

RULES

STAR★SPORTS
THE GENTLEMAN'S BOOKMAKER

GENERAL RULES AND PROCEDURES

The Following Applies to all account Types

Please note that Star Sports Rules and Terms & Conditions are both subject to change. The current set of Star Sports Rules and Terms & Conditions are displayed on our web site, and indicate the last date of amendment. Any proposed changes to the Star Sports Rules and Terms & Conditions will also be communicated to customers in advance prior to the change coming into effect. Please note it is the account holder's responsibility to be fully aware of the current Star Sports Rules and Terms & Conditions before placing a bet and once a bet has been placed it will be deemed that the Star Sports Rules and Terms & Conditions have been accepted by the account holder.

LATEST CHANGE OF RULES: 1 November 2014

Statements

An itemised statement will be sent to you at the end of each accounting period listing details of your transactions.

Legalities

You must be at least 18 years of age in order to obtain and use a telephone betting account. All phonecalls are recorded for security purposes.

Deposit Accounts

How to open one - Deposit accounts can be opened by sending a cheque or by telephoning our office and

providing your name, address and switch, maestro, delta or electron debit card details.

Payments - You can withdraw funds by requesting a cheque or bank transfer anytime, or we can make a payment back to a registered debit card.

Credit Accounts

How to open one - Credit accounts can be opened by completing an application form. If your application is acceptable to our criteria, we will issue you with an account number and a credit limit.

Payments - A statement will be sent to you at the end of each accounting period. A pre-addressed envelope will be provided for all losing balances and payment should be made by return or by bank transfer into our client collection account.

Please note that once you have reached your credit limit you will not be allowed to place any further bets, but any that are accepted will stand.

As per the Gambling Act 2005, all gambling debts are legally recoverable. Failure to pay accounts in full within three months of statement may result in legal action being taken against you.

Telephone Betting

With all wagers placed over the telephone please:

1. State your full name and if applicable your password.

2. Give your bet instructions clearly.
3. Listen to our telephonists who will confirm your instructions. It is your responsibility to ensure that they have interpreted your instructions correctly. You may request a complete 'call back' if you wish.
4. Inform us of any changes to your address or other details as soon as possible.

Fraudulent Activity and Impersonation

15. Where we have reasonable grounds to believe that there has been fraudulent activity on your account, whether by you personally or by a third party, we shall be entitled but not obliged to suspend your account for the purposes of carrying out an investigation and close any open bets in order to limit the potential for further losses to be incurred on those bets. We shall not release any cash balance on the account until we have completed our investigation, which we shall carry out as quickly as is reasonably practicable.
16. Where we have reasonable grounds to believe that an account has been opened by a third party, and not for the named account holder's use, we shall be entitled but not obliged to immediately close that account and all bets open at that time.
17. Star Sports reserves the right to void any or all bets, which in our opinion are made by a group of people acting in liaison in an attempt to defraud Star Sports, namely by placing bets on behalf of persons, relatives, organisations, syndicates, bookmakers and their employees.

BET ACCEPTANCE RULES

1. Once accepted, a bet can only be canceled by mutual consent.
2. The placing of a bet with Star Sports, signifies your acceptance of our rules, whether or not you have familiarised yourself with them.
3. Subject to these rules, bets are accepted for race meetings held under the Jockey Club or their equivalent bodies abroad.
4. Bets will be accepted for NGRC greyhound meetings, and selected IGB race tracks. See greyhound racing section for details on limits.
5. Should there be any doubt as to whether a bet refers to horse or greyhound racing, horse racing will be given precedence. However, where the numbers are used and sufficient doubt exists over the intention of the bet, greyhound racing will be given precedence. Named selections will always be given precedence over numbered ones.
6. We reserve the right to refuse the whole or any part of any bet but will endeavour to give an explanation.
7. All bets are deemed for the day of acceptance, unless otherwise stated.
8. We endeavour to ensure complete accuracy as regards announcing, publishing and issuing of prices, however, should an error occur, we cannot accept responsibility and reserve the right to correct obvious errors.
9. Special bets are in accordance with the special rules issued for such bets.
10. A bet not substantiated by our tape recording equipment may not be recognised by us.
11. All bets accepted will be settled on the official result, unless otherwise stated.
12. Where a race is specified by using racecard order, the race will be placed and timed as the card in the sporting press, with allowances for obvious errors.
13. We cannot guarantee to pay or correct errors, if they are brought to our attention more than six months after the official result of the last selection to run on the bet.
14. Postal bets are not accepted.

Time of Acceptance

1. For all telephone bets, the time at which the bet was recorded on our tape recording equipment will govern settlement.
2. Where the official OFF of a race is not announced, bets will be accepted up to the advertised OFF time. Any bet taken after this will be deemed void, unless we are satisfied that the bet was accepted before the actual OFF.
3. Any bet accepted after the OFF is at our discretion.

Limits

The following are the limits that can be won by a single client or syndicate in respect of any one-day's business.

1. Horse Racing and BAGS Meetings where all the selections are in races governed by a full official information service (shows, offs and results):
 - a. Horse Racing in the UK & Ireland £100,000
 - b. Horse Racing in all other countries £25,000
 - c. All greyhound meetings £25,000
2. Horse Racing where any selection is in a race not covered by a full information service:
 - a. Horse racing in UK & Ireland held under the governing body's rules £25,000
 - b. Horse racing outside the above mentioned £10,000
3. Football £100,000
4. Sport limits apply as to the description under the individual sports rules.
5. Ante-post £100,000

Our operators are not authorised to accept ante-post bets that exceed this limit. Any bet taken in error, the limit will stand.

6. Tote Bets £20,000
The maximum TOTE return will be no greater than twice and not less than half of the SP equivalent return. The maximum Exacta dividend will be no greater than twice and no less than half of the computer straight forecast.
7. Numbers Games £50,000
8. Non Sport and Specialty Bets £25,000
Includes bets on media and television events such as Eurovision Song Contest, Big Brother etc.

For multiple bets including selections from markets where different limits apply, the maximum payout on the bet will default to the lowest applicable limit. Where bets are placed on different days, the maximum payout limit will apply to the day that the final selection in the bets were completed and not to the day that the bets were placed.

Any group of customers who have placed the same combination of selections and we believe have been acting as a syndicate will be treated as one customer for the purpose of the above limits.

Displayed Prices

1. Bets are accepted at 'show prices', as transmitted by the official information to our offices e.g. SIS. Where a show price is requested, it will apply to that selection in all win and each way bets where it occurs in the telephone call, unless it is clearly indicated otherwise.
2. For place purposes, the number of placed runners, as determined in our place betting rules, will be governed by the number of runners coming under starters orders and not by the number of runners, when the price is laid.

3. If there are any errors in prices laid, transmitted or marked up the bet will be settled at the correct price at the time that the bet was laid or at SP which ever is the greater.
4. 'Bar prices' do not constitute a quoted price and will not be laid.
5. Ante-post betting ceases at the overnight declaration stage and all bets placed after the overnight declaration stage will be non-runner no bet, Tattersalls Rule 4 may apply.
6. We cannot allow for mistakes, nor accept responsibility for any errors or omissions in respect of accuracy in publishing or issuing of prices, despite our every effort to ensure total accuracy and reserve the right to correct these errors.

Dead Heats

1. When a dead heat occurs for first place, the stake money on the winning selection will be divided by the number of winners and the full odds paid on the reduced stake. The remainder of the stake is lost.
2. Where an each way bet involves a dead heat winner, the win part of the bet will be settled as above and the place part will be settled in full, in accordance with the relevant place terms. Should the dead heat only involve placed selections and results in more than the allocated number of places, then the stakes will be divided, as before and settled to the full place terms.

Tattersalls Rule 4	3/10	or	shorter	75p in £
	2/5	to	1/3	70p in £
When a selection is withdrawn prior to the start of an event, remaining selections may be subject to a Rule 4. The following table lists the rate of deduction.	8/15	to	4/9	65p in £
	8/13	to	4/7	60p in £
	4/5	to	4/6	55p in £
	20/21	to	5/6	50p in £
If over 14/1 then no deduction will be made.	Evens	to	6/5	45p in £
We do not apply rule 4's of 5p in the £ for UK and Irish Horse Racing.	5/4	to	6/4	40p in £
	13/8	to	7/4	35p in £
	15/8	to	9/4	30p in £
	5/2	to	3/1	25p in £
In the event of more than one selection priced between 10/1 and 14/1 being withdrawn prior to the start of an event, remaining selections will be subject to the relevant Rule 4.	10/3	to	4/1	20p in £
	9/2	to	11/2	15p in £
	6/1	to	9/1	10p in £
	10/1	to	14/1	5p in £

Settlement of Bets

- Bets on horse racing are settled on the official result.
- Where bets or parts of bet are made void, stakes on singles will be refunded, but on multiple bets, the void selection will be treated as a non-runner.
- The advertised times of races, runners, riders and results as published in the Racing Post, will govern settlement, obvious errors and omissions being allowed.
- In the event of no starting price being returned from horse race winners, with no price being taken, the tote return will be used for settling purposes and vice-versa.
- All bets are settled strictly on their merits and no plea of precedence will be accepted.

upwards, in the same race will be settled as follows – unit stake single on each selections where they meet in doubles; winnings follow through to trebles and onwards are settled on the remaining selections as standard.

Ante-Post

- Ante-Post prices are those offered on:
 - A horse race prior to the overnight/48 hour declaration stage.
 - A greyhound race prior to the day of the race (Unless special conditions are advertised).
 - Sporting Events as advertised
- Ante-post bets are accepted on the basis of 'all in run or not', i.e. Stakes are lost if the selection does not take part, if there was a possibility of winning at the time the bet was laid.
- Win and place multiple accumulator bets are calculated in the same manner as SP bets. The place part of an each way bet, the fraction odds and number of places relating to each event, are those pertaining on the date of acceptance.
- Place only bets, any to come and forecast bets are not accepted Ante-Post.
- Bets are executed at the price ruling at the time of acceptance. We reserve the right to correct any obvious errors.
- All Ante-post selections will be made void if:
 - The race or event is abandoned.
 - The race or event is officially declared void.
 - The conditions or venue of the race or event altered, after the bet is laid.
 - A horse is balloted out. In this instance, the liabilities against the horses remaining are reduced at the rate in accordance with Tattersalls Rule 4 depending on the odds currently available on the balloted out selection(s).
- Where the same selection is backed to win two or more events in Ante-post accumulator bet, a special price will apply, irrespective of the individual odds quoted.
- For credit accounts the investment on Ante-post bets are accepted up to the agreed credit limit, and are included for accounting purposes in your available credit limit.

payment, pending the outcome of any subsequent investigation and ultimately to declare bets on that event void.

- Where evidence of rigging exists or where there is evidence of a series of bets each containing the same selection(s), having been placed by or for the same individual or by a syndicate of individuals, we reserve the right to require claims for payment to be submitted in writing to our Customer Service Department.

Related Contingencies

- Except where advertised, multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of the other. If taken in error, the stakes will be equally divided where they clash e.g. £10 double on Manchester United to win the match and Manchester United to win at half time and full time, would be settled as 2 X £5 singles.
- However, where the related parts of the bet are resolved at different times, the bet will be settled as instructed, with the price for the subsequent legs being determined at each individual stage. E.g. Agassi to win his semi final at 5/6 and Agassi to win the tournament outright at 9/4 would be settled as Agassi for the semi final at 5/6 and the price for Agassi to win the final at the odds after the completion of the semi final.
- Special related prices may be available on live matches. These will be available upon request.

Incorrect & Ambiguous Instructions

- Should a client incorrectly give a selection, the bet will be settled as to the identity of the intended selection. If a selection has been given so that more than one selection could conceivably be intended, the stakes shall be divided equally among those selections involved.
- If a selection has been clearly given, but timed wrong, it will be accepted for the race it runs in, provided it is not doubly engaged.
- If two selections are engaged with the same name and both selections are still to run at the time of acceptance, provided that no time has been given, the bets will be settled on the runner without a suffix for the country of origin e.g. USA, IRE.
- In all cases of incorrect or incomplete instructions, the bet will be taken as win, unless each way is stated.
- Where the same selection is nominated twice, then all bets will be settled as instructed, with one of the duplicated selection becoming a non-runner.
- Where a win or each way bet is requested and the nominated selections are in the same race, the bet will be settled as singles with the stake divided equally. In multiple bets, where two or more selections run in the same race, the stakes will be divided equally where the selections meet in the bet. i.e. 2 selections in doubles and

Betting in Running

We bet in running on a selection of live events. The odds confirmed to you at the time of bet acceptance will determine settlement.

Arbitration

Any disputes, which cannot be mutually resolved, will be referred to an arbitrator. The current industry arbitrator is the Independent Betting Arbitration Service (IBAS), whose address for correspondence is: IBAS, PO Box 44781, London, SW1W 0WR or Telephone number: 0207 881 2690.

Rigging

- Where there is evidence of price, race, match or event rigging, we reserve the right to withhold

INDIVIDUAL SPORT RULES

- Horse Racing
- Tennis
- Greyhound Racing
- Football
- American Football
- Baseball
- Cricket
- Golf
- 18 Hole Markets
- Tournament Markets
- Motor Racing
- Season Markets
- Individual Grand Prix Markets
- Qualifying Markets
- Darts
- Rugby Union
- Rugby League
- Gaelic Football
- Athletics
- Boxing
- UFC
- Cycling
- Speedway
- Numbers Betting
- General Sports Betting Rules

HORSE RACING

General Horse Racing Rules

1. Subject to these rules, bets are accepted for race meetings held under the Jockey Club or their equivalent bodies abroad.
2. Should there be any doubt as to whether a bet refers to horse or greyhound racing, horse racing will be given precedence.
3. The advertised times of races, runners, riders and results as published in the Racing Post, will govern settlement, obvious errors and omissions being allowed.
4. If a selection is correctly named, then bets will stand on that selection no matter if an incorrect meeting, time or price is appended. When a selection is identified by race time and number, that number will also take precedence over any price taken.

Numbered Selections

1. On an un-timed bet, where numbered selections are concerned, the bet will stand on the next race due off where that number occurs.
2. Where an unnamed selection is timed, but no meeting stated, and two or more races with full service share the same advertised off time, the stake will be divided equally among them.
3. Where multiple bets are concerned and the client has made it clear that only one meeting is intended, the bet will be settled for that meeting, even if other race times coincide. E.g. a Yankee 2.00 2.35 3.05 and 3.40. All times applicable to Newmarket, although there might be a 2.00 or 3.40 race at another meeting, the intention is clearly for all races at Newmarket.
4. Where a meeting is given and a time, but no selection, the bet will be deemed void.

Double Engagements

1. Where a selection is doubly engaged and the client requests a specific race time, it will be considered a bet for that race only. If the selection runs in the other race it will be treated as a \ non-runner.
2. Should the client not state a time or states an incorrect time, so long as an 'if absent' request is not stated, the bet will be settled on the first race the selection runs in, on that day.
3. If two selections, one of which is doubly engaged, are included in an accumulator of multiple bets, but run in the same race, then the selection which is doubly engaged will be automatically timed for the race in which the entries do not clash.

