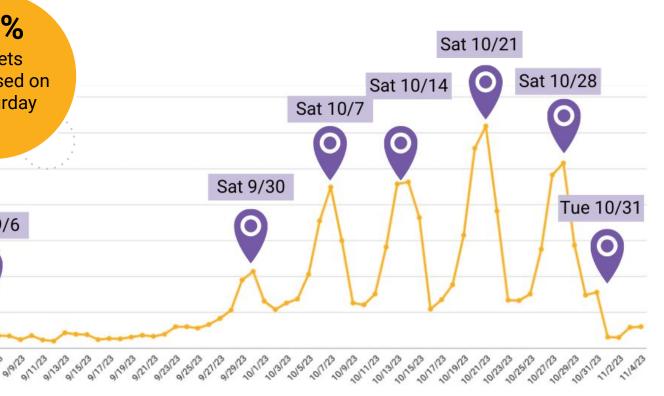
1%

Haunt visitors procrastinate buying their tickets, with big spikes on Saturdays (also the most attended day)





Wed 9/6



What Time

Do People Buy Tickets?

Date and Time Data Tells us:

People are buying online tickets
 close to when they plan to attend potential as they're on the way to
 the Haunt

But....

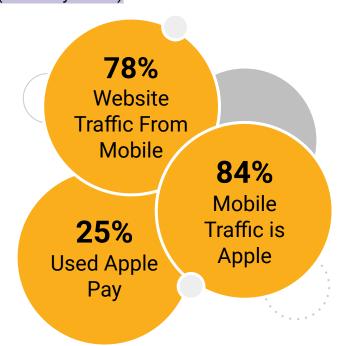
 We want people to buy their tickets earlier so there is less chance they will get distracted by another shiny Saturday night event

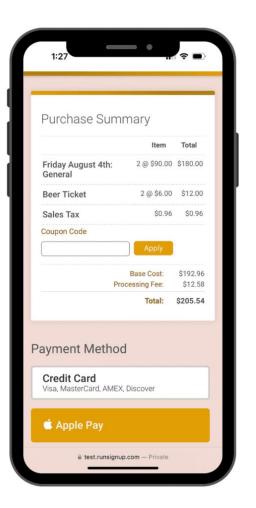
We want to be strategic with our pricing structure.



How People **Buy Tickets**

People want tickets to be easy to buy (from anywhere)





Strategic **Pricing**

Sale Night Attendees

- Less bought into Halloween events
- May only come for a discounted night

Charity Nights

- Attendees invested in the cause who may not otherwise look for a haunt
- More unsure of what to expect



01

02

03

04

05

6:00pm Attendees

- Prompt and ready to go!
- Pre-purchased their tickets
- Families & younger kids
- Proceed through attractions quickly

Midnight Attendees

- Less likely to be on-time
- Older kids and young adults
- More enthusiastic and less efficient at moving through Attractions
- More likely to pay cash

Halloween Night

- Annual attendees with a Halloween tradition
- Teens too old for trick-or-treating

Different types of customers are drawn to different days and time slots. Your breakdown may be different, but your biggest growth opportunity is during low-demand nights and times, with attendees who are traditionally less likely to attend at all.

Price **Increases**

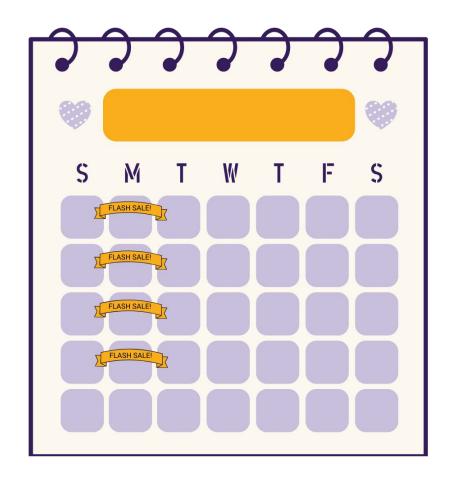
- Most haunters buy tickets late
- Price deadlines can drive action
- Promote earlier purchases to drive later decisions about staffing and traffic





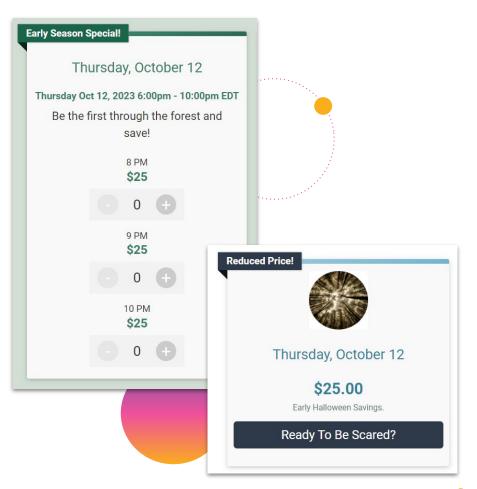
Flash **Sales**

- Encourage buying earlier with time-limited promotions
- Mondays are slow buying days
- Getting people to buy on a Monday means they're locked in to attending
- Early purchases means more time to invite friends!



