EVENT HOST GUIDE · AUGUST 2026

Sell Tickets. Get Paid. Own the Whole Event.

A plain-language guide for promoters, venues, and organizers. How to launch an event on Cheers Tickets in minutes, let fans pay however they want — card or crypto — and get your revenue without asking anyone's permission first.

cheerstickets.com · Ethereum Mainnet · August 2026

EMAIL + CARD CHECKOUT | ZERO BUYER FEES | 5% FLAT HOST FEE | NO KYC TO START | LIVE IN MINUTES

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SECTION 01

Welcome, Fellow Promoter

Cheers Tickets is a ticketing platform built for people who actually throw events — warehouse parties, comedy nights, conferences, weddings, fundraisers, fight cards, festivals, and everything in between. Setting one up feels like any ticketing app you've already used: make an account, build your event, add ticket tiers, share the link. The difference shows up after someone hits "buy."

Instead of your money sitting in a company's account for weeks while a payout team gets around to it, ticket revenue lands directly under your control the moment it clears — nobody is holding your cash hostage. You don't need to know anything about crypto or blockchain to use the platform; that part happens automatically, behind the scenes, the same way a payment processor works on any other site. If you *do* want to pay or get paid in crypto directly, that door is open too — it's just never the only door.

0%
FEE FOR TICKET BUYERS

5%
FLAT HOST FEE, ON WITHDRAWAL ONLY

< 10 min
TO PUBLISH A LIVE EVENT

0
WALLETS REQUIRED TO START

Why This Actually Matters

- ✓ Most ticketing platforms quietly add service, processing, and facility fees at checkout — often 20–40% on top of face value. Cheers adds none of that for your fans.
- ✓ Traditional platforms hold your payout on their schedule, subject to their review and holdback policy. Here, the schedule is written into the platform itself, and it's the same for every host.
- ✓ Nobody has to approve your event before it goes live. There's no application, no review queue, no "we'll get back to you in 5–7 business days."

WHAT THIS GUIDE COVERS

Everything below is written for the person actually running the event, not a developer. It walks through account setup, how your fans pay, building your event, getting paid, an optional fast-track for regular hosts, and the privacy and anti-scalping protections built into every event on the platform.

SECTION 02

Getting Started in Minutes

Signing up works exactly like any other ticketing platform you've used — enter your email, verify it, and you're in. No seed phrases to write down, no browser extension to install, no crypto exchange account to open first.

Behind the scenes, Cheers automatically creates a secure digital wallet for you (the technology behind it is called **Dynamic**) — the same account your ticket revenue will land in later. You log back in any time with that same email, the same way you'd log back into any account on the internet.

01
Create Your Account
Email address only. A secure wallet is generated for you automatically.

→

02
Build Your Event
Name, date, venue, description, and any performers or keywords.

→

03
Add Ticket Tiers
Prices, capacity, and comp (free) tickets for staff or guests.

→

04
Publish
No approval wait. Your event is live and sellable immediately.

Already Using a Crypto Wallet?

If you already use something like MetaMask or Coinbase Wallet, you can connect it directly instead of logging in with email — skip the email step entirely. It's completely optional; most hosts never need to touch it.

GIVE YOURSELF A THREE-DAY HEAD START

Events must be created at least three days before doors open to be eligible for creation — the same rule applies if you're editing an already-published event. Plan your on-sale date with that window in mind.

SECTION 03

How Your Fans Pay

Every ticket buyer gets to choose how they pay — Cheers never forces anyone into crypto. Both paths lead to the exact same outcome: a real, working ticket that scans at the door and counts toward your event's sales.

Debit or Credit Card

Fans log in with their email and pay with a normal card, the same experience as Ticketmaster or Eventbrite. A digital wallet is created for them automatically in the background, and their card payment is converted behind the scenes into the ticket purchase. They never have to see the word "blockchain" unless they go looking for it. Card processing itself is handled by **Coinbase's** payment system — Cheers never sees or stores a fan's card number.

Crypto Wallet

Fans who already hold crypto — or want to — can connect their own wallet (MetaMask, Coinbase Wallet, and others) and pay directly on-chain. Same seat, same ticket, just a different way of paying for it. No extra setup required on your end as the host either way.

