

Handicapping Contests

1. Defining Handicapping Contests

Handicapping Contests are a game of skill in prior to accepting entries, each contest will publish a fixed prize pool, fixed entry fee, and maximum number of entries. Unless designated as a 'Guaranteed' contest, all contests must fill to capacity in order to be played. 'Guaranteed' contest will be played regardless of the number of entries; a contest not 'Guaranteed' which fails to reach capacity will cancel and immediately refund all entry fees.

2. Eligibility

You hereby represent and warrant that you are fully able and competent to enter into the terms, conditions, obligations, affirmations, representations and warranties set forth in these terms and to abide by and comply with these terms.

- You are of 18 years of age or older
- You are a citizen or resident of the United States of America or Canada and that you have an address in the United States of America or Canada;
- You are physically located in the United States of America or Canada and reside in a jurisdiction in which participation in any contest you choose to participate in is not prohibited by applicable law;
- You are not listed on any U.S. Government list of prohibited or restricted parties

3. Contest Format

Handicapping contests hosted will be scored pursuant to the published rules associated with each handicapping contest, which will be published prior to entries being accepted to the contest. Each contest will have a published list of mandatory races from which players must select one (1) horse whose finishing position and pari-mutuel payout will determine the player's score for the race.

4. Mythical Bankroll: The most common contest format is the accumulation of a mythical bankroll aggregated from mythical \$2 Win & \$2 Place wagers. Players are tasked with selecting one (1) horse from each mandatory contest race. For purposes of scoring, the player places a mythical wager of \$2 to win and \$2 to Place on that single horse.

- If a player's horse wins, the player collects on both the Win and Place wagers.
- If the horse finishes in a Place position, the player collects only on the Place wager.
- All wagers and payouts from races are mythical and will be used as a score only.

The payoffs from the mythical wagers are aggregates to determine the contest winners; the player/s with the largest mythical bankroll is determined to be the winner/s to will receive prizes as published for each contest.

5. Tiebreakers: Ties will be resolved as follows:

- 1) The entry with the most number of winners from Primary selections will win the tie
- 2) The entry with the most number of second place finishers (Place) from Primary selections will win the tie
- 3) The entry with the most number of third-place finishers (Show) from Primary selections will win the tie
- 4) The entry with the most number of fourth-place finishers from Primary selections will win the tie
- 5) Tied participants will participate in a “Playoff” tournament to be held the following Saturday – or on a date agreeable to all tied players. Playoff tournament details to be chosen at discretion of Tournament Director.

6. Scratches

For each contest race, players must make both a Primary and Alternate selection.

- The Primary selection is the selection which is used for scoring purposes.
- In the event that the Primary selection is scratched, the Alternate selection will be used for scoring purposes.
- In the event that both the Primary and Alternate selections scratch, player will be awarded the post time favorite.
- If a player fails to make a selection in a contest race, player will not receive the post time favorite; it is the player’s responsibility to make selections for every contest race.

The purposes of Handicapping Contests, the post time favorite is delivered by the Tote Company and is the horse with the most money bet on it in the ‘Win’ pool. If two or more horses are returned as the Post Time Favorite and have exactly the same amount of money in the ‘Win’ pool, the Post Time Favorite for purposes of Racing Contests shall be the horse with the lower Program Number. (I.e. if both the 2 horse and the 7 horse were deemed to be Post Time Favorites, the 2 horse would be considered the Post Time Favorite for purposes of Handicapping Contest)

7. Selection Deadlines

Handicapping contests mandate that players make selections for each contest race prior to the closing of the first race event in the contest. After the first race in the content is considered ‘closed’ for selections (until wagering pools are closed) – players will be ‘handcuffed’ to their selections and unable to edit any selections for any races in the

contest. Late scratches and other changes are not grounds for editing rosters, and scratches will be handled pursuant to point number 6 in the official rules, above.

8. Miscellaneous Information

- Race selection will be determined the Wednesday before the contest
- All participants must be present during the contest
- One entry per person. Any duplicate entries will result in an automatic disqualification.
- Winners will be announced once all entries have been scored, if there is a need for playoff/playoffs then playoff participants will be announced and then a date will be determined as to when playoff will be played.