Conditional Bets

We do not accept conditional bets.

Forecasts Bets

1. Subject to the following rules, forecasts are accepted in singles, doubles and trebles only. Accumulators are not accepted.
2. Forecasts are available in races of three or more runners and will be settled in accordance with the requested forecast dividend, for example computer, exacta etc.
3. Forecasts, inadvertently accepted in races with

only two runners, will be settled as a win single on the selection nominated to finish first.

4. Should one runner finish alone, forecasts in which it is nominated as the winner are settled on the declared dividend unless none is given in which case forecasts will be settled as a single at SP or Pari-Mutuel price.
5. Where a forecast is selected and no forecast dividend is returned, bets will be settled in accordance with the N.S.L. starting price forecast chart.
6. If a forecast contains two selections that are in different races, then the bet will be settled as a win double.
7. If the forecast contains a non runner, then the remaining selection will be settled as a win single at SP.
8. If a client asks for a forecast single and gives only one selection, it will be settled as a win single. If a reversed forecast is requested and only one selection is given, it will be settled as an each-way single.
9. Instructions for a selection 'with the field' or a selection 'against the field', means, in both cases, that the selection is required to win. Instructions for 'the field with' or 'the field against' means, in both cases, that the selection is required to come second.
10. Unnamed favourites are not accepted in forecast betting.
11. Where a permutation is used, which could apply either to a forecast or a tricast and neither is specified, the bet will be settled on a forecast.

Tricasts and Trios

1. A tricast is a bet where selections must finish first, second and third in the correct order, in races where a computer dividend is declared. They are accepted as singles only.
2. Tricast bets accepted for races where no tricast dividend is declared will be settled as a forecast, with the third selection ignored.
3. Where the name and number of a selection has been given and they do not correspond, the name will take precedence for settling purposes.
4. Should a tricast contain a non-runner, the total stake will be invested on a straight forecast on the remaining selections in the order written. In the case of a full cover combination, the total stake will be divided equally as a reversed forecast on the remaining selections.
5. Should there be two non-runners, the tricast will be settled as a win single on the remaining selection. For the purposes of settling, a permutation is considered as a series of straight tricasts.

Jockeys mounts and trainers selection

These are accepted.

Walkovers

These count as races, but any horse so involved, will be treated as a non-runner.

Postponements

If a race is postponed to another day, with the exception of ante-post bets, all selections will be made void, unless announced otherwise for exceptional cases such as the Grand National. If races are set back in time because of weather conditions, the settling of all bets for the meeting will be governed by the original advertised race times.

Fixed Odds Distance Betting

A fixed odds bet is available on selected Horse Race meetings based on predicting the correct total of the winning distances for all races at that meeting. The maximum distance for a single race is 12 lengths for Flat racing and 30 lengths for National Hunt. In the event of a walkover, 2 lengths will be awarded to a Flat race and 6 lengths will be awarded to a National Hunt race. In the event that one race is made void or abandoned then 2 lengths will be awarded for a flat race and 6 lengths for a National Hunt race.

If two or more races are abandoned then all bets will be void unless further races could not affect the result. The distance will be the official declared distance at the weigh in. Any subsequent alterations will not count for settlement purposes. The following list represents the numeric unit that is used in the calculation for distances less than one length.

Short Head 0.10 Lengths

Head 0.20 Lengths

Neck 0.30 Lengths

Half Lengths 0.50 Lengths

1 Length 1.00 Length etc.

Horse Race Match Bets

Horses match bets may take the form of a head to head match, or a selected group such as a threesome. The winner is the selection that obtains the best finishing position. If all horses fail to complete the course the selection that has completed most of the course is deemed the winner. If selections fall or refuse at the same fence in National Hunt races dead heat rules apply. Dead heat rules apply with regard to finishing positions.

Horse Racing in the UK, Ireland and South Africa Place Terms for Each Way Bets

SP place only bets are not accepted (with the exception of certain specialty bets). Where place only bets, or bets where the place part is in excess of the win, have been accepted in error, the difference will be void. For the purpose of settling each way doubles, trebles etc. they are calculated as 2 distinct bets, i.e. win to win and place to place.

The place terms of each way bets at SP or board prices, will be settled as follows:

2-4 Runners all on to win

5-7 Runners 1/4 1st, 2nd

8 or more Runners 1/5 1st, 2nd, 3rd

Handicaps

12 or more Runners 1/4 1st, 2nd, 3rd

16 or more Runners 1/4 1st, 2nd, 3rd, 4th

For bets other than Antepost, the number of placed runners, as determined in our place betting rules, will be governed by the number of runners coming under starter's orders and not by the number of runners, when the price is laid.

Settlement of Bets

In the event of no starting price being returned from horse race winners, then the last industry price given will be used for settlement purposes. In the event that no industry price was used then the tote return will be used for settling purposes and vice-versa. If neither price is declared bets will be void.

Favourites and Numbered Selections

1. The favourite is the horse quoted at the shortest odds in the official starting price, the second favourite is the horse quoted at the next shortest price. If two horses are quoted at the shortest SP, then they will be joint first and second favourites.
2. Bets on 1st or 2nd favourite are accepted win only at starting price. Each way bets on unnamed 1st or 2nd favourites are not accepted and if taken in error, the place part will be settled as a win stake. Early prices or board prices cannot be taken on unnamed favourites.
3. If a client has backed an unnamed favourite and two or more co favourites are returned, the stake will be divided equally among them and paid at full odds.
4. If a favourite is withdrawn, not under starters orders and no new market is formed, that favourite will be treated as a non runner unless in placepots where your selection will revert to the next shortest priced selection, and the lowest race card number in the event of two or more equally priced selections.
5. In single bets, any un-timed favourite will be deemed to be for the next race due off, which is receiving full coverage, from the time the bet was placed. If a meeting is stated, but no time given, the bet will stand on the next race at that meeting.

Withdrawals

When a horse is withdrawn, before coming under starter's orders, or is deemed by the starter to have taken no part in the race, stakes will be refunded on that selection.

Board/Show/SP prices

When a horse has been withdrawn then the remaining bets will be subject to Tattersalls Rule 4, incurring deductions according to the price of the non runner at the time of withdrawal. However, should a new market be formed before the 'off' of a race, then only bets with a price taken prior to the time of withdrawal will be affected.

Early Prices

The same applies for early prices with the exception that the value of the Rule 4 will be decided by the price of the withdrawn selection at the time that the bet was placed.

Bets at UK Tote Prices

1. Horse race tote bets are accepted by telephone for all meetings in the UK covered by a full race service. We accept Tote win, each way, Exacta Forecasts and Tote placepots. We do not currently accept the Tote Jackpot. TOTE bets are not currently accepted on line.
2. Place only Tote bets are not accepted and if taken in error, will be void.
3. Tote Placepots are accepted at all UK horse race meetings where a tote pool operates.
4. To win the placepot, clients must select a placed horse in each of the first six races at the nominated meeting. Selections in races of four or less runners must win. Selections in races of five, six or seven runners must occupy 1st or 2nd place. In races of eight or more runners, 1st, 2nd, or 3rd places and in handicaps of 16 or more runners and any race nominated by the Tote, 1st, 2nd, 3rd and 4th places.
5. When a race meeting is not specified or cannot be identified, the bet will be taken for the principle meeting published in the Racing Post, unless the numbers stated do not 'fit' the card for that meeting, in which case, it will be for the one or more meetings where the numbers do fit the card, with the stakes apportioned, if necessary.
6. Clients can nominate an unnamed favourite in a placepot by stating 'fav'. Where joint favourites are returned, the one with the lowest race card number will become the selection. Should the favourite be withdrawn before coming under orders, the next shortest price runner will become the selection, unless there is more than one, in which case the one with the lowest race card number will become the selection.
7. In the event that no placepot dividend is declared, the bet will be settled as an SP place accumulator. In the event of a non-runner or an ambiguous selection, it will be replaced by the favourite, or in the case of joint favourites the one with the lowest race card number. Placepot dividends are currently declared to a £1 unit stake.
8. Tote bets are not accepted on an unnamed favourites (except placepots) or Irish racing and any taken in error will be settled at SP under normal rules.
9. There is a payout limit of £20,000 to any one client in any one day, on Tote investments.
10. The maximum tote return will be no greater than twice and no less than half of the equivalent SP return.
11. The maximum exacta forecast dividend will be no greater than twice and no less than half of the computer straight forecast.

Restarted Races

In the event of a false start etc. resulting in a race being re-run, 'Under starters Orders' is negated and stakes will be refunded on horses not taking part in the re-run, with returns on the remaining runners subject to Tattersalls Rule 4. The number of runners taking part in the re-run governs place terms.

Information and rules for racing in Other Countries

1. Bets are accepted for all races abroad where we advertise acceptance.
2. In races where an industry SP is made avail-

able, all bets will be settled at these prices, unless requested otherwise. In instances where no industry SP is made available, bets will be settled at Pari-Mutuel/Tote returns.

3. Win and Each-way for foreign pools: Horses in the same ownership are generally coupled on the win pool only. In certain countries, e.g. / USA and Belgium, horses are coupled for all pools. The place part of each way bets will be settled in accordance to the returned place dividends. Bets will be settled in accordance to the rules in place at each track.
4. It must be noted that in the USA, two place pools are in operation, namely the "place 1-2 pool" for 1st and second only and the "show 1-2-3 pool" for 1st, 2nd and 3rd.
5. It is your responsibility to specify which dividend you require when placing your each way bet. If no dividend is specified by you, then we will default your bet to the show 1-2-3 dividend. If no show dividend is declared by the race track, then your each way bet will be defaulted to the place 1-2 dividend. Any selections finishing third in this circumstance will be made losers. Coupled horses are treated as one runner for win, place and show dividends.
6. Place only bets are not accepted and, if taken in error will be void.
7. Forecasts: Straight and Reverse Forecasts, Ex acts and Quinella's are accepted, depending on the type of forecast in operation. Should the instructions be for Straight or Reversed forecast/Exacta and a Quinella forecast is returned, then the total stake will be invested as a Quinella forecast and vice versa.
8. In countries where bookmakers operate and an official SP is returned, bets are accepted in accordance with our general rules and we will advertise any additional rules, applicable to the country concerned.
9. Unnamed favourites are not accepted in races abroad, unless an official SP is returned. Any bets taken in error, will be void.

First Past the Post/Official Result

We pay-out on both the First Past the Post result and the Official Result on all win and each way singles on Horse Racing in the UK and Ireland to a maximum payout value of £20,000 and a maximum stake of £200 to any one Client, Subject to the following exceptions where we will pay the official result only;

- Ante Post bets
- Tote or Pari Mutual bets
- Forecasts and Tricasts
- A void race
- A selection carrying the wrong weight or the jockey failing to weigh in
- A selection taking the wrong course
- A selection given as a winner or placed, in error by the judge
- Incorrect transmission of a result
- An amended result given after the official result is declared, for example after successful appeal
- Two runner races

TENNIS

Maximum Payout £100,000

1. **Outright betting:** All in compete or not.
2. **Match Betting:** In the event of a match not being completed all match and set betting will be void.
3. **Set Betting:** A player must win the full number of sets required to win the match. In matches where, for any reason whatsoever, the match is awarded to a player before this is attained, all set betting on that match will be made void.
4. **Total Games In Set Market:** The full number of games required to win the set must be achieved. In sets where for any reason whatsoever, the set is awarded to a player before this is attained, all Total Games betting on the match will be made void unless further play could not affect the result.
5. **Total Games In Match Market:** The full number of games required to win the set must be achieved. In sets where for any reason whatsoever, the set is awarded to a player before this is attained, all Total Games betting on the match will be made void unless further play could not affect the result.
6. In the event of countries competing in a tournament, should the players listed as the participants competing change, match bets will be void. We will endeavour to form a new market on the new competitors.
7. In the event of any of the following circumstances all bets will stand:
 - a. A change of venue.
 - b. A change from indoor to outdoor court or vice versa.A change in playing surface.

GREYHOUND RACING

1. All our general rules apply to both horse and greyhound racing equally, except where they are superseded by the following rules, which are specifically applicable to greyhound racing.
2. Bets on named greyhounds which do not run will be made void but if the trap number only is selected then the reserve will be substituted.
3. Bets are accepted win or each way at starting price; show price or early price if available.
4. Place only bets are not accepted and if taken in error will be void.
5. Place terms: In races of 5-7 runners we pay 1/4 odds 1st and 2nd places. In races of 8 runners, we pay 1/5 odds 1st, 2nd and 3rd places.
6. Where races have less than 5 runners, the place money goes all on to win.
7. All bets on unnamed greyhound favourites or trap numbers, must state the correct time and meeting, however, where the meeting is omitted, but the collective race times can only apply to one particular meeting, then the bets will stand for that meeting. If the time applies to more than one main meeting stakes will be equally proportioned for settlement purposes.
8. Greyhound bets on unnamed second favourites are not accepted and if taken in error will be made void.
9. Trap Challenges: Available at selected meetings as advertised. Bets stand irrespective of any non-runners. In the event of one race being declared void or abandoned all bets will stand. In the event of two or more races being void or abandoned, then all bets will be made void, unless further results could not affect the outcome. If any race(s) result is a dead heat between two runners, then half a point will be awarded to each dead heated trap numbers.
10. 3-2-1 Specials: Which trap will achieve the highest points total? Available at selected meetings as advertised. Scoring as follows 1st : 3 points, 2nd : 2 points, 3rd : 1 point. In the event of one race being declared void or abandoned all bets will stand. In the event of two or more races being void or abandoned, then all bets will be made void, unless further results could not affect the outcome. Dead heat rules apply. Bets stand irrespective of any non runners.
11. Winning Distances are available at selected meetings as advertised. Maximum make up per race is ten lengths. In the event of a race being declared void or abandoned and not re-run, 2 1 lengths will be awarded. In the event of two or more races being declared void or abandoned all bets will be made void, unless further races could not affect the result.
12. Winning Favourites: Available at selected meetings as advertised. Points are awarded for each race as follows; 25 points awarded if the favourite finishes first, 10 points awarded if the favourite finishes second. In the event of two or more runners being joint favourites, the lowest numbered trap will be deemed the selection for the favourites market.
13. In the event of one race being declared void or abandoned then 10 points will be awarded. In the event of two or more races being declared void or abandoned then all bets will be made void, unless further races could not effect the result.
14. If a greyhound is withdrawn from a race, bets placed prior to the withdrawal at Early or Show prices will be settled at S.P.
15. Where the meeting is nominated, but the incorrect time stated falls within 5 minutes of a race, e.g. 9.48 Walthamstow, a selection timed 9.45 Walthamstow will stand. In all other cases the selection will be void, e.g. 9.42 Walthamstow would be void.
16. We do not accept bets on greyhound racing in the UK or Ireland at Tote odds. Any such bets accepted in error will be settled at the starting price equivalent.

