

HOUSE RULES - RACE BOOK

GENERAL RULES

- 1) Mississippi law prohibits persons under the age of 21 from wagering, collecting winning wagers, or loitering in and/or about the Race and Sports Book area and all gaming areas.
 - 2) In order to place a wager, the guest must provide the following information:
 - a. Track Name
 - b. Race Number
 - c. Amount of Wager
 - d. Type of Wager
 - e. The Entrant's Number
 For example, "Churchill Downs, Race 5, \$2 to SHOW on #5."
 - 3) It is the guest's responsibility to check all tickets before leaving the window or betting terminal. No ticket can be exchanged or cancelled after the off time of the race on the ticket. Consult the program race page before a race for betting options.
 - 4) Wagering on racing is based on the "pari-mutuel" system. In the pari-mutuel system, the track or simulcast outlet gets a percentage of what is wagered called the "takeout". The takeout pays for racetrack expenses, purse money, state and local taxes, etc. Payoff odds in racing are calculated by sharing the remaining pool (after takeout) among all placed bets. Whether a favorite wins or it's the longest shot on the board, the track or simulcast outlet gets the same percentage out of the guest's wager.
 - 5) **Beginner Wagers:**
 - Win** The guest wins if the entrant wagered on finishes first.
 - Place** The guest wins if the entrant wagered on finishes first or second.
 - Show** The guest wins if the entrant wagered on finishes first, second or third.
 - Across the Board** The guest will receive 3 different bets using this term: (1) a win bet, (2) a place bet and (3) a show bet (minimum \$2 for each wager)
- Intermediate Wagers:
- Exacta (or perfecta)** Bet the entrants to finish first and second in that exact order (Min: \$2)
 - Trifecta** Bet the entrants to finish first, second and third in that exact order (Min: \$.50)
 - Superfecta** Bet the entrants to finish first, second, third and fourth in that exact order (Min: \$.10)
 - Daily Double*** Pick the winners of two consecutive races (Min: \$1)
- Advanced Wagers:
- Super Hi-Five** A winning wager results from the selection of the first five entrants in exact order (Min: \$1)
 - Pick 3, 4 & 5*** The "pick" bets are generally the toughest bets to hit. The guest wins when selecting the winners, according to the corresponding bet, in consecutive races. Even though these wagers can be seen as difficult, the payouts can be substantial. (Pick 3, 4, 5 Min: \$.50)
 - Single 6 Jackpot*** The guest picks the winner of six consecutive races (Min: \$.20)

* In the instance of scratches, Daily Double and Pick 3 never receive the post time favorite, but instead are refunded or receive consolation. Pick 4 and higher always receive the post time favorite when there is a scratch.

6) Payouts on approximate odds (\$2 WIN wager)

ODDS	1-5	2-5	1-2	3-5	4-5	1-1	6-5	7-5	3-2	8-5	9-5
PAYS	\$2.40	\$2.80	\$3	\$3.20	\$3.60	\$4	\$4.40	\$4.80	\$5	\$5.20	\$5.60

ODDS	2-1	5-2	3-1	7-2	4-1	9-2	5-1	6-1	10-1	50-1	99-1*
PAYS	\$6	\$7	\$8	\$9	\$10	\$11	\$12	\$14	\$22	\$102	\$200

- 7) If relying on a tote board display, the board will display only two digits and the odds are for win wagers only. The odds displayed are approximate with the final payoff based on the final count of wagers from all simulcast outlets.
- 8) Odds can change after the race has begun. This is due to the technology involved in the transferring of wagers from simulcasting partners around the country. Money is transferred in regular intervals from simulcast sites to the host, thus updating the odds periodically. The moment the race locks, no more wagers can be placed on that race, but the money that was wagered previous to the race locking begins to be transferred from simulcast outlets from around the country. This large influx of pre-lock money may cause a fluctuation of odds while the race is underway. Under no circumstances will the tote system accept any wagers made after the race is locked; only the transferring of wagers made before the race is locked will be accepted.
- 9) The actual odds on an entry listed as 99-1 may be 100-1 or greater. Payouts are determined by the actual odds and represent the guest's winnings PLUS the return of the original amount staked (\$2 in the above chart). A winner at 5-2 means that will pay \$5 in winnings for every \$2 wagered. The payoff is \$7 which is the winnings (\$5) plus the cost of the wager (\$2).
- 10) Boxed wagers. When a guest boxes a bet, the entrants are selected to finish in any order. The cost of the wager will vary depending on the amount of combinations used.

Exacta Box

The Exacta Box means the guest's selections can finish first or second in any order. When using three or more entrants in an Exacta Box, any two of the entrants must finish first and second. For example, a 1-2 Exacta Box covers the combinations of 1-2 and 2-1.

	\$1 Bet	\$2 Bet
2 Entries	\$2	\$4
3 Entries	\$6	\$12
4 Entries	\$12	\$24

Quinella

In a Quinella, the guest selects two entrants and they can finish in either order. It is basically the same as an Exacta Box. A \$2 Quinella will have the same total cost as a \$1 Exacta Box and should theoretically pay about the same. Sophisticated handicappers will look at the probable payoffs for the Exacta and the Quinella to see if there is an advantage to either the Exacta or Quinella pool. An Exacta with the same total cost as the Quinella could pay considerably more if a favorite does not win. If a favorite wins, the Quinella could pay proportionally more. To figure

the cost of a Quinella, use the same method as figuring the cost of an Exacta Box, then divide that total in half.