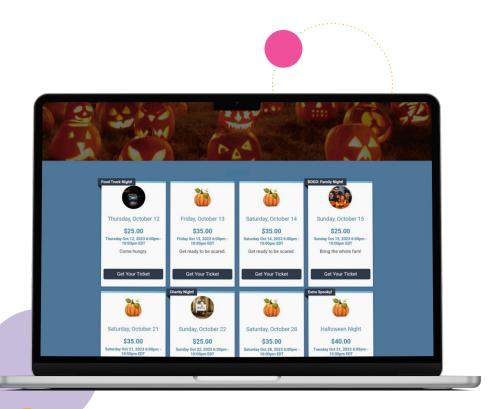
Night-Based **Promotional Pricing**

- Early Season Thursday or Sunday lower pricing
- Highlight the difference between the "normal" pricing and your discount nights



Promotional Nights

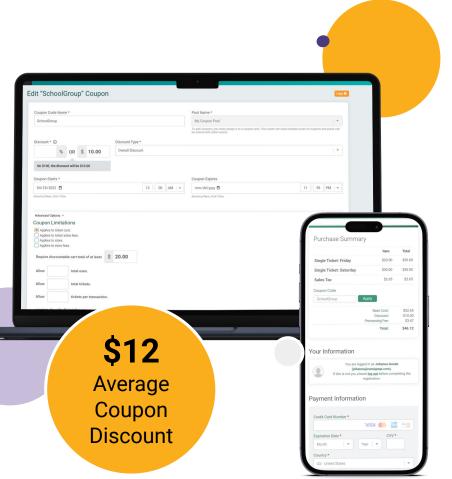
- Use Promotional Nights on slower nights
- Ideas for Promotional Nights
 - Food Truck Night
 - Haunt 4 Ever (unlimited night)
 - Buy One Get One
 - EMS First Responder
 - Fundraiser Night



Limited

Coupons

- Limit coupons by time or quantity
- Have coupons that work only for certain slower nights
- Think small: coupons don't have to undervalue your event to promote action
- Promote earlier purchases to drive later decisions about staffing and traffic
- Share coupons across events
- Embed Coupons in URL



Drive On-Site Sales Online

- You can't avoid procrastination (unless you sell out)
- Use QR Codes on-site to encourage purchasing on phones to pass ticket fees onto visitors
 - No more on-site credit card processing fees
- Offer lower price or faster lines to mobile purchasers



The Cost of **On-Site Credit Card Sales**

Number of Tickets Sold	Buyers Paid	You Lost
1 Ticket	\$25	\$1.25
1,000 Tickets	\$25,000	\$825
5,000 Tickets	\$125,000	\$4,125
20,000 Tickets	\$500,000	\$16,500

^{*}Based on standard Square Pricing; 3 tickets per transaction.



Increasing **Per-Ticket Revenue**





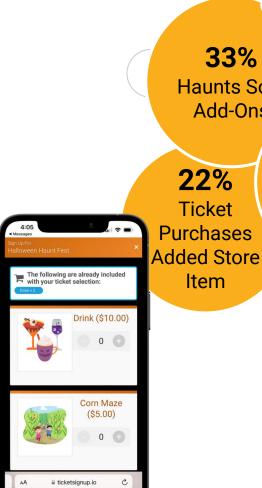
Increasing Per-Ticket Revenue

Add-On **Store Purchases**

Even if you can't sell more tickets, you can make more off of each ticket. Add-ons that increase your revenue include:

- Merch (shirts, hats, glowsticks, etc)
- Side Attractions
- Additional run-throughs
- Behind the scenes tours

It's easier to get a buyer to buy a little more than to find a whole new buyer.