FOOTBALL

Settlement of Bets

1. Unless otherwise stated, all markets on football matches will be for 90 Minutes scheduled play, including any added injury or stoppage time. In the event of a match being abandoned before the final whistle, only bets that can be settled at the time of abandonment will stand. All other bets will be deemed void.
2. Match Prices: Singles and upwards are accepted on all matches.
3. Where outright prices are offered for a match, it will signify the price for a team to progress to the next round of the competition or to lift the trophy and will include any extra time and penalty shoot outs. Where both match prices and outright prices are offered on a match, it will be assumed that bets will be for match prices, unless to win outright or a qualifying price are specifically asked for.
4. Bets will be accepted up to 'actual kick off time, if a bet is inadvertently accepted which includes a match after its kick off time, the match will be treated as a non-runner. However, such bets will stand if accepted up to 5 minutes after kick off time, provided that no goals had been scored at the time the bet was placed.

Goal Scorer Markets

1. Goalscorer Disputes: In the event of a dispute over who scored a goal, settlement will be based on the result given by the Press Association immediately following the end of the match. Subsequent enquiries will not be considered for settlement purposes. If the P.A. do not produce statistics for a match played outside the UK, the result will be taken from the consensus of the national newspapers of the relevant country as printed the following day.
2. First/Last Goalscorer: A price will be offered for "No Goalscorer" in the match. Own goals do not count and in the event of the first goal being an own goal, the next goalscorer will be deemed the first goalscorer. Players taking no part in the match will be void. For first goalscorer, players taking no part in the match before the first goal is scored will be void. Every effort is made to quote all players for a team, however, if the first/last goal is scored by a player not quoted in the original list, that player will still count as the winner. For last goalscorer bets, any player taking part in the match will be deemed a runner whether on the pitch at the time of the last goal or not.
3. Anytime Goalscorer: This bet involves predicting whether a particular player or specified team will score a goal at anytime during a match. Bets will stand until the final whistle and not include any Extra Time played. If for any reason a match is abandoned before the final whistle, stakes will be refunded irrespective of whether the nominated player has scored or not. Own goals do not count. Multiple bets involving anytime scorers in the

- same match are accepted. For any time scorer bets, any player taking part in the match will be deemed a runner.
4. Scorecast: This bet involves predicting who will score the first goal and what the score will be in a double. Given that the two components of this double are related, the scorecast is offered at specified, discounted odds. In the event of the nominated scorer not having entered the field of play prior to the first goal being scored, the stake is automatically placed as a single on the correct score. Own goals do not count and in the event of the first/last goal being an own goal then the scorecast will be settled on the correct score coupled with the next goalscorer. If there is only an own goal in the match, then the bet will be settled as a single on the correct score.
5. Shirt Numbers: This bet involves predicting whether the total shirt numbers of goalscorers in the match are under, between or over a stipulated middle band. Own goals count. In the event of a disputed goalscorer, settlement will be based upon the declared result of the Press Association immediately following the end of the match.
6. Where no teams are stated for correct score bets, then the left hand score will be deemed to be for the home team and the right hand score for the away team. For scorecast bets, this convention will stand even if the first goal scorer is for the away team.
7. Correct Score: We will list as many correct score possibilities as we deem necessary. If the final correct score was not quoted in the original list, then the correct score will still count as the winner.

Speciality Markets

1. Corners: A corners bet involves predicting whether the match will produce under, exactly or over the stipulated number of corners. Only corners taken will count, corners that have been awarded but not taken will not count.
2. First Corner: A first corner bet involves predicting which team will take the 1st Corner of the match. If no corners are taken in the match, all bets will be deemed void.
3. Bookings: This bet involves predicting whether the total booking points in the match are under, between or over a stipulated middle band. Points are allocated as follows: 10 points are awarded for a yellow card, 25 points are awarded for a red card. The maximum make-up for any player is 35 points in the match (2 yellows and therefore a red). The bookings of players not taking part in the game and bookings of management staff do not count for the purposes of this bet.
4. Next Card Betting: Prices may be offered on the team to receive the next card, (either yellow or red). In the event that players from both teams are booked for the same incident, the team who's player is first shown the card by the

- referee will be deemed the winner.
5. Goals X Corners: This bet involves predicting whether the total goals in the match multiplied by the total corners in the match are under, between or over a stipulated middle band.
6. Time Definition: When referring to 45 minutes we refer to "half time". When we refer to 90 minutes we refer to "Full Time". This includes any added injury or stoppage time played but not extra time.
7. Match Handicap: A specified number of goals is given as a handicap to one of the teams. This number is added to the number of goals that the team has scored at the end of the match. This bet involves predicting which team will win the match after the handicap has been added to the final result.
8. Total Goals: This bet involves predicting whether a specified group of matches produces under, between or over a stipulated middle band of goals. If any match is postponed or abandoned, then 2.5 goals are awarded for that match. If more than one third of the matches in the group are postponed or abandoned then all bets will be deemed void.
9. Team To Win By Most: This bet involves predicting which team will win by most goals. Both teams must win their respective matches or all bets are losers. Goal difference counts, e.g. 2-0 beats 2-1; but 1-0 and 2-1 is a tie.
10. Team to Win Both Halves: To win this bet the nominated team must score more goals than the opposing team in both halves of the match.
11. How Will The Match Be Won: If the match has the prospect of extra time, golden or silver goal and a penalty shoot-out, this bet may be offered. It involves predicting which team will win and whether that team will win in normal time, extra time golden or silver goals or on penalties.
12. Penalties Shoot-outs: Bets taken on the number of penalties refer to all the penalties taken. If ten penalties are not required to complete the match, bets will stand. If more than ten are taken all penalties count for settling purposes.
13. "In Running" Betting: A number of markets are available during "Live", televised matches. Prices fluctuate quickly and the prices displayed on teletext or on the internet are a guide and may well be different at the time of placing a bet. At crucial moments, e.g. a penalty being awarded or a sending off, prices may be temporarily suspended. Various second half speciality markets are available at half time which relate to the second half of the match only.
14. Team to score next Goal: Own goals count and the winner will be the team accredited with the goal.

Asian Handicaps

1. An Asian handicap is a market where a handicap is applied to the match in order to make the prices more equal. The handicap line varies from Scratch, (0, also called Level Ball) up to any number of goals in order to balance the odds and give each of the two teams relatively similar price. The handicap line increases from Scratch in 'Quarter Goals' or 'Quarter Balls', expressed as + or - 1/4, 1/2, 3/4, 1, 1 1/4, 1 1/2 etc. to reflect the expected superiority of one team over the other.
2. The favourite in a match will have a negative handicap represented with a (-) symbol and will have to win by more goals than the handicap in order to be a winner. The outsider in the match will receive a positive handicap represented with a (+) symbol which will be added to the final score.
3. Whole ball and half ball handicaps: The handicap is applied to the final result of the match and the team with the most goals after the handicap has been applied will be the winner. If the number of goals for each team are level after the handicap has been applied, it will result in a push with the stake being returned.
4. Split Ball Handicaps: A split ball handicap is where the level of favouritism is between a half ball and a whole ball. The handicap is presented as 0 : 1/4. In this instance, your stake is being split equally between the whole ball and half ball handicaps.

For example:

Arsenal 0 : 1/4 Newcastle

If you place a £100 bet on Newcastle + 1/4 you actually have two bets split as follows, £50 Newcastle + 0 goal and £50 Newcastle + 1/2 goal. If the match finishes as a 0-0 draw, then after applying the handicap the scores would be as follows;
Newcastle plus zero would result in Arsenal 0 - 0
Newcastle - your £50 part of the bet on Newcastle minus plus zero would be a push and the stake returned to you.
Newcastle plus a half a goal would result in Arsenal 0 - 0.5
Newcastle - your £50 part of the bet on Newcastle plus a half goal would be a winner.

Divisional and Long Term Bets

1. Divisional Betting: The finishing position of teams at the end of the scheduled season will determine placings, this includes points deductions the league may apply before the end of the season. End of season play-offs and penalties incurred by clubs after the end of the season will not count.
2. Divisional Relegation: The prices are for the team to finish or not to finish in the stipulated number of Relegation places at the start of the season. If a team is demoted for any reason other than finishing in one of these positions, bets on that selection will be deemed losers.
3. Season Match Bets: The final league positions will determine the winners of all season match bets. If a team does not complete all its scheduled fixtures throughout the season, all match bets and team total points bets will be made void. Multiple bets are permitted.
4. Season Group Bets: The final league positions will determine the winners of all season group

bets. Multiple bets are permitted.

5. Divisional Finishing Positions: This bet involves predicting whether a team will finish above, exactly in or below a stipulated position in the league. Multiple bets involving teams from the same division are not permitted, and will be voided if accepted in error.
6. Divisional Expected Points: This bet involves predicting whether a team's total points for the season are under, between or over a stipulated middle band of points. These bets are restricted to singles on teams within the same division.
7. Divisional Sack Race: This bet involves predicting whether a manager will not be in his position with that club when they play their last game of the regular season. The end of the regular season means the completion of the number of scheduled league matches and will include any play off matches.
8. P.F.A. Player Of The Year: This bet involves predicting the player to be declared Player Of The Year as judged by the Professional Footballers Association.

Related Bets

Clearly numerous markets that we offer are related, e.g. unders/overs and shirt numbers. A full list of related bets would be onerous. However, it should be noted that such bets are not permitted. Any bets accepted in error will have the stake split equally between the related selections for settlement purposes.

AMERICAN FOOTBALL

1. Overtime counts in ALL markets without exception.
2. Where odds for both match and handicap betting are advertised, unless the handicap or a qualifying price has been requested, all bets will be settled on the match win. However, where only handicap betting is available, bets will be settled at the published handicap whether requested or not.
3. For player match up bets, all the quoted players must compete in at least one down for bets to have action.
4. If the outcome of a 2 runner event is a tie, draw or exactly the number of quoted points and no price is offered for this outcome, then the result is a "push". When this occurs, the settlement of single bets is to return stakes and for multiple bets the selection is treated as a non runner and the bet will be settled on the remaining selections.
5. Grand Salami - This is a bet on the number of points to be scored in a specified number of the days matches. For bets to have action, all games must complete in full, otherwise bet will be made void.
6. Bets on first touchdown scorer are all in play or not.
7. For match-half and quarter betting, the entire match half or quarter must complete in full for bets to have action.
8. The game must be completed in full for all props, total points and special markets to have action. If the game is not completed in full then bets will be deemed to have no action and stakes refunded unless further play could not affect the result.
9. 1st Offensive Play - If the quarterback is sacked on the 1st Offensive play of the game this is deemed to be a passing play.

BASEBALL

1. Extra innings if played will count in ALL markets without exception.
2. Where odds for both match and handicap betting are advertised, unless the handicap or a qualifying price has been requested, all bets will be settled on the match win. However, where only handicap betting is available, bets will be settled at the published handicap whether requested or not.
3. Listed Pitchers: If baseball betting is offered on the basis of both listed pitchers starting the game, then both pitchers must start the game and throw at least one pitch for bets to have action. If either pitcher fails to start the game for any reason, the bet will be deemed to have no action and the stakes will be returned.
4. Side and Prop Betting: If a game is "called" or suspended, winners and losers for betting are official after at least 5 innings of play or four and a half innings if the home team is winning. If a game is "called" or suspended, the winner is determined by the score after the last full inning. (Unless the home team scores to tie, or takes the lead in the bottom half on the inning, in which case the winner is determined by the score at the time that the game is called.) Stakes will be refunded if the home team ties the game and it is then suspended.
5. Totals Betting: When betting on total runs (over/under), the game must go to 9 innings (eight and a half if the home team is ahead) unless the result is already determined.
6. Run line Betting: When betting on run lines, the game must go to 9 innings (eight and a half if the home team is ahead) to have action.
7. For player match up bets, all the quoted players must compete in the game for bets to have action.
8. If the outcome of a 2 runner event is a tie, draw or exactly the number of quoted points and no price is offered for this outcome, then the result is a "push". When this occurs, the settlement of single bets is to return stakes and for multiple bets the selection is treated as a non runner and the bet will be settled on the remaining selections.
9. Grand Salami - This is a bet on the number of runs to be scored in a specified number of the days matches. All games must go the full nine innings (8 1/2 if home team is winning) for bets to have action. If a match is postponed for any reason the bets will be deemed to have NO action and stakes will be refunded.
10. Innings Runs betting: The full inning must be completed for bets to stand unless further play could not affect the result.

CRICKET

Limited Overs Matches

1. The winner of the match will be the team advancing to the next round according to the official competition rules or awarded the trophy, with the exception of a coin toss, in which case bets will be void.
2. Matches affected by adverse weather will be governed by the official competition rules, with the exception of a bowl out or coin toss in which case bets will be void. In the event that the official competition rules do not determine a winner, then match bets will be made void. If a match is abandoned due to outside interference, we reserve the right to void bets.
3. Top Batsman/Bowler markets: Excluding head to head markets. In the event that a player is not in the starting 11, then bets on that player will be void and rule 4 may apply. Players in the starting 11 but who do not bat or bowl will be deemed losers. A minimum of 50% of the scheduled number of overs when the bet was struck, must be played for these bets to stand, unless the innings has reached its natural conclusion. Dead Heat rules apply.
4. Runs and wicket Markets within an innings or match: Unless stated otherwise, at least 90% of the full number of scheduled overs at the time the bet was struck must be bowled in order for bets on runs and wicket markets to stand, except where the innings has reached its natural conclusion.
5. Runs/wicket markets in a specified number of overs: For example, 1st 15 overs. The full number of specified overs must be played for bets to stand, unless the innings has reached its natural conclusion or further play cannot affect the result. Any change in fielding restrictions due to a reduction in scheduled innings overs will not affect the settlement of this market. This rule also applies to 1st 15 Overs Handicap markets.
6. Sixes/Extras markets: For bets to stand, both teams must bat for at least 90% of the scheduled number of overs at the time the bet was struck, unless each innings reaches its natural conclusion.
7. Match Handicaps: Handicaps may be quoted where one team is weaker than the other. The handicap is given in the form of runs or wickets. The handicap is added at the end of the match. If the team receiving the start wins the match, then they also are the winners of the handicap market. If the team receiving the start bats first then the handicap is translated into wickets, if they bat second then the handicap is translated into runs. Bets will always be settled on the official match result, including weather affected games or where the Duckworth/Lewis Method has been applied.
Test Matches and County Championship Matches
8. In matches affected by adverse weather, bets will stand on the official result, provided at least one ball has been bowled. In the event of a tie, bets will be settled as a dead heat between the two competing teams and the draw will be a losing bet. If a match is abandoned due to outside interference, we reserve the right to void bets.
9. If a price is not offered for the draw, and the match finishes as a draw or tie, all bets on the match result will be void.
10. All bets relating to an innings will be void if fewer than 50 overs are completed due to external factors e.g. bad weather. If the natural length of the innings is less than 50 overs then bets will stand.
11. Sessions runs markets will be settled on the aggregate total of both teams if both teams bat during that session. The sessions are referred to by numbers with 1 referring to the morning session of play (before lunch), 2, the afternoon session of play (between lunch and tea) and 3, the evening session of play, (play between tea and end of play). A minimum of 20 overs must be bowled for session runs to stand, unless further play cannot affect the result.
12. Unless stated otherwise, bets referring to batsman or bowlers markets are for the first innings only.

