



# 5 Questions to ask When setting up your DBA tables

*By Joe Bundra—Valley-Dynamo Midwest Sales Manager*

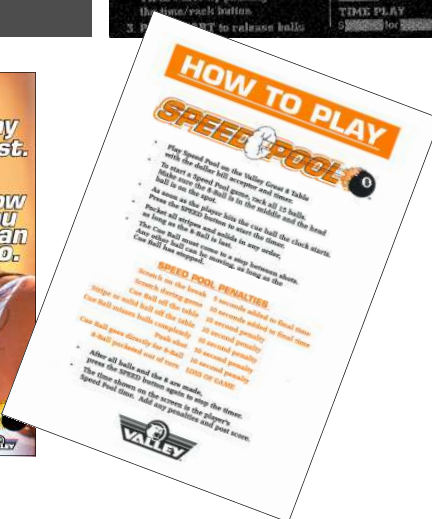
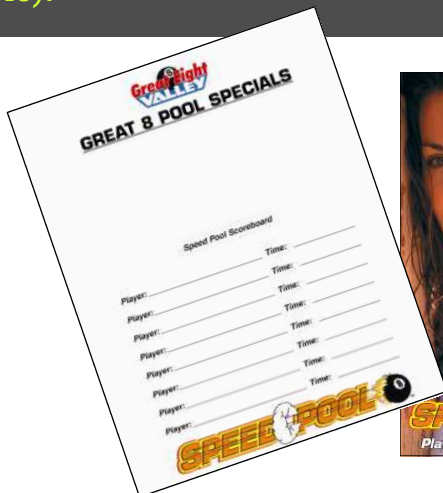
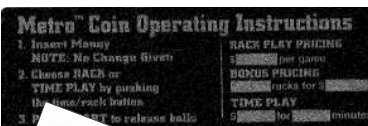
Consider these fundamentals **BEFORE** setting a Great 8, Pro Plus or Metro Coin Pool Table. All will help you achieve maximum revenue

Is the operator going in with a plan of increased pricing? It's **IMPORTANT** to meet with the location and go over the features (DBA, Teflon® cloth, dual durometer rails, bonus and happy hour pricing, time pricing, league pricing, speed pool clock, no need for changers) to maximize collections. Talk with the location regarding the advantages and holding players longer. It's a great opportunity to extend contracts, solidify those locations and search out new ones. Pages 3 and 4 are a pricing worksheet to make a plan. These are also included with the manual and posted separately on our Website. Promote just like you do with a Golden Tee, Tournamax or any new product.



Are you using the POS (Point Of Sale) items? Most **IMPORTANT** are the Pricing Stickers, one next to the LCD Display and one above the coin-door. Let players know they can get more games with Bonus Pricing.

Also, put up the Speed Pool Dry-Erase Board to promote specials and Happy Hours Pricing along with the Speed Pool Poster and Rule Sheet (all included with each table).

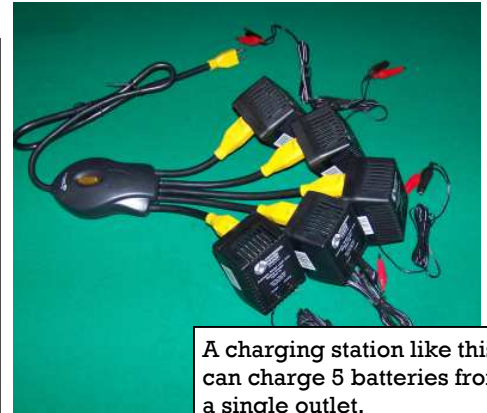




## 5 Questions to ask When setting up your DBA tables

### How are you charging and maintaining the battery?

Easiest solution is to have an extra battery and charger at the location. Plug it in the jukebox or a video game. Have the route collector swap the battery out of 1 different table each week. Now you don't have to carry a battery or charge it on location. Tables can even be plugged in all the time, the batteries will not over-charge. **NOTE: If a battery drops under 11.5 volts, the DBA stacker will not work! If a battery drops under 8 volts times, the battery may be damaged and will no longer hold a full charge.** A good fully charged battery will hold a charge for 30-45 days, depending on play. It is **IMPORTANT** to keep the batteries charged and made part of the collection process.



A charging station like this can charge 5 batteries from a single outlet, Order part # 030205125



### Are you educating the location? Does the location know that...

- there is a 2½ second delay for the battery to wake up the DBA and take the currency?
- the DBA won't take more currency if there are credits on the table
- how to choose between time or rack play?

It's **IMPORTANT** to educate location personnel. This will save you service calls and once the regular patrons know, it becomes second nature. Like with the pricing stickers, we need to educate patrons for a few weeks!



**5. Are you reviewing the Audits?** Software meters on the game will indicate which features are driving the revenues. It's easy to mask price increases. The display indicates: Total Rack Play, Time Play, Happy Hour Totals, Bonus Plays. This helps you to go in and make adjustments. (This only meters the DBA/coin door). There are also hard meters on the coin door and push chute door.



*The more you can utilize the features, the more money your tables will make!!*



# 5 Questions to ask When setting up your DBA tables

Today's Date	<b>not set</b>	
Today's Time (24hr)	<b>not set</b>	<b>not set</b>
	hrs	min
Normal Price-per-Game	<b>\$1.00</b>	
Happy Hour 1 Price-per-Game	<b>\$0.75</b>	
Happy Hour 2 Price-per-Game	<b>\$0.75</b>	
Price for 30 minutes	<b>\$5.00</b>	
Credit Level 1 Price	<b>\$5.00</b>	
Total Games at Credit Level 1	<b>5</b>	
Credit Level 2 Price	<b>\$10.00</b>	
Total Games at Credit Level 2	<b>10</b>	
Time Bonus	<b>5</b>	

**DBA Table  
Setup Defaults**  
 This sheet reflects the default values on the table.

	Sunday		Monday		Tuesday		Wednesday		Thursday		Friday		Saturday	
Happy Hour 1 Start (24hr)	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>
Happy Hour 1 End (24hr)	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>
Happy Hour 2 Start (24hr)	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>
Happy Hour 2 End (24hr)	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>	<b>16</b>	<b>00</b>
	hrs	min	hrs	min	hrs	min	hrs	min	hrs	min	hrs	min	hrs	min

Happy Hour interval will not take place because all times are set equal



# 5 Questions to ask When setting up your DBA tables

Today's Date			1
Today's Time (24hr)	2	3	3
	hrs	min	
Normal Price-per-Game			4
Happy Hour 1 Price-per-Game			5
Happy Hour 2 Price-per-Game			6
Price for 30 minutes			7
Credit Level 1 Price			8
Total Games at Credit Level 1			9
Credit Level 2 Price			10
Total Games at Credit Level 2			11
Time Bonus			12

**DBA Table Setup  
Worksheet**

Number in the lower-right corner of each box  
indicates the corresponding programming parameter

	Sunday		Monday		Tuesday		Wednesday		Thursday		Friday		Saturday	
Happy Hour 1 Start (24hr)	13	14	21	22	29	30	37	38	45	46	53	54	61	62
Happy Hour 1 End (24hr)	15	16	23	24	31	32	39	40	47	48	55	56	63	64
Happy Hour 2 Start (24hr)	17	18	25	26	33	34	41	42	49	50	57	58	65	66
Happy Hour 2 End (24hr)	19	20	27	28	35	36	43	44	51	52	59	60	67	68
	hrs	min	hrs	min	hrs	min	hrs	min	hrs	min	hrs	min	hrs	min

If Happy Hour times are set equal, the interval will not take place. If times are both set to "0", Happy Hour will continue for the full 24 hours