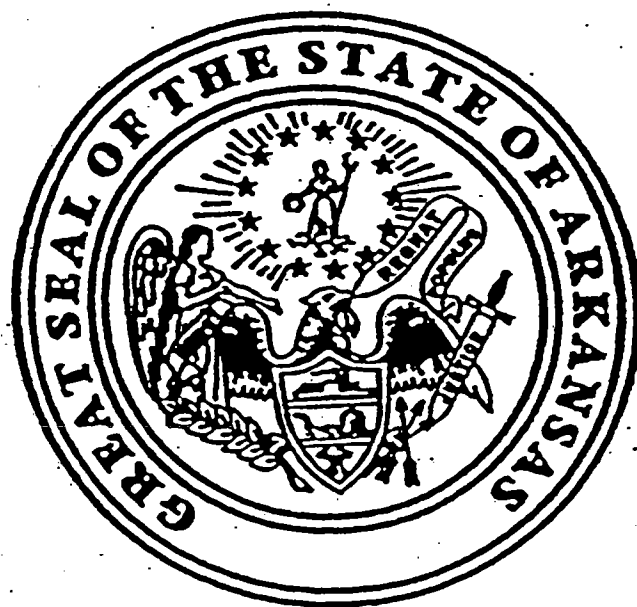


# **INSTANT RACING RULES**

**In**

**ARKANSAS**



**ARKANSAS STATE RACING COMMISSION**

**Through December 2, 2004**

**RULES  
Governing  
INSTANT RACING**

**2005 EDITION**

**AS ADOPTED BY**

**ARKANSAS STATE RACING COMMISSION  
THROUGH DECEMBER 2, 2004**

**MIKE HUCKABEE  
GOVERNOR**

**Commissioners:**

**Cecil Alexander, Chairman, Heber Springs**

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**Bill Elliot, Lake Village**

**Jerry Jackson, Heber Springs**

**Jack Storey, Russelleville**

**Bob Cohee, Manager, Little Rock**

**1515 West 7<sup>th</sup>, Suite 505**

**Post Office Box 3076**

**Little Rock, AR 72203-3076**

THOROUGHBRED

**INSTANT RACING RULES  
(THOROUGHBRED)  
Through 12-02-04**

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**Rule No. 2465 (A)**

**ELECTRONIC 1-2-3 (Thoroughbred)**

- 1) **Summary:** Electronic 1-2-3 (Thoroughbred) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server.
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the race.
  - c) After the selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - d) A player wins by matching some or all of the first three finishers in one of up to seven different ways. Any winnings may be collected instantly.
  - e) A player must risk a second unit bet in the wager to qualify for the highest value pool (3 Exact Order).
  
- 2) **Wager Amount:** At wagering terminals marked "\$1 Per Play", one dollar (\$1) unit bets are accepted. At wagering terminals marked "25¢ Per Play", twenty-five cent (\$0.25) unit bets are accepted. The player may enter only one or two unit bets per play.
  
- 3) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount is apportioned among several separate pools which have been carried over from previous races played by all players:
  - a) The remaining amount of the first unit bet is apportioned among up to seven pools, including one pool for each of up to six ways to win, and to the first Seed Pool when it is below its designated cap amount.
  - b) The remaining amount of the second unit bet, if wagered, is apportioned to the highest value pool (3 Exact Order), and to the second Seed Pool when it is below its designated cap amount.
  - c) The allocation to each pool, and the specific "ways to win" being utilized from time to time from the list set forth below, shall be set by the franchise holder and reported to the Racing Commission.
  - d) The percents for apportioning the wager among takeout and the various pools will be posted.
  
- 4) **Ways to Win:** Wagers may qualify to win in up to seven different ways, including:

- a) **3 Exact Order:** The player's selections correctly match the first three finishers in exact order, only for players who risked two unit bets in the wager.
- b) **3 Any Order:** The player's selections correctly match the first three finishers in any order.
- c) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers in exact order.
- d) **3 to get Top 2:** Any of the player's three selections correctly match the first two finishers in any order.
- e) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher.
- f) **Any 2 of 3:** The player's selections correctly match any two of the first three finishers in any order.
- g) **Any Pick Wins Race:** Any one of the player's selections correctly matches the first (winning) finisher.

5) **Payment Calculation:**

- a) The winning price is the entire amount in the pool (after takeout) for which the wager qualifies, less the price round-off (breakage).
- b) When the first unit bet qualifies to win more than one of its up to six ways to win, only the largest single pool amount qualified for is paid.
- c) When the second unit bet qualifies to win the 3 Exact Order pool, the winning price is added to the winning price from the first unit bet.
- d) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
- e) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- f) If two players qualify to win the same pool within a short time, the first winner is paid the current pool and the second is paid the new pool, which begins with the minimum payout amount.