Series, Competition and Tournament Betting

13. Tournament/Series Outright: Bets will be settled on the official tournament result, i.e. the team to lift the trophy. If the format or participants of a tournament change, then we reserve the right to void all bets. If the designated number of matches in a two team series changes, bets on outright market will be made void, unless further play could not affect the result.
14. Correct Score Betting: If the designated number of matches to be played in the series is changed, then bets will be made void.
15. Top Series/Competition/ Tournament Batsman/Wicket Taker: Markets will be settled on the official competition results. Ante-Post and Dead heat rules apply.
16. Batsman/Bowler Match Bets: Markets will be settled on the official competition results. Any player not named in at least one starting XI will be deemed a non-runner and the market voided.
17. Bets placed on the same team to win more than one competition may be subject to a reducing of the multiple odds.

General Cricket Rules

19. Top Batsman/Batsman Group: A player will be deemed a runner if named in the starting XI. Non-runner no bet, rule 4 may apply. Dead Heat rules apply.
20. Top Bowler/Bowler Group: A player will be deemed a runner if named in the starting XI. Non-runner no bet, rule 4 may apply. Dead Heat rules apply.

GOLF

1. NUMBER OF ROUNDS REDUCED:

In tournaments affected by adverse weather or where the number of rounds scheduled to be played are reduced for any other reason, outright bets will be settled on the official result regardless of the number of rounds played, unless there is no further play in the tournament after a bet has been struck in which case it will be void. A player awarded the winner's trophy will be deemed an official result.

2. WITHDRAWN PLAYERS:

A player is deemed to have played once having teed off, must play 2 rounds for group and 72 hole match bets to stand. 18 hole match bets, the round must be completed.

3. TEAM EVENTS:

In golf team events i.e. Ryder Cup, where no prize is offered for the draw, in the event of a drawn match bets will be void.

4. OUTRIGHT BETTING:

- a. Predict the winner of the tournament. Stakes on players who withdraw before a tournament starts will be refunded and a Tattersalls' Rule 4 deduction may be applied to winning bets. Stakes on players who withdraw after the tournament starts will be lost.
- b. Play-offs will determine the tournament winner. Dead heat rules will apply for placings.

5. TOURNAMENT MATCH BETTING:

- a. Predict which player will achieve the highest placing at the end of the tournament.
- b. If one player misses the cut, the other is deemed the winner. Where both players miss the cut the player with the lowest score after the cut has been made will determine settlement. If both players fail to complete a particular round, the winner will be the player with the lowest score from the previous round.
- c. If one player is disqualified, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed

the winner. If both players are disqualified the player who progresses furthest in the tournament will be deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when his opponent has already missed the cut, the disqualified player is deemed the winner.

- d. A price will be offered for the tie and in the event of a tie bets on either player to win will be lost. Where a match bet involves three players (threesome) the conditions listed above will apply, except in the event of a tie where dead heat rules will apply. Non-participant - threesome void.

6. GROUP BETTING/TOP UK PLAYER etc:

- a. Predict the player in the group who will achieve the highest placing at the end of the tournament. Groups will consist of four or more players.
- b. Any player missing the cut will be considered a loser. If all players miss the cut, the lowest score after the cut has been made will determine settlement. If a player is disqualified settlement will be on the same basis as for match betting.
- c. Players are grouped together for betting purposes only. Non-participant - no bet, deductions in line with Tattersalls' Rule 4 will apply. Dead heat rules apply except where the winner is determined by a play-off.

7. 18 HOLE BETTING:

- a. The winner will be the player with the lowest score over 18 holes. In the event of a 2 or 3 ball being re-arranged, bets will be settled on the original pairings/groups. In the event of any non-participant then the 2 or 3 ball will be void. In 2 ball betting a price will be offered for the tie. Dead heat rules will apply to 3 ball betting.
- b. If a player is disqualified his opponent will be deemed the winner unless play in the next round has started in which case bets will be settled on the original scores. Where both/all players are disqualified bets will be void unless play in the next round has started in which case bets will be settled on the original scores.
- c. When special bets are offered grouping more

than 3 players over 18 holes (e.g. 7 ball, 9 ball etc.) dead heat rules will apply. Stakes will be refunded on non-participants and a deduction applied to winning bets based on Tattersalls' Rule 4.

8. MATCHPLAY:

- a. Predict the winner of the match.
- b. If a match has started, but is not completed for whatever reason bets will be settled on the official result.

9. TOURNAMENT FINISHING POSITIONS:

- a. Predict the finishing position of a specified player.
- b. Subject to section c) the player must complete 36 holes for bets to stand. Dead heat rules apply.
- c. Any player disqualified will be deemed to have finished last.

10. RACE TO DUBAI:

Predict the winner of The Race To Dubai. The Race To Dubai is a money list table that is based on prize money accumulated on the European Tour and selected other tournaments throughout the season. The race usually starts in January and culminates with the Dubai World Championship in November.

11. US MONEY LIST:

Predict the player who will accumulate the most prize money on the US Tour and selected other tournaments throughout the season. The season usually runs from January to November.

12. LPGA MONEY LIST:

Predict the player who will accumulate the most prize money on the LPGA Tour and selected other tournaments throughout the season. The season usually runs from February to December.

18 HOLE MARKETS

1. 2 BALL BETTING:

- a. Predict which player will achieve the lowest score over 18 holes. In the event of a 2 ball being re-arranged, bets will be settled on the original pairing. In the event of a non-participant then the 2 ball will be void. In 2 ball betting a price will be offered for the tie.
- b. If a player is disqualified his opponent will be deemed the winner unless play in the next round has started in which case bets will be settled on the original scores. Where both players are disqualified bets will be void unless play in the next round has started, in which case bets will be settled on the original scores.

2. 3 BALL BETTING:

- a. Predict which player will achieve the lowest score over 18 holes. In the event of a 3 ball being re-arranged, bets will be settled on the original group. In the event of a non-participant then the 3 ball will be void. In 3 ball betting in the event of a tie dead heat rules will apply.
- b. If a player is disqualified his opponent will be deemed the winner unless play in the next round has started in which case bets will be settled on the original scores. Where two or more players are disqualified bets will be void unless play in the next round has started in which case bets will be settled on the original scores.

3. MYTHICAL 2 BALL:

Predict the result of an imaginary match between two players over 18 holes. In 2 ball betting a price will be offered for the tie.

4. MYTHICAL 2 BALL DRAW NO BET:

Predict which player will win an imaginary match bet over 18 holes and if the result is a draw bets are void.

5. MYTHICAL 3 BALL:

Predict the result of an imaginary contest between three players over 18 holes. In the event of a tie, dead heat rules apply.

6. SIX SHOOTER:

- a. Predict which player will achieve the lowest score over 18 holes.
- b. In the event of a non-participant stakes will be refunded and a Rule 4 deduction applied to winning bets.

7. IN THE WATER:

Predict whether or not a shot by a specified player will land in the water at a specific hole.

8. NEXT HOLE BETTING:

Predict the score that an individual player will achieve on a specific hole.

9. 2 BALL DRAW NO BET:

Predict the winner of the 2 ball and if the result is a draw bets are void.

10. NOMINATE THE PLAYER'S SCORE IN A 2 BALL:

Predict the score of an individual player over 18 holes.

11. WINNING MARGIN IN A 2 BALL:

- a. Predict the player who achieves the best score and the margin of victory.
- b. A price will be offered for the tie and in the event of a tie stakes on the winning margin will be lost.

12. DOUBLE RESULT IN A 2 BALL:

- a. Predict the result after 9 holes and the result after 18 holes.
- b. Both predictions must be correct for bets to be successful.

13. FRONT 9 WINNER:

- a. Predict the player who achieves the best score on the front 9 holes.
- b. A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

14. BACK 9 WINNER:

- a. Predict the player who achieves the best score in the back 9 holes.
- b. A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

15. 2 BALL FIRST BIRDIE:

Predict the player who will make the first birdie.

16. 2 BALL FIRST BOGIE:

Predict the player who will make the first bogie. In the event of a tie bets are void.

17. 2 BALL HANDICAP:

Predict the result after the handicap spread has been applied added to the actual scores.

18. 2 BALL LEADER THROUGH 3 HOLES:

Predict the result after three holes.

19. 2 BALL LEADER THROUGH 6 HOLES:

Predict the result after six holes.

20. 2 BALL LEADER THROUGH 9 HOLES:

Predict the result after nine holes.

21. 2 BALL LEADER THROUGH 12 HOLES:

Predict the result after twelve holes.

22. 2 BALL LEADER THROUGH 15 HOLES:

Predict the result after fifteen holes.

23. ON THE FAIRWAY:

Predict whether a named player's teeshot will be on or off the fairway at a specified hole.

24. FIRST ROUND LEADER:

Predict which player will be in the lead after the first round of the tournament.

25. HOW MANY BIRDIES WILL BE SCORED BY A SPECIFIED PLAYER IN 18 HOLES:

Predict the number of birdies scored by a specified player in 18 holes.

TOURNAMENTS MARKETS

1. HOLE IN ONE BY ANY PLAYER:

Predict whether or not any player will score a hole in one during the tournament.

2. HOLE IN ONE BY A SPECIFIED PLAYER:

Predict that a specified player will score a hole in one during the tournament.

3. TOP 5 FINISH:

- Predict a player to finish in the top 5 in the tournament.
- Dead heat rules apply.

4. TOP 10 FINISH:

- Predict a player to finish in the top 10 in the tournament.
- Dead heat rules apply.

5. TOP 4 FINISH:

- Predict a player to finish in the top 4 in the tournament.
- Dead heat rules apply.

6. TOP 20 FINISH:

- Predict a player to finish in the top 20 in the tournament.
- Dead heat rules apply.

7. TOP GB AND IRELAND PLAYER:

- Predict the player from GB and Ireland who will achieve the highest placing at the end of the tournament.
- Dead heat rules apply.

8. TOP ENGLISH PLAYER:

- Predict the player from England who will achieve the highest placing at the end of the tournament.
- Dead heat rules apply.

9. TOP REST OF THE WORLD PLAYER:

- Predict the player from the rest of the world who will achieve the highest placing at the end of the tournament. The rest of the world excludes players from US, GB and Ireland and mainland Europe.
- Dead heat rules apply.

10. TOP COUNTRY PLAYER:

- Predict the player from a specified country who will achieve the highest placing at the end of the tournament.
- Dead heat rules apply.

11. TOP COMBINED EUROPEAN:

- Predict the European player who will achieve the

highest placing at the end of the tournament. Combined Europeans include mainland Europe; European Islands; GB and Ireland.

b. Dead heat rules apply.

12. TOP MAINLAND EUROPEAN:

- Predict the European player who will achieve the highest placing at the end of the tournament. Mainland Europe includes European Islands but excludes players from GB and Ireland.

b. Dead heat rules apply.

13. TOP AMATEUR PLAYER:

- Predict which amateur who will achieve the highest placing at the end of the tournament.
- Dead heat rules apply.

14. TOP FIRST TIME INVITEE:

- Predict the player from those who have played in the event for the first time that will achieve the highest placing at the end of the tournament.

b. Dead heat rules apply.

15. TOP SENIOR:

- Predict which senior player will achieve the highest placing at the end of the tournament.
- Dead heat rules apply.

16. WINNING NATIONALITY:

Predict the nationality of the player who wins the tournament.

17. TO MAKE THE CUT:

Predict that the player you have selected will make the cut.

18. TO MISS THE CUT:

Predict that the player you have selected will miss the cut.

19. MARGIN OF VICTORY:

Predict the margin of victory between the winner and the rest of the field.

20. PLAY-OFFS TO DECIDE THE WINNER:

Predict whether or not a play-off will decide the winner.

21. TOURNAMENT DRIVING ACCURACY:

Predict whether the driving accuracy of a named player will be over or under a specified figure.

22. TOURNAMENT WINNING SCORE ODD/EVEN:

Predict whether the winning score for the winner of the tournament will be an odd or even number.

23. TOURNAMENT WINNING SCORE:

Predict the winning score for the winner of the tournament.

24. WIRE TO WIRE VICTORY:

Predict whether a named player will lead at the end of every round and then win the tournament.

MOTOR RACING

1. OUTRIGHT CHAMPIONSHIP BETTING:

Bets will be determined by the official standings immediately following the final Grand Prix of the season and will not be affected by any subsequent enquiries.

2. INDIVIDUAL GRAND PRIX BETTING:

The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect settlement of bets.

3. PODIUM/POINTS FINISH:

Bets are settled on the drivers who finish the race in the podium/points positions, with the podium presentation counting as the result. Subsequent enquiries will not affect settlement of bets. Points/Podium finish - singles only.

4. MATCH BETTING (DRIVER VS DRIVER):

In the event of neither driver finishing, the number of laps completed will determine settlement but if both drivers have completed the same number of full laps, bets will be void.

5. FASTEST QUALIFYING LAP:

Settlement will be based on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.

SEASON MARKETS

1. DRIVERS CHAMPIONSHIP:

- a. Predict the winner of the Drivers Championship.
- b. Bets will be determined by the official standings immediately following the final event of the championship and will not be affected by any subsequent enquiries.

2. CONSTRUCTORS CHAMPIONSHIP:

- a. Predict the winner of the Constructors Championship.
- b. Bets will be determined by the official standings immediately following the final event of the championship and will not be affected by any subsequent enquiries.

3. HOW MANY GRAND PRIX RACES WILL A SPECIFIED DRIVER WIN DURING THE CHAMPIONSHIP:

- a. Predict how many Grand Prix races a specified driver will win during the championship.
- b. Bets will be determined by the official standings immediately following the final event of the championship and will not be affected by any subsequent enquiries.

4. SEASON MATCH BET:

- a. Predict which driver will achieve the best position in the Drivers' Championship.
- b. Bets will be determined by the official standings immediately following the final event of the championship and will not be affected by any subsequent enquiries.

5. DRIVERS OF THE SAME NATIONALITY TO COMPLETE A 1-2-3 IN ANY GRAND PRIX:

- a. Predict that drivers of the same nationality will finish in the first three positions in any individual Grand Prix during the season.
- b. The podium presentation will count as the result and any subsequent enquiries will not affect settlement of bets.

6. NATIONALITY OF THE WINNER OF THE DRIVERS CHAMPIONSHIP:

- a. Predict the nationality of the winner of the Drivers' Championship.
- b. Bets will be determined by the official standings immediately following the final event of the championship and will not be affected by any subsequent enquiries.

7. MOST POLE POSITIONS DURING THE SEASON:

- a. Select the driver from those listed who will

- achieve the most pole positions during the season.
- b. Bets will be determined by the official classification for each Grand Prix.

8. MOST GRAND PRIX WINS DURING THE SEASON:

- a. Predict which driver will win the most Grand Prix races during the season.
- b. Bets will be determined by the official standings immediately following the final Grand Prix of the season.
- c. In the event of a tie bets will be void.

9. CHAMPIONSHIP DOUBLES:

- a. Predict the driver to win the championship and his team to win the Constructors Championship.
- b. Bets will be determined by the official standings immediately following the final event of the championship and will not be affected by any subsequent enquiries.
- c. Both predictions must be correct for bets to be successful.