One System, Not Two

You don't manage separate sales channels for "crypto people" and "everyone else." However a fan pays, the purchase shows up the same way in your dashboard — one sales count, one revenue balance, one QR code system at the door.

WHY IT MATTERS FOR YOU

Every purchase, however it's funded, results in the exact same thing: a real, verifiable ticket that lands in your reported sales and your event's revenue balance. There's nothing extra to reconcile at the end of the night.

SECTION 04

Building Your Event

Setting up an event takes the same handful of steps as any ticketing platform: name it, pick a venue and date, describe it, and add your ticket tiers.

Ticket Tiers & Pricing

Add as many tiers as you need — General Admission, VIP, Early Bird, Table Service — each with its own price and how many are available. Prices are set in USD-pegged stablecoin, so the number your fans see is the number that stays stable, regardless of what's happening with crypto prices that week.

Comp & Free Tickets

Set any tier's price to $0 to hand out free passes for artists, staff, press, or guests. You can make an entire event free to attend just by using comp tiers alone.

Per-Wallet Purchase Limits (Optional)

Cap how many tickets of a tier any single buyer can grab. This is the switch that keeps a bot from buying out your whole GA tier in ten seconds — turn it on for any tier you're worried about, leave it off for the ones you're not.

Editing & Cancelling

Edit your event's details or cancel it entirely, any time, right from your dashboard. If you do cancel, ticket holders can claim their own refund automatically — you never have to process a single one by hand.

REMEMBER THE THREE-DAY RULE

Same as account setup — creating or editing an event requires at least three days of lead time before the event date. Build that into your on-sale planning from day one.

SECTION 05

Getting Paid — Fees & Timing

ACTION	WHO PAYS	FEE	NOTES
Buy a ticket	Fan	0%	Face price only — no service, processing, or facility fees added at checkout.
Withdraw your revenue	You (host)	5% flat	Charged once, only when you withdraw — never per ticket sold.
Refund / cancellation	—	0%	Full amount returned to the fan. No cut taken on a refund, ever.
Card checkout convenience	Fan or host	separate, small	A third-party processing cost from Coinbase's card onramp — not a Cheers fee, and never collected by Cheers.

Once your revenue is eligible for withdrawal, open your dashboard, click the three dots on your event, and select **Withdraw**. Funds move straight to your own account — no request form, no support ticket, no waiting on someone to cut a check. If you set up your event with just an email, your revenue lands in that same email-linked account.

THE STANDARD 3-DAY HOLD

By default, ticket revenue becomes withdrawable three days after your event happens. That short window exists to protect both attendees and hosts — it gives fans a chance to flag a real problem (fraud, a no-show, a bait-and-switch) before funds are finally released. For the overwhelming majority of hosts running a normal, legitimate event, this is a formality, not an obstacle. See Section 06 for how established hosts skip it entirely.

SECTION 06

Skip the Wait: Early Withdrawals

The standard three-day hold from Section 05 is the default for every event — but it isn't the only option. Hosts who run events regularly can apply to have that wait removed entirely for their events.

01

Get Verified

Complete a one-time identity check (KYC) directly with Cheers Tickets support. This is the only place on the platform personal information is ever requested — and it's entirely optional.

02

Get Approved by the Protocol

Once verified, Cheers Tickets reviews the request and — for approved hosts — enables an early-withdrawal switch on that specific event from the admin side.

03

Withdraw On Your Own Schedule

From that point on, you can withdraw that event's revenue whenever you want, as many times as you want, as sales come in — no need to wait for the event to happen, let alone three days after it.

04

Ticket Sales Keep Running

Enabling early withdrawal never pauses, slows, or otherwise affects ticket sales in any way — it only changes when you're allowed to pull revenue out.

HOW TO APPLY

Reach out to Cheers Tickets support to be considered for early-withdrawal approval. It's built for hosts who run events often enough that the standard hold becomes a real cash-flow issue — think venues, recurring promoters, and festival organizers selling for weeks ahead of doors.

SECTION 07

Privacy, Permission & Private Events

Cheers Tickets is built to be **permissionless** — nobody has to approve your event, your account, or your right to sell tickets. By default, hosting requires no personal information at all: no ID upload, no application, no review team deciding whether you're allowed in. You build your event, and it's live.