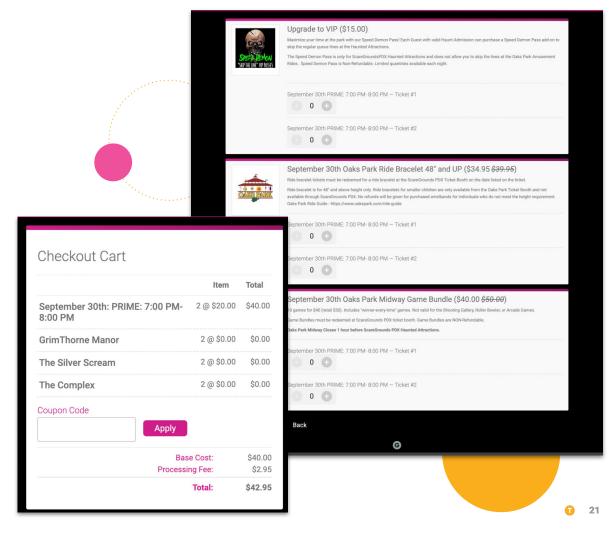
33% Haunts Sold Add-Ons

\$4.50 Added Per-Ticket Revenue from Add-ons

Increasing Per-Ticket Revenue

VIP **Bundles**

- Skip the line!!!
- Offer premium swag for premium buyers
- Upsell attendees with additional opportunities for attractions
- Track each portion of the bundle separately



Marketing (and Remarketing) **Your Event**



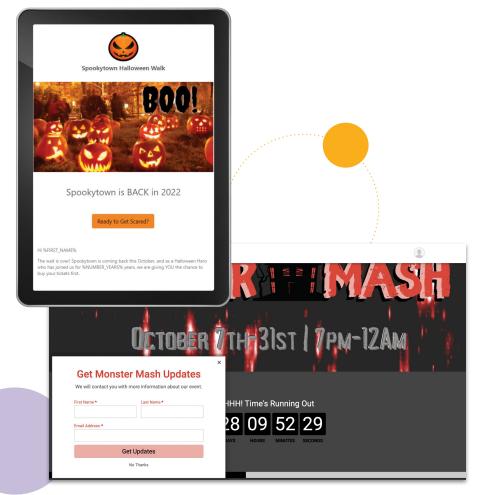


Build Your **Email Lists**

Email is the easiest and cheapest (or free) way to reach potential attendees. Capture as many emails from enthusiasts as possible.

Ways to Start Building Your List

- Sell tickets online
- Include an email capture form on your website
- Ask for emails when signing waiver forms on-site (preferably digitally)



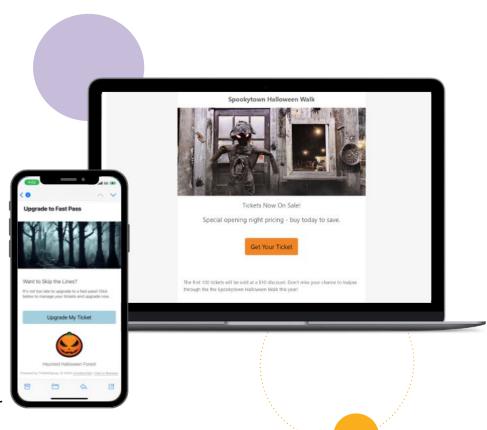
Email **Strategy**

Send Marketing Emails

- Ticket launch
- Price increases & promotions
- Sell-out coming
- Always focus on the FUN to create FOMO

Target Your Emails

- Previous attendees who haven't re-purchased:
 reminders that they had fun
- New contacts: Educate and excite about your event.
- Already purchased: Encourage them to invite their friends! Upsell their experience!



Word of Mouth Marketing **Referrals**

Word of mouth is a low overhead way to reach new Halloween enthusiasts.

- High (enough) refund, high reward
- Grow your funnel year-over-year

\$0.98 **CPA for Each New Ticket Purchase via Referral Rewards**







Marketing vs Remarketing

Re-target people who have shown interest in your event.

Marketing

- Endless possibilities...and endless waste
- Expensive to target by interests

Remarketing

- Known interest in Haunts
- Local (enough)
- Inexpensive (or free) to reach
- Likely to bring friends

Google Ads, Facebook Ads, and Instagram all have remarketing options.

Repeat **Haunters**

It's cheaper and easier to get last year's Haunt Enthusiasts to return than to find new people to replace them! 30%

of 2022 Ticket Purchasers
Re-Purchased in 2023

How Do You Improve That?

Reward **Loyal Haunters**

Provide incentives for previous attendees to come back.

- Good: Offer a discount (or early access) to previous visitors
- Better: Offer a premium experience to previous visitors
 - I.E. 1 repeat runthrough any upgrade that isn't being used to capacity
- **Best:** Offer an incentive for previous visitors to bring friends to this year's event



• • • Marketing and Remarketing

Encourage Repeat Haunters **To Bring Friends**

Incentivize inviting your friends.