10. NAMED DRIVER TO FINISH ON THE PODIUM IN EVERY RACE:

- a. Predict that a named driver will finish on the podium in every race.
- b. If the named driver does not complete in every race the bet will be unsuccessful.

11. NAMED DRIVER TO OUT-QUALIFY ANOTHER NAMED DRIVER IN EVERY RACE:

- a. Predict which driver will set the best qualifying time in every race.
- b. Only races in which both drivers compete in the qualifying sessions will count.
- c. Settlement will be based on the driver who sets the best time in the final qualifying session. Any subsequent adjustments to grid positions will not count.

12. NAMED DRIVER TO SCORE 100 OR MORE POINTS IN THE SEASON:

- a. Predict whether or not a named driver will score more than 100 points in the season.
- b. Bets will be determined by the official standings immediately following the final Grand Prix of the season.

13. HOW MANY POINTS WILL A NAMED DRIVER WIN THE CHAMPIONSHIP BY:

Predict the winning margin by which a named driver will win the championship.

14. HOW MANY DRIVERS WILL CHANGE TEAMS BEFORE THE START OF THE SEASON:

Predict how many drivers will change teams before the start of the first Grand Prix of the season.

15. NAMED DRIVER TO WIN A GRAND PRIX DURING THE SEASON:

- a. Predict that a named driver will win a Grand Prix during the season.
- b. Bets will be determined by the official standings immediately following the final Grand Prix of the season.

16. NAMED DRIVER TO SCORE A CHAMPIONSHIP POINT DURING THE SEASON:

- a. Predict whether a named driver will score a championship point during the season.
- b. Bets will be determined by the official standings immediately following the final Grand Prix of the season.

17. WHERE WILL THE DRIVERS CHAMPIONSHIP BE DECIDED:

- a. Predict the venue where the Drivers' Championship will be decided.
- b. Bets will be determined when the leading driver has built up an unassailable lead.

18. WHERE WILL A NAMED DRIVER WIN HIS FIRST GRAND PRIX OF THE SEASON:

- a. Predict the venue where a named driver will win his first Grand Prix of the season.
- b. If the named driver does not win a Grand Prix in the season, only bets where 'no Grand Prix win' is selected will be successful.
- c. The named driver must compete in at least one Grand Prix after the bet is placed for bets to stand.
- d. The podium presentation will count as the result and any subsequent disqualifications will not count.

19. NAMED DRIVER'S BEST FINISHING POSITION IN THE SEASON:

- a. Predict the best finishing position that a named driver will achieve during the season.
- b. Bets will be determined by the official standings immediately following the final Grand Prix of the season.

20. WHERE WILL A NAMED DRIVER WIN HIS NEXT GRAND PRIX OF THE SEASON:

- a. Predict the venue where a named driver will win his next Grand Prix of the season
- b. If the named driver does not win a Grand Prix in the season, only bets where 'no Grand Prix win' is selected will be successful.
- c. The named driver must compete in at least one Grand Prix after the bet is placed for bets to stand.

INDIVIDUAL GRAND PRIX MARKETS

1. RACE WINNER:

- a. Predict the winner of the race.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

2. PODIUM FINISH:

- a. Predict the driver who will achieve a podium position.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

3. POINTS FINISH:

- a. Predict a driver who will achieve a points finish.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

4. MATCH BETTING (DRIVER VS DRIVER):

- a. Predict which driver will obtain the best finishing position.
- b. In the event of neither driver finishing, the number of full laps completed will determine settlement but if both drivers have completed the same number of full laps, bets will be void.
- c. Both drivers must start the race for bets to stand.

5. FIRST RETIREMENT IN RACE:

- a. Predict which driver will be the first to retire after the start of the race.
- b. The signal to start the formation lap will indicate the start of the race.
- c. If two or more drivers retire during the same lap dead heat rules will apply.

6. NUMBER OF FINISHERS:

- a. Predict whether the number of finishers will be over or under a specified number.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

7. MATCH BETTING (CONSTRUCTOR VS CONSTRUCTOR):

- a. Predict which team will have a driver that obtains a better finishing position than all of the members of the opposing team.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

8. FIRST CONSTRUCTOR RETIREMENT:

- a. Predict which team will have a driver that retires earlier than any member of the opposing team.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent

enquiries will not affect the settlement of bets.

- c. If two or more drivers retire during the same lap dead heat rules will apply.

9. WINNING CONSTRUCTOR IN THE RACE:

- a. Predict which team will contain the winner of the race.
 - b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.
- ## 10. NATIONALITY OF RACE WINNER:

- a. Predict the nationality of the race winner.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

11. WINNING MARGIN:

- a. Predict whether the winning margin between the race winner and the rest of the field will be over or under a specified time.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

12. SAFETY CAR:

Predict whether or not the safety car will appear during the race.

13. FIRST LAP RETIREMENTS:

- a. Predict how many drivers will not complete the first lap.
- b. The start of any Grand Prix is defined as the signal to start the formation lap.

14. TOP 6 FINISH:

- a. Predict a driver who will finish in the first six positions in the race.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

15. BRITISH 1st AND 2nd IN A SPECIFIED RACE:

- a. Predict that the 1st and 2nd places will be filled by British drivers in a specified race.
- b. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

16. NAMED DRIVER TO BE THE FASTEST QUALIFIER, RECORD THE FASTEST LAP IN THE RACE AND WIN THE RACE:

- a. Predict whether a named driver will be the fastest qualifier, record the fastest lap in the race and win the race.
- b. All three predictions must be correct for the bet to be successful.
- c. The podium presentation will count as the result

and any subsequent enquiries will not affect the settlement of bets.

17. FINISHING POSITION OF A NAMED DRIVER:

- a. Predict the finishing position of a named driver in a specified Grand Prix.
- b. Bets settled on the positions at the time of the podium presentation and any subsequent alterations will not count.
- c. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

18. FASTEST LAP IN THE RACE:

- a. Predict the driver who will record the fastest lap in the race.
- b. Bets settled on the official classification.

19. RACE DUAL FORECAST:

- a. Predict a pair of drivers to finish first and second in any order. Only one stake is required.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

20. GROUP BETTING IN THE RACE:

- a. Predict which driver will achieve the best finishing position in the race.
- b. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.

21. BUMPER CARS:

Predict that a named driver will retire from the race within one lap of colliding with another named driver.

22. FASTEST QUALIFIER AND WIN THE RACE:

- a. Predict that a driver will record the fastest time in the final qualifying session and then win the race.
- b. The fastest qualifier will be the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
- c. The start of any Grand Prix is defined as the signal to start the formation lap. The podium presentation will count as the result and any subsequent enquiries will not affect the settlement of bets.
- d. Both predictions must be correct for bets to be successful.

QUALIFYING MARKETS

1. FASTEST QUALIFYING LAP:

- a. Predict the driver who sets the best time during the final qualifying session.
- b. Any subsequent adjustments to grid positions will not count.

2. MATCH BETTING IN QUALIFYING:

- a. Predict the driver who will set the best time in the final qualifying session.
- b. Any subsequent adjustments to grid positions will not count.
- c. Both drivers must start the qualifying session for bets to stand.

3. WINNING CONSTRUCTOR IN QUALIFYING:

- a. Predict which team will contain the driver that sets the fastest time in the final qualifying session.
- b. Any subsequent adjustments to grid positions will not count.

4. WINNING DRIVER IN A SPECIFIED FREE PRACTICE SESSION:

- a. Predict the driver who will record the fastest time in the practise session.

- b. Bets will be settled on the official timings immediately following the end of the session.

5. WINNING CONSTRUCTOR IN A SPECIFIED FREE PRACTISE SESSION:

- a. Predict the team that will contain the driver who records the fastest time in the practise session.
- b. Bets will be settled on the official timings immediately following the end of the session

6. GROUP BETTING IN QUALIFYING:

- a. Predict which driver will achieve the fastest time in the final qualifying session.
- b. Any subsequent adjustments to grid positions will not count.
- c. In the event of a non-participant stakes will be refunded and a Rule 4 deduction may be applied to winning bets.

DARTS

1. GENERAL:

- a. If a match is shortened or not completed the player progressing to the next round in a knockout competition will be deemed the winner and league matches will be settled on the official result. Handicap bets and other markets will be void unless a winning market has already been established.
- b. If a match is postponed bets will be void unless the match is rescheduled and takes place the following day.

2. MATCH BETTING:

- a. Predict the winner of the match.
- b. In league matches where odds are quoted for the draw, in the event of a draw bets on players to win will be treated as losing selections.

3. HANDICAP BETTING:

Predict the winner of the match once the handicap spread has been applied to the actual scores.

4. CORRECT SCORE:

Predict the correct score. If the full number of sets are not completed bets are void.

5. DOUBLE CHANCE:

- a. Predict the result of a league match. This bet consists of three options:

A player to win or draw.
His opponent to win or draw.
Either player to win.

- b. If a match is not completed bets are settled on the official result.

6. DRAW NO BET:

- a. Predict which player will win in a league match and if the result is a draw your stake is refunded.
- b. If a match is not completed bets are settled on the official result.

7. TOTAL MATCH 180s:

Predict whether the total number of 180s will be over or under a specified figure.

8. FIRST 180:

Predict the player to score the first 180 in the match.

9. LAST 180:

Predict the player to score the last 180 in the match.

10. PLAYER WITH THE MOST 180s:

Predict which player will score the most 180s in the

match.

11. TO WIN THE FIRST LEG:

Predict which player will win the first leg in a specified set.

12. TO WIN THE SECOND LEG:

Predict which player will win the second leg in a specified set.

13. FIRST LEG WINNING COLOUR:

Predict the colour of the winning double in the first leg.

14. FIRST LEG 180:

Predict whether a player will throw a score of 180 in the first leg.

15. WIN FIRST LEG AND WINNING COLOUR DOUBLE:

- a. Predict which player will win the first leg and the colour of the winning double.
- b. Both predictions must be correct for bets to be successful.

16. WIN FIRST LEG AND 180 DOUBLE:

- a. Predict which player will win the first leg and whether or not one of the players will throw a score of 180 in the first leg.
- b. Both predictions must be correct for bets to be successful.

17. FIRST LEG COLOUR AND 180 DOUBLE:

- a. Predict the colour of the winning double in the first leg and whether or not one of the players will throw a score of 180 in the first leg.
- b. Both predictions must be correct for bets to be successful.

18. HIGHEST CHECKOUT:

- a. Predict which player will make the highest checkout in the match.
- b. Odds are quoted for the tie and in the event of a tie bets on either player are lost.

19. TOTAL LEGS ODD OR EVEN:

Predict whether the total number of legs in the match will be an odd or even number.

20. 170 CHECKOUT:

Predict whether there will be a 170 checkout in the match.

21. FIRST LEG WINNING CHECKOUT:

Predict whether the winning checkout in the first leg will be over, under or the same as a specified score.

22. BETTING ON A SPECIFIED LEG:

Predict which player will win a specified leg.

23. WINNING CHECKOUT IN A SPECIFIED LEG:

Predict whether the winning checkout in the leg will be over, under or the same as a specified score.

24. 180 IN A SPECIFIED LEG:

Predict whether or not a player will throw a score of 180 in a specified leg.

25. MOST 180s ON THE NIGHT:

- a. Predict the player who will score the most 180s in all the matches taking place on the night.
- b. In the event of a match not taking place on the night a Rule 4 deduction will be applied to winning bets. In the event of two or more matches not taking place on the night bets will be void.

26. PLAYER WITH THE HIGHEST CHECKOUT ON THE NIGHT:

- a. Predict which player will make the highest checkout on the night.
- b. In the event of a match not taking place on the night a Rule 4 deduction will be applied to winning bets. In the event of two or more matches not taking place on the night bets will be void.
- c. Odds are quoted for the tie and in the event of a tie bets on either player are lost.

27. TOTAL 180s ON THE NIGHT:

- a. Predict whether the total number of 180s scored on the night will be over or under a specified figure.
- b. In the event of any match not taking place bets will be made void unless a winning market has been established.

28. ENHANCED MULTIPLES:

- a. Predict that all of the players listed will win their respective matches.
- b. If one or more of the matches does not take place bets will be settled at the individual odds quoted for each match.

29. OUTRIGHT TOURNAMENT WINNER:

- a. Predict the player that will win the tournament.
- b. Bets will be settled on the official standings immediately following the last match in the tournament and any subsequent amendments to the result will not affect bets.

RUGBY UNION

1. GENERAL RULES:

- a. Singles and upwards accepted.
- b. Match betting; extra time does not count unless outright or to lift the trophy has been indicated or a qualifying price has been laid.
- c. Divisional bets placed during the regular season will be settled at the end of the scheduled programme of matches. Bets intended for competitions that take place after the regular season has finished must clearly indicate the event intended. Where there is any doubt, unless a qualifying price determines the intention, bets will be settled on the regular season.
- d. If a match is abandoned all bets are void unless a winning market has already been established. If a match is postponed to another day bets are void.
- e. In bets involving total tries/points, penalty tries count.
- f. Anytime and last try scorer bets stand provided the player takes any part in the match. First try scorer bets stand provided the player takes part in the match before the first try is scored.
- g. Season markets will be determined by the official standings following the final match(es) of the season and any subsequent enquiries will not affect the settlement of bets.

2. OUTRIGHT TOURNAMENT WINNER:

- a. Predict the team that will win the tournament.
- b. Bets will be determined by the official standings immediately following the final game on the tournament and will not be affected by any subsequent enquiries.

3. MATCH BETTING:

- a. Predict the winner of the match.
- b. Extra time does not count unless outright or to lift the trophy has been indicated or a qualifying price has been laid.

4. HANDICAP BETTING:

- a. Predict the result of the match once the handicap spread has been applied to the actual scores.
- b. Extra time does not count.

5. DOUBLE RESULT:

- a. Predict the result at both half time and full time.
- b. Both predictions must be correct for bets to be successful.
- c. Extra time does not count.

6. HOME TEAM WINNING MARGIN:

- a. Predict the margin of victory achieved by the home team.
- b. Extra time does not count.
- c. Winning margin betting is from scratch.

7. AWAY TEAM WINNING MARGIN:

- a. Predict the margin of victory achieved by the away team.
- b. Extra time does not count.
- c. Winning margin betting is from scratch.

8. HALF TIME RESULT:

- a. Predict the result at half time.
- b. The first half must be completed for bets to stand.

9. FIRST HALF HANDICAP:

- a. Predict the result at half time once the handicap spread has been applied to the actual scores.
- b. The first half must be completed for bets to stand.

10. SECOND HALF HANDICAP:

- a. Predict the result of a mini-match based on the second half once the handicap spread has been applied to the actual points scored in the second half.
- b. Any points scored in the first half do not count.
- c. Extra time does not count.

11. FIRST TRYSCORER:

- a. Predict the first try scorer in the match.
- b. Penalty tries do not count.
- c. Bets stand provided the player takes part in the match before the first try is scored.
- d. Extra time does not count.

12. LAST TRYSCORER:

- a. Predict the last try scorer in the match.
- b. Penalty tries do not count.
- c. Bets stand provided the player takes part in the match.
- d. Extra time does not count.