No KYC by Default

Unlike almost every other ticketing platform — or a bank, or a payment processor — Cheers doesn't require identity verification just to create an account and start selling. The optional verification from Section 06 exists purely to unlock early withdrawals; it is never a requirement to host, sell, or get paid on the standard timeline.

Built for Private & Invite-Only Events

Because no ID is required by default, Cheers works cleanly for private parties, closed community gatherings, or invite-only shows where a host doesn't want — or isn't able — to attach a real-world identity to the event. That event still gets the same on-chain ticketing, the same face-value resale protection, and the same zero buyer fees. It simply stays on the standard three-day withdrawal timing instead of opting into early withdrawal.

Censorship-Resistant By Design

Nobody at Cheers Tickets — no support rep, no admin, no company policy — can pull your event down or seize the funds sitting in it. Ticket ownership and event revenue are secured the same way for every host, big or small, verified or not.

THE TRADE-OFF, IN ONE LINE

Skip verification and you keep full privacy, at the cost of waiting the standard three days after your event to withdraw. Verify once and you trade a small amount of privacy for the ability to draw down revenue the moment sales come in. Both paths are fully supported, and nothing stops you from switching between them whenever it makes sense for you.

SECTION 08

Built to Stop Scalpers & Fakes

A lot of the ugliest problems in ticketing — bots buying out a show in seconds, resellers marking tickets up 10x, fake PDFs slipping past the door — trace back to the same root cause: nothing about a normal ticket actually proves it's real or original. Cheers closes that gap at the platform level, not just with a policy nobody enforces.

One Ticket, One Identity

Every single ticket — even ones bought ten at a time — gets its own permanent, unique identity for life. Reselling or gifting it never erases that identity or resets its "used" status.

Scan It Once, Ever

The first valid scan at the door marks that specific ticket as used, permanently. Transferring it to someone else afterward can't reopen it — the next QR code just won't work.

Resale Locked at Face Value

If a fan resells a ticket, it can only be listed and sold for the exact price you set — there's no built-in way to mark it up. Scalping for profit isn't against the rules here; it's simply not something the system allows to happen.

Optional Per-Wallet Limits

Cap how many tickets of a tier one buyer can hold, enforced automatically on every single purchase — not just a rule that's checked at checkout and ignored by a faster script.

WHAT THIS MEANS FOR YOU

You don't need a separate anti-scalping plan, a ticket-limit plugin, or a "one per customer" honor system at the door. It's already built in — you just decide whether to switch the per-wallet cap on for a given tier.

SECTION 09

Quick Answers for Hosts

Do I need a crypto wallet to host an event?
No. Sign up with just an email — a secure wallet is created for you automatically behind the scenes.

How fast do I actually get paid?
Standard timing is three days after your event. Verified hosts can enable early withdrawals and pull funds any time as sales happen (Section 06).

What does Cheers actually charge?
Nothing to your fans. You pay a flat 5% only when you withdraw — never on refunds, and never per ticket sold.

Can someone take my event down?
No. There's no moderation queue and no company policy that can pull a live event or seize the funds sitting inside it.

Do I have to verify my identity to use Cheers?
No — it's entirely optional, and only relevant if you want early withdrawals (Section 06). Hosting itself never requires it.

What if I need to cancel my event?
Cancel any time from your dashboard. Fans self-serve their own refund, in full, automatically — you don't process a single one by hand.

Can bots or scalpers wreck my on-sale?
Turn on a per-wallet purchase limit for any tier, and resale is locked at face value platform-wide either way (Section 08).

Can I run a private, invite-only event?
Yes. No ID is required by default, so private and closed-community events work the same as public ones (Section 07).

"No gatekeepers, no permission required. Just a decentralized, censorship-resistant way to buy and sell tickets without getting robbed by hidden fees and corporate bullshit."

— PAUL "FRY" THOMAS, FOUNDER & CEO, CHEERS TICKETS

Questions Before Your First Event?

Reach out any time — hosts get a real answer, not a ticket queue.

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Own your tickets. Own your events. Cheers!