Bulk Discounts

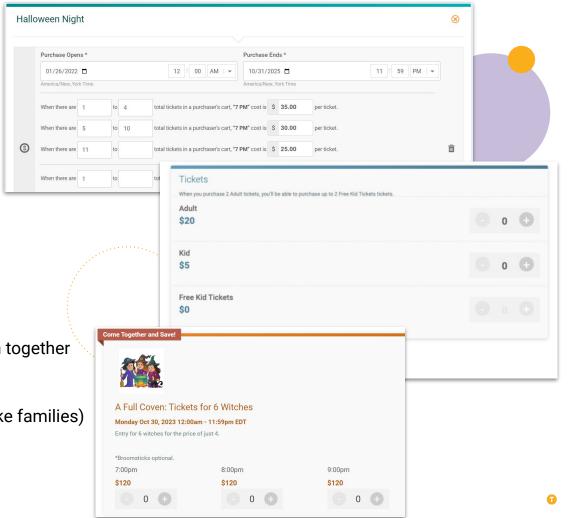
- Encourage larger groups
- Reward families or friends who join together

Combo Tickets

Discount specific sets of tickets (like families)

Group Tickets

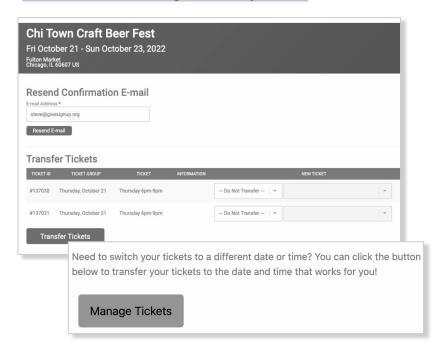
Sell a group of tickets together

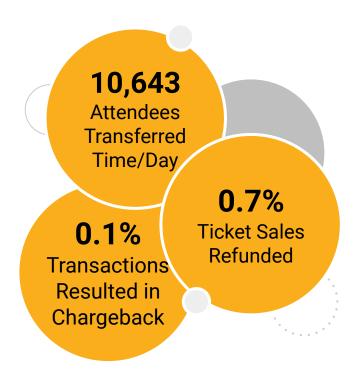


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Create an Experience People Want to Repeat

Providing flexibility to change tickets limits refund & chargeback exposure.





About **TicketSignup**





TicketSignup

Purpose-Built for Events like Haunts

- Event Ticketing
- Free Email
- Free Website
- Free Event Day App & Square integration
- Multiday timed ticketing
- Fast checkout
- Ticket management capabilities (no login)
- Custom information collection
- Built-In Store
- Attraction Management
- Marketing Tools

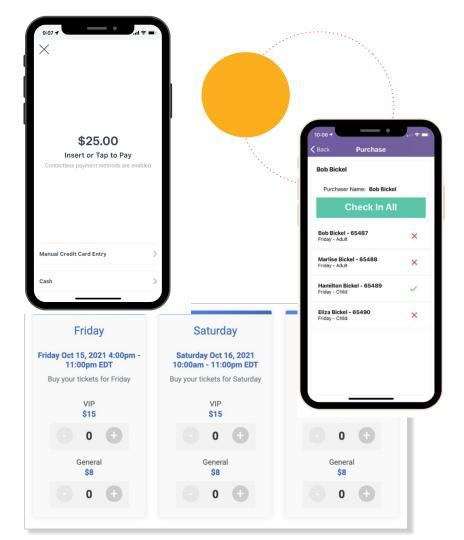


About TicketSignup

All Your Data In One Place

- Online registrations
- Mobile registrations as they come in
- On-Site registrations via square integration

All ticket purchases sync to maintain ticket cap and allow for immediate check-in



What We **Charge**

To keep our platform free (and keep us in business), we charge a processing fee to the purchasers on each monetary transaction.

Ticket Processing Fees

Pass to your supporters or give them the option to cover

Cart Total	Standard Pricing	Volume Pricing (5,000 + Ticket/Year)
\$0	FREE	FREE
\$0.01 - \$249.99	6% + \$1 per cart	4.8% + \$.80 per cart
\$250 - \$999.99	5% + \$1 per cart	3.8%+\$.80 per cart
\$1,000+	4% + \$1 per cart	3.2%+\$.80 per cart

^{***}Inclusive of both credit card and platform fees!***
Free events are always free.



Make More From **Processing Fees**

Standard Pricing
6%+\$1
Per Transaction
(Not per Ticket)

 Attendees are accustomed to processing fees – but a small addition to your processing fee can make a big difference to your margin

How Additional Processing Fees Impact Your Bottom Line Example: 5,000 Tickets Sold for \$25/each

Additional Processing Fee	Processing Fee Per Ticket*	Additional Revenue
4%	\$3.50	\$5,000
\$1 + 1%	\$3.75	\$6,250
\$1 + 2%	\$4	\$7,500
\$2	\$4.50	\$10,000

^{*}Based on one-ticket per-purchase - processing fee will change if multiple tickets are bought in a transaction.

Thank You For **Joining Us Today**

For more information, visit us online at: ticketsignup.io



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