13. ANYTIME TRYSCORER:

- a. Predict a player to score any time during the match.
- b. Penalty tries do not count.
- c. Bets stand provided the player takes part in the match.
- d. Extra time does not count.
- e. If the match is not completed bets are void.

14. SHIRT OF FIRST TRYSCORER ODD/EVEN:

- a. Predict whether the shirt number of the first try scorer will be an odd or even number.
- b. Penalty tries do not count.
- c. Extra time does not count.
- d. If no try is scored bets on odd and even are unsuccessful.

15. SHIRT OF LAST TRYSCORER ODD/EVEN:

- a. Predict whether the shirt number of the last try scorer will be an odd or even number.
- b. Penalty tries do not count.
- c. Extra time does not count.

- d. If no try is scored bets on odd and even are unsuccessful.

16. FIRST TEAM TRY:

- a. Predict which team will score the first try in the match.
- b. Penalty tries count.
- c. Extra time does not count.

17. LAST TEAM TRY:

- a. Predict which team will score the last try in the match.
- b. Penalty tries count.
- c. Extra time does not count.

18. FIRST VIDEO REF DECISION:

- a. Predict whether or not a try will be awarded the first time in the match that the referee uses the video to make a decision.
- b. If the video is used for any other decision bets are void.
- c. Extra time does not count.

19. FIRST SCORING POINT:

- a. Predict which team will score the first points in the match.
- b. Extra time does not count.
- c. Penalty tries count.

20. LAST SCORING POINTS:

- a. Predict which team will score the last points in the match.
- b. Extra time does not count.
- c. Penalty tries count.

21. WILL THE FIRST TRY BE CONVERTED:

- a. Predict whether or not the first try in the match will be converted.
- b. Penalty tries count.
- c. Extra time does not count.
- d. If no tries are scored bets are void.

22. TOTAL MATCH POINTS:

- a. Predict the total number of points scored in the match.
- b. Extra time does not count.
- c. Penalty tries count.

23. TOTAL MATCH POINTS ODD/EVEN:

- a. Predict whether the total number of points scored in the match will be an odd or even number.
- b. Extra time does not count.
- c. Penalty tries count.

24. RACE TO TEN POINTS:

- a. Predict which team will be the first to score ten points. If no team achieves ten points bets are void unless a price is quoted for neither team to reach ten points, in which case bets stand.
- b. Extra time does not count.
- c. Penalty tries count.

25. TOTAL MATCH TRIES:

- a. Predict whether the total number of tries scored in the match will be over or under a specific figure.
- b. Penalty tries count.
- c. Extra time does not count.

26. TOTAL MATCH TRIES ODD/EVEN:

- a. Predict whether the total tries scored in the match will be an odd or even number.
- b. Penalty tries count.
- c. Extra time does not count.
- d. Zero counts as an even number.

27. HIGHEST SCORING HALF:

- a. Predict which half will contain the highest number of points scored.
- b. Extra time does not count.
- c. Penalty tries count.

28. WILL A SPECIFIC TRY BE CONVERTED:

- a. Predict whether or not a specific try will be converted.
- b. Penalty tries count.
- c. Extra time does not count.
- d. If no tries are scored after the bet is placed the bet is void.

29. TO WIN A MATCH OUTHRIGHT:

- a. Predict the team that will win the match.
- b. Extra time counts.
- c. In a knockout competition the team progressing to the next round will be deemed the winner. In the final of the event the team that lifts the trophy will be declared the winner.

30. RACE TO A SET NUMBER OF POINTS:

- a. Predict which team will be first to score a specified number of points. If no team achieves the specified number of points bets are void unless a price is quoted for neither team to reach the specified number of points, in which case bets stand.
- b. Extra time does not count.
- c. Penalty tries count.

31. NOT TO SCORE A TRY:

- a. Predict whether a named player will not score a try.
- b. Bets will be void if the specified player is not in the starting line up.

- c. Penalty tries do not count.

32. HATRICK SCORER:

- a. Predict whether a named player will score three or more tries in the match.
- b. Penalty tries do not count.
- c. Extra time does not count.
- d. Bets will be void if a specified player is not in the starting line up.

33. TRYSCORER MATCH BETS:

- a. Predict which player will score the most tries in the match.
- b. Both players must start the match for bets to stand.
- c. In the event of a tie bets are void unless a price is quoted for the tie.
- d. Penalty tries do not count.

34. TIME OF FIRST TRY:

- a. Predict whether the first try will be scored before or after a specific time.
- b. Penalty tries count.
- c. Extra time does not count.
- d. If no try is scored stakes are lost unless no try is selected.

35. NEXT SCORING PLAY:

- a. Predict the next scoring play and the team that will score it.
- b. Extra time does not count.
- c. Penalty tries count.
- d. Conversions do not count.

36. TEAM TO SCORE FIRST POINTS AND WIN THE MATCH:

- a. Predict the team that will score the first points and then go on and win the match.
- b. Both predictions must be correct for the bet to be successful.
- c. Extra time does not count.
- d. Penalty tries count.

37. FIRST HALF TOTAL POINTS:

- a. Predict the total points scored in the first half.
- b. The first half must be completed for bets to stand.
- c. Penalty tries count.

38. SECOND HALF TOTAL POINTS:

- a. Predict the total points scored in the second half.
- b. Extra time does not count.
- c. Points scored in the first half do not count.
- d. Penalty tries count.

39. TOTAL HOME TEAM POINTS:

- a. Predict the total points scored by the home team in the match.
- b. Extra time does not count.

- c. Penalty tries count.

40. TOTAL AWAY TEAM POINTS:

- a. Predict the total points scored by the away team in the match.
- b. Extra time does not count.
- c. Penalty tries count.

41. TOTAL HOME TEAM TRIES:

- a. Predict the total number of tries scored in the match by the home team.
- b. Extra time does not count.
- c. Penalty tries count.

42. TOTAL AWAY TEAM TRIES:

- a. Predict the total number of tries scored in the match by the away team.
- b. Extra time does not count.
- c. Penalty tries count.

43. NAMED PLAYER TO SCORE A TRY AND HIS TEAM TO WIN BY MORE THAN A SPECIFIED NUMBER OF POINTS:

- a. Predict that a named player will score a try and his team will win by more than a specified number of points.
- b. Penalty tries do not count.
- c. Bets stand provided the player takes part in the match.
- d. Extra time does not count.

44. ANYTIME TRYSCORERS DOUBLED:

- a. Predict that both players will score a try in the match.
- b. Bets stand provided both players take part in the match. If one player does not play bets are void.
- c. Extra time does not count.

45. TEAM TO WIN EVERY GAME IN THE REGULAR SEASON:

- a. Predict a specified team to win every match in the regular season.
- b. Only the regular season counts.

46. WHEN WILL A TEAM WIN/LOSE A MATCH:

- a. Predict which opponents they will play when a team wins/loses their next match.
- b. All games must be played in the scheduled order for bets to stand.

47. SEASON MATCH BETS:

- a. Predict which team will finish in the highest position at the end of the regular season.
- b. Only the regular season counts.

48. TEAM TO LOSE EVERY GAME IN THE REGULAR SEASON:

- a. Predict that a specified team will lose every match in the regular season.
b. Only the regular season counts.
49. TEAM TO REMAIN UNBEATEN IN REGULAR SEASON:
- a. Predict that any team will remain unbeaten in the regular season.
b. Only league games count.
50. REGULAR SEASON LEAGUE WINNER:
- a. Predict which team will win the league in the regular season.
b. Where there is any doubt as to whether a bet is for the regular season or the Grand Final, unless a qualifying price has been laid bets will be settled on the regular season.
51. GRAND FINAL WINNER:
- a. Predict the team that will win the Grand Final.
b. Where there is any doubt as to whether a bet is for the regular season or the Grand Final, unless a qualifying price has been laid bets will be settled on the regular season.
52. TO FINISH BOTTOM:
- a. Predict which team will finish bottom of the league.
b. Bets are settled on the official standings immediately following the final match in the scheduled programme of matches during the regular season and any subsequent enquiries will not affect settlement of bets.
53. TOURNAMENT TOP TRYSCORER:
- a. Predict the player who will score the most tries in the tournament.
b. Stakes will be lost on any players who do not participate, retire or are suspended.
c. Extra time counts.
d. Penalty tries do not count.
54. TOURNAMENT TOP POINTS SCORER:
- a. Predict the player who will score the most points in the tournament.
b. Stakes will be lost on any players who do not participate, retire or are suspended.
c. Extra time counts.
d. Penalty tries do not count.
55. TOP TEAM TRYSCORER:
- a. Predict the player who will score the most tries for his team in the tournament.
b. Where there is both a regular season and a Grand Final bets will be settled on the official standings at the end of the regular season.
- c. Extra time counts.
56. TEAM FINISHING POSITION:
- Predict the finishing position of a specified team in the tournament.
57. TOTAL TOURNAMENT POINTS:
- a. Predict whether the total points scored in a tournament will be over or under a specified figure.
b. Extra time counts.
58. TOTAL TOURNAMENT TRIES:
- a. Predict whether the total tries scored in the tournament will be over or under a specified figure.
b. Extra time counts.
c. Penalty tries count.
59. TOTAL TOURNAMENT YELLOW CARDS:
- a. Predict whether the total yellow cards issued in a tournament will be over or under a specified number.
b. Extra time counts.
60. TOTAL TOURNAMENT SUCCESSFUL DROP GOALS:
- a. Predict whether the total number of drop goals scored in a tournament will be over or under a specified figure.
b. Extra time counts.
61. WILL A YELLOW CARD BE SHOWN:
- a. Predict whether or not a yellow card will be shown.
b. Extra time does not count.
62. WILL A RED CARD BE SHOWN:
- a. Predict whether or not a red card will be shown.
b. Extra time does not count.
63. TOTAL TOURNAMENT RED CARDS:
- a. Predict whether the total red cards issued in a tournament will be over or under a specified figure.
b. Extra time counts.
64. SERIES BETTING:
- Predict the team that will win the series.
65. NAME THE FINALISTS:
- Predict which two teams will contest the final of a knockout competition.
66. NATIONALITY OF WINNER:
- Predict the nationality of the winning team in a competition where teams from different countries are taking part.
67. GRAND SLAM WINNER:
- Predict which team will win the Grand Slam. To win the Grand Slam your selection must beat all five teams in the Six Nations.
68. TRIPLE CROWN WINNER:
- Predict which team will win the Triple Crown. To win the Triple Crown your selection must beat the three other home nations.
69. SIX NATIONS WINNER:
- Predict which team will win the Six Nations.
70. WOODEN SPOON:
- Predict which team will finish bottom of the table.
71. HEINEKEN CUP POOL BETTING:
- Predict the winner of the pool.

RUGBY LEAGUE

1. GENERAL RULES:

- a. Singles and upwards accepted.
- b. Match betting; extra time does not count unless outright or to lift the trophy has been indicated or a qualifying price has been laid.
- c. Divisional bets placed during the regular season will be settled at the end of the scheduled programme of matches. Bets intended for competitions that take place after the regular season has finished must clearly indicate the event intended. Where there is any doubt, unless a qualifying price determines the intention, bets will be settled on the regular season.
- d. If a match is abandoned all bets are void unless a winning market has already been established. If a match is postponed to another day bets are void.
- e. In bets involving total tries/points, penalty tries count.
- f. In tryscorer betting, bets stand provided the player takes any part in the match. Penalty tries do not count.

2. OUTRIGHT TOURNAMENT WINNER:

- a. Predict the team that will win the tournament.
- b. Bets will be determined by the official standings immediately following the final game on the tournament and will not be affected by any subsequent enquiries.

3. MATCH BETTING:

- a. Predict the winner of the match.
- b. Extra time does not count unless outright or to lift the trophy has been indicated or a qualifying price has been laid.

4. HANDICAP BETTING:

- a. Predict the result of the match once the handicap spread has been applied to the actual scores.
- b. Extra time does not count.

5. DOUBLE RESULT:

- a. Predict the result at both half time and full time.
- b. Both predictions must be correct for bets to be successful.
- c. Extra time does not count.

6. HOME TEAM WINNING MARGIN:

- a. Predict the margin of victory achieved by the home team.
- b. Extra time does not count.
- c. Winning margin betting is from scratch.

7. AWAY TEAM WINNING MARGIN:

- a. Predict the margin of victory achieved by the away team.
- b. Extra time does not count.
- c. Winning margin betting is from scratch.

8. HALF TIME RESULT:

- a. Predict the result at half time.
- b. The first half must be completed for bets to stand.

9. FIRST HALF HANDICAP:

- a. Predict the result at half time once the handicap spread has been applied to the actual scores.
- b. The first half must be completed for bets to stand.

10. SECOND HALF HANDICAP:

- a. Predict the result of a mini-match based on the second half once the handicap spread has been applied to the actual points scored in the second half.
- b. Any points scored in the first half do not count.
- c. Extra time does not count.

11. FIRST TRYSCORER:

- a. Predict the first tryscorer in the match.
- b. Penalty tries do not count.
- c. Where an 'interchange' system is used bets stand provided the player takes part in the match.
- d. Extra time does not count.

12. LAST TRYSCORER:

- a. Predict the last tryscorer in the match.
- b. Penalty tries do not count.
- c. Bets stand provided the player takes part in the match.
- d. Extra time does not count.

13. ANYTIME TRYSCORER:

- a. Predict a player to score any time during the match.
- b. Penalty tries do not count.
- c. Bets stand provided the player takes part in the match.
- d. Extra time does not count.
- e. If the match is not completed bets are void.

14. SHIRT OF FIRST TRYSCORER ODD/EVEN:

- a. Predict whether the shirt number of the first tryscorer will be an odd or even number.
- b. Penalty tries do not count.
- c. Extra time does not count.
- d. If no try is scored bets on odd and even are unsuccessful.

15. SHIRT OF LAST TRYSCORER ODD/EVEN:

- a. Predict whether the shirt number of the last tryscorer will be an odd or even number.
- b. Penalty tries do not count.
- c. Extra time does not count.
- d. If no try is scored bets on odd and even are unsuccessful.

16. FIRST TEAM TRY:

- a. Predict which team will score the first try in the match.
- b. Penalty tries count.
- c. Extra time does not count.

17. LAST TEAM TRY:

- a. Predict which team will score the last try in the match.
- b. Penalty tries count.
- c. Extra time does not count.

18. FIRST VIDEO REF DECISION:

- a. Predict whether or not a try will be awarded the first time in the match that the referee uses the video to make a decision.
- b. If the video is used for any other decision bets are void.
- c. Extra time does not count.

19. FIRST SCORING POINT:

- a. Predict which team will score the first points in the match.
- b. Extra time does not count.
- c. Penalty tries count.

20. LAST SCORING POINTS:

- a. Predict which team will score the last points in the match.
- b. Extra time does not count.
- c. Penalty tries count.

21. WILL THE FIRST TRY BE CONVERTED:

- a. Predict whether or not the first try in the match will be converted.
- b. Penalty tries count.
- c. Extra time does not count.
- d. If no tries are scored bets are void.