Trifecta Box

When a guest combines picks to finish first, second or third in each combination. For example, a 1-2-3 Trifecta Box covers six different combinations.

	\$.50 Bet	\$1 Bet	\$2 Bet
3 Entries	\$3	\$6	\$12
4 Entries	\$12	\$24	\$48
5 Entries	\$30	\$60	\$120

Superfecta Box

When a guest combines picks to finish first, second, third or fourth in each combination. For example, a 1-2-3-4 Superfecta Box covers 24 different combinations.

	\$.10 Bet	\$.50 Bet	\$1 Bet
4 Entries	\$2.40	\$12	\$24
5 Entries	\$12	\$60	\$120
6 Entries	\$36	\$180	\$360

Pick All Type of Wagers

The Pick All (a Pick 8 if there are 8 races or a Pick 10 if there are 10 races, etc.) is available primarily at the California horseracing tracks only. The object of the Pick All is to pick horses in each race that could be first OR second in each of the races on the card. To figure the cost of this wager, multiply the number of entrants in each (just as in the Pick Six). With 8 or more races comprising the Pick All, narrowing down picks is advisable. For example, two horses in each race in a Pick all with 8 races would be:
 $2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 = 256$ possible combinations or \$256 for a \$1 Pick All Park Wheel. This can be cut down to a \$64 wager by having two singles and six races with two entrants in those races. Pick All players pools do not reach the size of Pick Six pools so it does not pay to put too much into this type of wager. The Pick All is paid out every day and there is no carryover.

- 11) All odds are subject to change.
 - a) Wagering options are available up until the race is locked.
 - b) Management reserves the right to refuse/cancel any bet before the race starts.
- 12) Races must be held on date scheduled. Postponement that exceeds 24 hours constitutes no action and money staked will be refunded. When a race is cancelled, all related bets will be void automatically and money staked will be refunded. If any event is abandoned due to injury, bad weather, crowd trouble, etc. all bets that have already been settled up until the time of abandonment will stand.
- 13) Management will make every reasonable effort to resolve disputes.
 - a) Any dispute shall be resolved in accordance with applicable Mississippi law and MGC regulations.
 - b) It is the customer's responsibility to inform Management immediately should an error occur on any wager, or in any other transaction.
- 14) Management reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of any Race wager.
- 15) Management reserves the right to modify the Race Book House Rules, subject to regulatory approval.
- 16) Where Management has reason to believe that a bet is placed after the outcome of a race is known or after the selected race participant has gained a material advantage, Management reserves the right to void the bet, win or lose.

- 17) Management reserves the right to withhold payment and to declare bets on an event void if there is evidence that the following has occurred: (i) the integrity of the race has been called into question or (ii) race-rigging has taken place. Evidence may be based on the size, volumes or pattern of bets placed.
- 18) Management is not responsible for lost, stolen, altered, or unreadable tickets. If a ticket is intentionally altered, it will not be honored and automatically becomes a loser. Under no circumstances will the Race Book honor any claims or accept any responsibility for inaccurate tickets or incomplete transactions that may be the result of miscommunication, misunderstanding, error or any other cause. Should a customer encounter any difficulties while wagering on any self-service machine, it is the customer's responsibility to remain at the machine in question until help arrives.
- 19) Management does not accept any responsibility for typing, human or palpable errors, which lead to obvious errors. In such cases, all bets will be deemed void.
- 20) By placing a wager, the customer acknowledges reading, understanding, and accepting these House Rules.
- 21) Personal communication devices, including, without limitation, cellular devices or mobile phones, may be used in the Race and Sports Book for non-gaming related communications.
- 22) The Race and Sports Book shall not be liable for failure of any equipment, wherever physically located, which prevents the placement of wagers or contact with our offices.
- 23) Pari-Mutuel wagers (including wagers made on self-service betting devices) are void 90 days from the date of the race.
- 24) Please check your wagers for accuracy.
 - a) Wagers must be reviewed PRIOR to leaving the wagering device. Leaving the wagering device with the ticket is deemed an acceptance of the wager by both parties.
 - b) It is the customer's obligation to notify Management immediately regarding any error or discrepancy.
 - c) The Race Book accepts no responsibility for wagers which may have been submitted and not confirmed by our systems.
 - d) Once both parties accept a wager, the details will not be altered, and the wager will not be voided prior to the start of an event, except at the discretion of Management, and with the approval of both parties.
 - e) Wagers may only be rescinded with the prior written approval of the Executive Director of the Mississippi Gaming Commission. (Regulation 3.4(h).)
- 25) Winning tickets may be mailed to the Race Book for redemption. Mailing address for redemption by mail is:
Palace Casino Resort
ATTN: Race Book Redemption
P.O. Box 1429
Biloxi, MS 39533
Registered mail is safer and preferred.
- 26) Winning tickets may be subject to IRS reporting and withholding guidelines.
- 27) Payoffs exceeding \$10,000 may be paid via check.
- 28) Any rules written on handouts for specific events are considered House Rules.
- 29) Wagering rules and conditions are subject to change; please refer to displays for details. If there is a conflict between a stipulation on a display and these House Rules, the stipulation on the display will prevail.