22. TOTAL MATCH POINTS:

- a. Predict the total number of points scored in the match.
- b. Extra time does not count.
- c. Penalty tries count.

23. TOTAL MATCH POINTS ODD/EVEN:

- a. Predict whether the total number of points scored in the match will be an odd or even number.
- b. Extra time does not count.
- c. Penalty tries count.

24. RACE TO TEN POINTS:

- a. Predict which team will be the first to score ten points. If no team achieves ten points bets are void unless a price is quoted for neither team to reach ten points, in which case bets stand.
- b. Extra time does not count.

c. Penalty tries count.

25. TOTAL MATCH TRIES:

- a. Predict whether the total number of tries scored in the match will be over or under a specific figure.
- b. Penalty tries count.
- c. Extra time does not count.

26. TOTAL MATCH TRIES ODD/EVEN:

- a. Predict whether the total scored in the match will be an odd or even number.
- b. Penalty tries count.
- c. Extra time does not count.
- d. Zero counts as an even number.

27. HIGHEST SCORING HALF:

- a. Predict which half will contain the highest number of points scored.
- b. Extra time does not count.
- c. Penalty tries count.

28. WILL A SPECIFIC TRY BE CONVERTED:

- a. Predict whether or not a specific try will be converted.
- b. Penalty tries count.
- c. Extra time does not count.
- d. If no tries are scored after the bet is placed the bet is void.

29. TO WIN A MATCH OUTRIGHT:

- a. Predict the team that will win the match.
- b. Extra time counts.
- c. In a knockout competition the team progressing to the next round will be deemed the winner. In the final of the event the team that lifts the trophy will be declared the winner.

30. RACE TO A SET NUMBER OF POINTS:

- a. Predict which team will be first to score a specified number of points. If no team achieves the specified number of points bets are void unless a price is quoted for neither team to reach the specified number of points, in which case bets stand.
- b. Extra time does not count.
- c. Penalty tries count.

31. NOT TO SCORE A TRY:

- a. Predict whether a named player will not score a try.
- b. Bets will be void if the specified player is not in the starting line up.
- c. Penalty tries do not count.

32. HATRICK SCORER:

- a. Predict whether a named player will score three or more tries in the match.
- b. Penalty tries do not count.

c. Extra time does not count.

d. Bets will void if the specified player is not in the starting line up.

33. TRYSCORER MATCH BETS:

- a. Predict which player will score the most tries in the match.
- b. Both players must start the match for bets to stand.
- c. In the event of a tie bets are void unless a price is quoted for the tie.
- d. Penalty tries do not count.

34. TIME OF FIRST TRY:

- a. Predict whether the first try will be scored before or after a specific time.
- b. Penalty tries count.
- c. Extra time does not count.
- d. If no try is scored stakes are lost unless no try is selected.

35. NEXT SCORING PLAY:

- a. Predict the next scoring play and the team that will score it.
- b. Extra time does not count.
- c. Penalty tries count.
- d. Conversions do not count.

36. TEAM TO SCORE FIRST POINTS AND WIN THE MATCH:

- a. Predict the team that will score the first points and then go on and win the match.
- b. Both predictions must be correct for the bet to be successful.
- c. Extra time does not count.
- d. Penalty tries count.

37. FIRST HALF TOTAL POINTS:

- a. Predict the total points scored in the first half.
- b. The first half must be completed for bets to stand.
- c. Penalty tries count.

38. SECOND HALF TOTAL POINTS:

- a. Predict the total points scored in the second half.
- b. Extra time does not count.
- c. Points scored in the first half do not count.
- d. Penalty tries count.

39. TOTAL HOME TEAM POINTS:

- a. Predict the total points scored by the home team in the match.
- b. Extra time does not count.
- c. Penalty tries count.

40. TOTAL AWAY TEAM POINTS:

- a. Predict the total points scored by the away team in the match.
- b. Extra time does not count.

c. Penalty tries count.

41. TOTAL HOME TEAM TRIES:

- a. Predict the total number of tries scored in the match by the home team.
- b. Extra time does not count.
- c. Penalty tries count.

42. TOTAL AWAY TEAM TRIES:

- a. Predict the total number of tries scored in the match by the away team.
- b. Extra time does not count.
- c. Penalty tries count.

43. NAMED PLAYER TO SCORE A TRY AND HIS TEAM TO WIN BY MORE THAN A SPECIFIED NUMBER OF POINTS:

- a. Predict that a named player will score a try and his team will win by more than a specified number of points.
- b. Penalty tries do not count.
- c. Bets stand provided the player takes part in the match.
- d. Extra time does not count.

44. NAMED TRYSCORERS DOUBLED:

- a. Predict that both players will score a try in the match.
- b. Bets stand provided both players take part in the match. If one player does not play bets are void.
- c. Extra time does not count.

45. FIRST SUPER LEAGUE COACH TO LEAVE HIS JOB:

- a. Predict the first Super League coach to leave their job after the start of the regular season.
- b. Only the regular season counts.

46. TEAM TO WIN EVERY GAME IN THE REGULAR SEASON:

- a. Predict a specified team to win every match in the regular season.
- b. Only the regular season counts.

47. WHEN WILL A TEAM WIN/LOSE A MATCH:

- a. Predict which opponents they will play when a team wins/loses their next match.
- b. All games must be played in the scheduled order for bets to stand.

48. SPECIFIED TEAM TO WIN A MAJOR TROPHY IN THE SEASON:

- a. Predict that a specified team will win a major trophy in the season.
- b. Major trophies are the Challenge Cup, Super League Regular Season and Super League Grand Final.

49. SEASON MATCH BETS:

- a. Predict which team will finish in the highest position at the end of the regular season.
- b. Only the regular season counts.

50. HOW MANY MAJOR TROPHIES WILL A SPECIFIED TEAM WIN IN THE SEASON:

- a. Predict how many major trophies a team will win in the season.
- b. Major trophies are the Challenge Cup, Super League Regular Season and Super League Grand Final.

51. TEAM TO LOSE EVERY GAME IN THE REGULAR SEASON;

Predict that a specified team will lose every match in the regular season.

52. TEAM TO REMAIN UNBEATEN IN REGULAR SEASON:

- a. Predict that any team will remain unbeaten in the regular season.
- b. Only league games count.

53. REGULAR SEASON LEAGUE WINNER:

- a. Predict which team will win the league in the regular season.
- b. Where there is any doubt as to whether a bet is for the regular season or the Grand Final, unless a qualifying price has been laid bets will be settled on the regular season.

54. GRAND FINAL WINNER:

- a. Predict the team that will win the Grand Final.
- b. Where there is any doubt as to whether a bet is for the regular season or the Grand Final, unless a qualifying price has been laid bets will be settled on the regular season.

55. TO FINISH BOTTOM:

- a. Predict which team will finish bottom of the league.
- b. Bets are settled on the official standings immediately following the final match in the scheduled programme of matches during the regular season and any subsequent enquiries will not affect settlement of bets.

56. NEXT PERMANENT HEAD COACH:

Predict which player will be given the job of head coach on a permanent basis.

57. LANCE TODD TROPHY:

- a. Predict the winner of the Lance Todd Trophy.
- b. Bets are settled on the official result.

c. Bets will stand on any player who takes part in the match.

58. FOUR NATIONS WINNER:

Predict which team will win the Four Nations.

59. TOURNAMENT TOP TRYSCORER:

- a. Predict the player who will score the most tries in the tournament.
- b. Stakes will be lost on any players who do not participate, retire or are suspended.
- c. Extra time counts.

60. TOURNAMENT TOP POINTS SCORER:

- a. Predict the player who will score the most points in the tournament.
- b. Stakes will be lost on any players who do not participate, retire or are suspended.
- c. Extra time counts.

61. TOP TEAM TRYSCORER:

- a. Predict the player who will score the most tries for his team in the tournament.
- b. Where there is both a regular season and a Grand Final bets will be settled on the official standings at the end of the regular season.
- c. Extra time counts.

62. TEAM FINISHING POSITION:

Predict the finishing position of a specified team in the tournament.

63. TOTAL TOURNAMENT POINTS:

- a. Predict whether the total points scored in a tournament will be over or under a specified figure.
- b. Extra time counts.

64. TOTAL TOURNAMENT TRIES:

- a. Predict whether the total tries scored in the tournament will be over or under a specified figure.
- b. Extra time counts.
- c. Penalty tries count.

65. TOTAL TOURNAMENT YELLOW CARDS:

- a. Predict whether the total yellow cards issued in a tournament will be over or under a specified number.
- b. Extra time counts.

66. TOTAL TOURNAMENT SUCCESSFUL DROP GOALS:

- a. Predict whether the total number of drop goals scored in a tournament will be over or under a specified figure.
- b. Extra time counts.

67. WILL A YELLOW CARD BE SHOWN:

- a. Predict whether or not a yellow card will be shown.
- b. Extra time does not count.

68. WILL A RED CARD BE SHOWN:

- a. Predict whether or not a red card will be shown.
- b. Extra time does not count.

69. TOTAL TOURNAMENT RED CARDS:

- a. Predict whether the total red cards issued in a tournament will be over or under a specified figure.
- b. Extra time counts.

70. SERIES BETTING:

Predict the team that will win the series.

71. NAME THE FINALISTS:

Predict which two teams will contest the final of a knockout competition.

72. NATIONALITY OF WINNER:

Predict the nationality of the winning team in a competition where club teams from different countries are taking part.

GAELIC FOOTBALL

1. GENERAL RULES:

- a. Unless otherwise stated, all bets are settled on the result at the end of normal time. Injury time counts but extra time does not count.
- b. In the event of a dispute over points/goalscorer, settlement will be based on the decision of the GAA immediately after the match has finished. Any subsequent amendments will not count.

2. ABANDONED/POSTPONED MATCH:

- a. If a match is abandoned bets are void unless a winning market has already been established.
- b. If a match is postponed bets will be void unless the match is rescheduled to take place on the following day.

3. DIVISIONAL/CHAMPIONSHIP BETTING:

- a. Predict the team that will win the competition.
- b. Bets are settled on the official standings immediately the last match in the competition has taken place and any subsequent amendments or inquiries will not affect bets.

4. MATCH BETTING:

- a. Predict the winner of the match.
- b. Extra time does not count.

5. HANDICAP BETTING:

- a. Predict the winner of the match once the handicap spread has been applied to the actual scores.
- b. Extra time does not count.

6. HALF TIME RESULT:

- a. Predict the result at the end of the first half.
- b. The first half must be completed for bets to stand.

7. FIRST POINT:

Predict which team will score the first point.

8. FIRST GOAL:

- a. Predict which team will score the first goal or whether no goal will be scored.
- b. Extra time does not count.

9. FIRST '45' AWARDED:

- a. Predict which team will be awarded the first '45' in the match. After a defender has put the ball wide of the goals, an attacker may take a '45' from the 45m line level with where the ball went wide.
- b. Extra time does not count.

10. DOUBLE RESULT:

- a. Predict the result at half time and full time.

- b. Both predictions must be correct for bets to be successful.

11. FIRST WIDE:

- a. Predict which team will concede the first wide.
- b. Extra time does not count.

12. TOTAL GOALS:

- a. Predict the total number of goals scored in the match.
- b. Extra time does not count.

13. WINNING MARGIN:

- a. Predict the winning team and their points superiority over their opponents.
- b. Extra time does not count.

14. FIRST SCORING PLAY:

- a. Predict the first scoring play in the match and the team that scores it.
- b. There are six possible options:- a goal from either team, a point from play for either team or points from a placed ball from either team.

15. FIRST GOALSCORER:

- a. Predict the first player to score a goal in the match in normal time.
- b. Stakes are refunded on players who take no part in the match or come on after the first goal is scored.
- c. Own goals do not count.

16. LAST GOALSCORER:

- a. Predict the last goalscorer in the match in normal time.
- b. Any player that takes part in the match will be considered a 'runner' for last goalscorer purposes.
- c. Own goals do not count.

17. ANYTIME GOALSCORER:

- a. Predict a player to score a goal at any time.
- b. Players must start the match for bets to be valid.
- c. Extra time does not count.
- d. Own goals do not count.

18. HOME TEAM SPECIAL TREBLE:

- a. Predict whether the home team will score the first point, lead at half time and win the match.
- b. Predict whether the home team will score the last point in the match, lead at half time and win the match.
- c. All three selections must be correct for bets to be successful.
- d. Extra time does not count.

19. AWAY TEAM SPECIAL TREBLE:

- a. Predict whether the away team will score the first point, lead at half time and win the match.
- b. Predict whether the away team will score the last point in the match, lead at half time and win the match.
- c. All three selections must be correct for bets to be successful.
- d. Extra time does not count.

ATHLETICS

1. OUTRIGHT WINNER:

- a. Predict the winner of the event. Bets will be settled on the official standings immediately after each individual event has finished and any subsequent amendments to the result will not count.
- b. With the exception of single race events, bets placed prior to the start of an event are subject to ante post conditions and stakes will be lost on any competitor who withdraws or takes no part.
- c. Bets placed on a single race event or after an event has started are accepted on a non-participant - no bet basis and in the event of a withdrawal a Rule 4 deduction may be applied to winning bets placed prior to the withdrawal. If the selection does not engage in any competitive action after the bet is struck the selection will be made void unless eliminated by competition rules.

2. INDIVIDUAL HEAT WINNER:

8. Predict the winner of an individual heat.
9. In the event of a competitor withdrawing prior to the start stakes will be refunded on the non-participant and a Rule 4 deduction may be applied to winning bets.

3. NUMBER OF MEDALS WON:

Predict the number of medals won. Where a market is offered on the number of medals won in the Olympics or a similar competition, unless stated otherwise, settlement will be based on the official medals table for all events once the medals ceremony for the final event has taken place.

4. POSTPONED OR ABANDONED:

Where an event in the Olympics (summer and winter), World or European Championships is postponed or abandoned bets will be void, unless the event is completed before the closing ceremony of the games in which case bets will stand. If an event in any other competition is postponed or abandoned bets will be void.

Snooker

1. OUTRIGHT TOURNAMENT WINNER:

- a. Predict the winner of the tournament.
- b. Bets settled on official competition rules.

2. MATCH BETTING:

Predict the winner of the match.

3. INCOMPLETE/POSTPONED MATCHES:

- a. In the event of a match in a knockout competition starting but not being completed, the player progressing to the next round will be deemed the winner. In a league match bets will be settled on the official result. Correct score bets are void in both league and knockout matches.
- b. If a match is postponed all bets will be void unless

the match is re-scheduled to play the following day.

4. CORRECT SCORE:

Predict the correct score in the match.

5. RESULT IN A SPECIFIED FRAME:

Predict the result of a specified frame.

6. TOP POINTS SCORER:

- a. Predict the player in the group who will achieve the most points in the tournament.
- b. Bets are settled on the official result. Dead heat rules apply.

7. TOTAL POINTS ODD/EVEN IN A SPECIFIED FRAME:

Predict whether the total points will be an odd or even number.

8. FINAL FRAME DECIDER:

Predict whether the match will be decided on the final frame.

9. TOTAL MATCH FRAMES:

Predict whether the total number of frames in the match will be over or under a specified number.

10. TOTAL MATCH CENTURIES:

Predict whether the total number of centuries scored in the match is over or under a specified figure.

11. TOTAL MATCH FIFTIES:

Predict whether the total number of fifties scored in the match is over or under a specified figure.

12. HIGHEST MATCH BREAK:

Predict which player will make the highest break in the match.

13. FIRST SESSION:

- a. Predict the result of the first session.
- b. If the scheduled number of frames are reduced bets will carry forward to the next session until the scheduled number of frames have been completed.

14. FIRST SESSION CORRECT SCORE:

- a. Predict the correct score in the first session.
- b. If the scheduled number of frames are reduced bets will carry forward to the next session until the scheduled number of frames have been completed.

15. FIRST SESSION/MINI-SESSION BETTING:

- a. Predict the result of the first session/mini-session.

The mini-session consists of the first four frames unless otherwise stated.

- b. Four frames must be completed for bets to stand. If less than the scheduled number of frames are completed bets will carry forward to the next mini-session until the scheduled number of frames have been completed.

16. FIRST SESSION/MINI-SESSION CORRECT SCORE:

- a. Predict the correct score in the mini-session. A mini-session consists of four frames unless otherwise stated.
- b. If the scheduled number of frames are reduced bets will carry forward to the next session until the scheduled number of frames have been completed.

17. WILL THERE BE A 147:

Predict whether or not there will be a 147 break in the match.

18. FIRST FRAME WINNER:

Predict the result of the first frame.

19. FIRST FRAME - TOTAL POINTS:

Predict whether the total points scored in the first frame will be over or under a specified number.

20. FIRST FRAME - TOTAL POINTS ODD/EVEN:

Predict whether the total points scored in the first frame will be an odd or even number.

21. FIRST FRAME - 1st COLOUR POTTED:

- a. Predict which colour will be potted first in the frame.
- b. Foul shots and free balls do not count.

22. FIRST FRAME - 1st RED POTTED:

- a. Predict which player will pot the first red.
- b. Foul shots and free balls do not count.

23. HANDICAP BETTING:

Predict the result of the match after the handicap spread has been applied to the actual scores.

24. TOTAL POINTS IN A SPECIFIED FRAME:

Predict whether the total points will be over or under a specified number.

25. CORRECT SCORE IN A SPECIFIED FRAME:

Predict the correct score in a specified frame.

26. RACE TO A SET NUMBER OF FRAMES:

Predict which player will be the first to win a speci-

fied number of frames.

27. CORRECT SCORE AFTER A SPECIFIED NUMBER OF FRAMES:

Predict the correct score after a specified number of frames.

28. RESULT IN A SPECIFIED SESSION:

- a. Predict the result in a specified session.
- b. If the scheduled number of frames are reduced bets will carry forward to the next session until the scheduled number of frames have been completed.

29. CORRECT SCORE IN A SPECIFIED SESSION:

- a. Predict the correct score in a specified session.
- b. If the scheduled number of frames are reduced bets will carry forward to the next session until the scheduled number of frames have been completed.

30. MINI-SESSION RESULT IN A SPECIFIED SESSION:

- a. Predict the result of a mini-session in a specified session. The mini-session consists of four frames.
- b. Four frames must be completed for bet to stand. If less than four frames are completed bets will carry forward to the next mini-session until four frames have been completed.

31. MINI-SESSION CORRECT SCORE IN A SPECIFIED SESSION:

- a. Predict the correct score of a mini-session in a specified session. A mini-session consists of four frames.
- b. If the scheduled number of frames are reduced bets will carry forward to the next session until the scheduled number of frames have been completed.

32. TOTAL MATCH FRAMES UNDER/OVER:

Predict whether the total number of frames in the match are under or over a specified figure.

33. INDIVIDUAL PLAYER - NUMBER OF FRAMES WON:

Predict whether or not a named player will win a specified number of frames.

34. TOURNAMENT 147:

Predict whether or not a 147 break will be made in the tournament.

35. NAME THE FINALISTS:

Predict which two players will contest the final in a knockout competition.

36. HIGHEST TOURNAMENT BREAK:

Predict which player will make the highest break in the tournament.

37. QUARTER WINNER:

Predict which player will reach the Quarter Final in a specified section of the draw.

38. PLAYER TO BE ELIMINATED IN A KNOCK-OUT COMPETITION:

Predict which stage of a tournament that a specified player will be eliminated.

BOXING

1. GENERAL RULES

- a. A fight is defined as having started once the bell is sounded for the beginning of the first round.
- b. Should there be a withdrawal or a substitution of one of the boxers concerned, bets will be void.
- c. In the event of a 'no contest' being declared all bets will be made void.
- d. If a bout is postponed bets are void.

2. BOUT BETTING:

- a. Predict the boxer who will win the fight. A price will be offered for a draw and in the event of that occurring bets on either boxer to win will be lost.
- b. Outright bets are settled on the result as declared in the ring and are not subject to any revisions or amendments made after the boxers have left the ring.

3. ROUND BY ROUND BETTING:

- a. Predict the round in which your selection will win the fight.
- b. If for any reason a points decision is awarded before the full number of rounds are completed bets will be settled on the round in which the fight was stopped. Bets which nominate "to win on points" will only be deemed winners if the full number of rounds are completed.
- c. If for any reason the selected number of rounds on which we are betting is changed, all round by round bets will be void.
- d. If a boxer withdraws during the period between rounds the fight is deemed to have ended in the previous round.
- e. The bell will signal the end of a round and the bell being sounded again will signal the start of the next round.

4. METHOD OF RESULT:

- a. Predict the method by which the result of the fight will be decided.
- b. A price will be offered for the draw and in the event of a draw stakes are lost on a KO, TKO, Decision, Technical Decision or a Disqualification.

5. GROUPED ROUND BETTING:

- a. Predict the group of rounds in which your selection will win the fight.
- b. If a points decision is awarded before the full number of rounds are completed, bets will be settled on the round in which the fight was stopped. Bets which nominate "to win on points" will only be deemed winners if the full number of rounds are completed.
- c. If for any reason the selected number of rounds on which we are betting is changed, all round by round bets will be void.
- d. If a boxer withdraws during the period between rounds the fight is deemed to have ended in the previous round.
- e. The bell will signal the end of a round and the bell being sounded again will signal the start of the next

round.

6. TOTAL ROUNDS:

- a. Predict whether the fight will finish under or over a specified number of rounds.
- b. Where a half is stated in a three minute round, 1 minute 30 seconds will define the half for under/over betting. The same principle will be used for a two minute round etc. If the under/over total lands on exactly half of a round bets will be void.

7. TOURNAMENT WINNER:

- a. Predict the official winner of the tournament.
- b. Bets will be settled on the official standings immediately following the last bout in the tournament and any subsequent amendments to the result will not affect bets. Stakes will be lost on any boxers who withdraw after the start of the tournament. Reserves and substitutes do not count for betting purposes and bets will be settled on the result 'without any reserves or substitutes'.

8. TO SCORE A KNOCKDOWN:

- a. Predict whether a boxer will knock down his opponent.
- b. A knockdown occurs when the opponent is either knocked out or receives a mandatory 8 count. Anything deemed a slip by the referee will not count as a knockdown.

UFC

1. GENERAL RULES:

- a. All bets are settled on the official result at the end of the fight and any subsequent alterations to the result will not affect bets.
- b. If an event is postponed bets are void.
- c. In the event of a draw bets are void.

2. OUTRIGHT TOURNAMENT WINNER:

Predict the fighter/team that will win the tournament. Reserves and substitutes do not count for betting purposes and bets will be settled on the result 'without reserves and substitutes'.

3. BOUT BETTING:

Predict the result of a bout between two fighters.

CYCLING

1. RACE WINNER:

- a. Predict which cyclist will win the race. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.
- b. Ante post rules apply to bets placed prior to the start of an event and stakes will be lost on any competitor who withdraws or takes no part.

2. STAGE WINNER:

- a. Predict which cyclist will win a specific stage of the event.
- b. Stakes will be refunded on non-participants and a Rule 4 deduction may be applied to winning bets.
- c. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

3. INDIVIDUAL STAGE MATCH BETTING:

- a. Predict which cyclist will achieve the best official finishing position in a specified stage of the race.
- b. All cyclists quoted in the match bet must start the stage for bets to stand.
- c. At least one cyclist in the match bet must complete the stage for bets to stand.
- d. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

4. TEAM STAGE MATCH BETTING:

- a. Predict which team will achieve the best official finishing position in a specified stage of the race.
- b. All teams quoted in the match bet must start the stage for bets to stand.
- c. At least one team in the match must complete the race for bets to stand.
- d. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

5. INDIVIDUAL RACE MATCH BETTING:

- a. Predict which cyclist will achieve the best official finishing position in the race.
- b. All cyclists quoted in the match bet must start the race for bets to stand.
- c. At least one cyclist in the match bet must complete the race for bets to stand.
- d. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

6. TEAM RACE MATCH BETTING:

- a. Predict which team will achieve the best official finishing position in the race.
- b. All teams quoted in the match bet must start the race for bets to stand.
- c. At least one team in the match bet must complete the race for bets to stand.
- d. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

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7. SPECIAL CATEGORIES:

- a. Predict the winner of a special category in the race. These include King of the Mountains, Green Jersey, Yellow Jersey, etc.
- b. Settlement will be based on the official final standings at the time of the final podium presentation of the tour. Any subsequent disqualifications will not affect bets.

SPEEDWAY

1. GENERAL RULES:

- a. Outright Championship betting will be determined by the positions immediately following the final event of the competition and will not be altered by any subsequent enquiries. Play-offs count.
- b. In the event of a disqualification in an individual meeting, the podium presentation will count as the result and this will determine settlement. All of the scheduled heats must be completed for winning margin/correct score bets to stand. Rider Match bets are settled on the number of points gained in the meeting. Each rider must come to the tapes once for bets to stand.
- c. If the four programmed riders do not go to the tapes in an individual heat bets are void.
- d. If a team league/cup fixture is abandoned outright bets will stand provided there is an official result. Handicap bets will stand regardless of the number of heats that have taken place provided the winner of the handicap has already been established. If the winner of the handicap has not been established bets will be made void. Outright bets on Grand Prix events will be settled on the official competition rules. If an event is postponed bets are void.

2. CHAMPIONSHIP WINNER:

- a. Predict the rider who will win the Championship.
- b. Outright betting will be determined by the positions immediately following the final event of the competition and will not be altered by any subsequent enquiries. Play-offs count.

3. GRAND PRIX WINNER:

- a. Predict the winner of a Grand Prix
- b. In the event of a disqualification in an individual meeting, the podium presentation will count as the result and this will determine settlement.
- c. If a Grand Prix is abandoned bets are settled on the official result.
- d. Stakes are refunded on non-participants and a Rule 4 deductions may be applied to winning bets.

4. INDIVIDUAL HEAT BETTING:

- a. Predict the winner of an individual heat.
- b. If the four programmed riders do not go to the tapes in an individual heat bets are void.

5. RIDER MATCH BETS:

- a. Predict which rider will gain the most points at the meeting.
- b. Each rider must come to the tapes once for bets to stand.

6. HANDICAP BETTING:

- a. Predict the result of an event once the handicap spread has been applied to the actual scores.
- b. If a league/cup fixture is abandoned handicap bets will stand regardless of the number of heats that have taken place provided the winner of the handi-

cap has been established. If no winning market is established bets are void.

7. TEAM Vs TEAM BETTING:

- a. Predict which team will win the event.
- b. If the meeting is abandoned bets will stand provided 12 heats have taken place.

8. WINNING MARGIN IN A TEAM EVENT:

- a. Predict the team who will win the fixture and their margin of victory.
- b. All scheduled heats must take place for bets to stand.

9. CORRECT SCORE IN A TEAM EVENT:

- a. Predict the correct score in a team event.
- b. All scheduled heats must take place for bets to stand.

10. WORLD CUP TOURNAMENT WINNER:

- a. Predict the winner of the World Cup.
- b. 12 heats must take place for an official result.

11. WORLD CUP INDIVIDUAL ROUND BETTING:

- a. Predict the winner of the round.
- b. 12 heats must take place for an official result.

NUMBERS BETTING

1. Bets are accepted up to the official starting time. If we are not satisfied that a bet has been placed prior to the start time it will stand for the next such event.
2. If for any reason any draw or event does not take place, bets will stand for the next such draw or event unless cancelled by mutual consent.
3. Unless clearly specified, numbers bets will always be settled on the next such draw or event to take place. Where more than one draw or event is selected, bets will be settled on the next such consecutive draws or events to take place. If a specified draw has already taken place that day, then the bet will be settled on the next draw to take place.

GENERAL SPORTS BETTING RULES

1. In the case of abandoned matches, or matches where the original scheduled amount of play is changed, (for example, a reduction in the number of overs in a cricket match) except where specifically stated otherwise, bets will be settled on the current result if further play could not affect that result. For example if a football match has been abandoned but the number of corners has already exceeded the maximum number specified, then further play could not affect that result.
2. Any multiple bet reduced by a void, abandoned or postponed match will stand for the remaining selections, irrespective of the minimum number of selections required.
3. Place terms on sports betting are those that were relevant at the time that the bet was placed. If you place an each-way bet and you are uncertain as to the current place terms you should ask the telephonist to confirm them at the time. Place terms on Horse and greyhound racing, with the exception of ante post are those that were relevant at the start of the race.
4. In the event that the number of scheduled sets/legs to be played is changed (For example a match that was originally scheduled to be played over five sets being reduced to three), then match bets will stand but set betting will be made void.
5. Unless specifically stated otherwise in our rules for each individual sport, bets on any 2 runner market that ends in a tie or draw, or exactly the number of points quoted, where no price was offered for that eventuality, will be made void and stakes returned. Dead heat rules will apply for bets placed on markets with 3 or more runners unless stated otherwise.
6. With the exception of Antepost markets, unless specifically stated otherwise in our rules for individual sports, bets on abandoned or postponed matches or races, will be made void unless rescheduled for the next day. Bets on postponed events or tournaments, such as a bet on a golfer or tennis player to win a tournament will stand for one full week from the original scheduled start date, after which time they will be made void. Bets on Antepost markets will stand until the event is completed or officially cancelled.
7. Set, Frame and Leg Markets: The full number of sets/frames/legs required to win the match must be achieved. If circumstances, for what ever reason, prevail so the match is awarded to a contestant before this is achieved, then set/frame and leg betting on that match will be made void.
8. Handicaps. The handicap is added to the team after the final result.
9. In the event of a change of opponent from the one advertised, then all bets are void.
10. Unless stated otherwise, if a match changes to a neutral or alternate venue all bets on that match placed for the previous venue will be void. If we issue new prices for the game being played at the neutral ground, then it is the backers responsibility to be aware of this.
11. We reserve the right to refuse the whole or part of any bet and to make ambiguous bets void.
12. We reserve the right to suspend any or all betting on a market at any time without notice.
13. In running match betting. If a match is not completed all bets will be void unless further play could not effect the result.
14. Tennis - In the event of a match in a knockout competition starting but not being completed all match and set betting will be void.