6) **Dead Heat:** A race that has a dead heat for first, second, or third will not be used for Electronic 1-2-3 (Thoroughbred) wagering.

7) **Coupled Entries, Mutuel Fields:**

- a) A race involving coupled entries or mutuel fields will not be used for Electronic 1-2-3 (Thoroughbred) wagering if there are two or more betting interests live for a single horse number.
- b) The one remaining live betting interest of a coupled entry or mutuel field is selected by just its horse number without a letter. For example, horse number "1" is used in the game to select either horse "1" or "1A".

- 8) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the Seed Pool is accumulated from a designated percent of wagers.
- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall is deducted from the Seed Pool.
  - b) After a pool is paid, the actual amount of the pool may be seeded from the Seed Pool to a specified initial amount less than or equal to its minimum payout amount.
  - c) While the Seed Pool is below a designated cap amount, the allotments to the other pools are each decreased and the difference is allotted to the Seed Pool.
  - d) The Seed Pool of the first unit bet is kept separate from that of the second unit bet.
- 9) **Mandatory Distribution:** Should the Electronic 1-2-3 (Thoroughbred) pools be designated for mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.

**Rule No. 2465 (B)**

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Electronic 1-2-3 rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.

**6. Minimum payouts shall be posted at all times.**

**7. The tax rate will be the same as for simulcasting.**

**8. \*No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. \* No portion of the takeout shall be allocated to the purse and construction fund.**

**9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.**

**10. Reports and tax payments to the State will be made on a monthly basis.**

\* Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B),



**RULE NO. 2467 (A)**

***ELECTRONIC 1-2-3 WITH PICK N (Thoroughbred)***

- 1) **Summary:** Electronic 1-2-3 (Thoroughbred) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server.
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the race.
  - c) After the selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - d) A player wins by matching some or all of the first three finishers in one of several different ways. Any winnings may be collected instantly.
  - e) A player must risk a second unit bet in the wager to qualify for the highest value pool(s) (for example, the **Pick N**, matching the first finisher in **N** consecutive races).
  
- 2) **Wager Amount:**
  - a) Acceptable wagering units may be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
  - b) The player may enter only one or two unit bets per play.
  
- 3) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount is apportioned among several separate pools which have been carried over from previous races played by all players:
  - a) The remaining amount of the first unit bet (after takeout) is apportioned among the first unit bet pools, including one pool for each of several ways to win, and to the first **Seed Pool** when it is below its designated cap amount.
  - b) The remaining amount of the second unit bet, if wagered, is apportioned among the second unit bet pools (for example the **Pick N**), and to the second **Seed Pool** when it is below its designated cap amount.
  - c) The allocation to each pool, and the specific "ways to win" being utilized from time to time from the list set forth below, shall be set by the franchise holder and reported to the Racing Commission.
  - d) The percents for apportioning the wager among takeout and the various pools will be posted.
  - e) The takeout rate may not exceed seventeen percent (17%).
  
- 4) **Ways to Win for the First Unit Bet:** For players who risked either one or two unit bets in each wager, some or all of the following ways to win, or other similar ways, may be declared with approval of the Racing Commission.

- a) **3 Exact Order:** The player's selections correctly match the first three finishers in exact order.
  - b) **3 Any Order:** The player's selections correctly match the first three finishers in any order.
  - c) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers in exact order.
  - d) **3 to get Top 2:** Any of the player's three selections correctly match the first two finishers in any order.
  - e) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher.
  - f) **Any 2 of 3:** The player's selections correctly match any two of the first three finishers in any order.
  - g) **Any Pick Wins Race:** Any one of the player's selections correctly matches the first (winning) finisher.
- 5) **Ways to Win for the Second Unit Bet:** For players who risked two unit bets in each wager, some or all of the following ways to win, or other similar ways, may be declared with approval of the Racing Commission:
- a) **Pick N:** The player has won the **Top Pick Wins Race** pool in N consecutive plays, each with two unit bets in each wager. After winning the **Pick N** pool, the player must start over accumulating wins to be eligible for either the **Pick N** pool or the **Pick N-1** pool again.
  - b) **Pick N-1:** The player has won the **Top Pick Wins Race** pool in N-1 consecutive plays, each with two unit bets in each wager.
  - c) **Pick N Consolation:** The player has won the **Top Pick Wins Race** pool in N-1 consecutive plays and then has lost in the next. The **Pick N Consolation** shall be declared as a way to win only when the **Pick N-1** pool has not been.
- 6) **Payment Calculation:**
- a) For each way to win except the **Pick N Consolation**, the winning price is the entire amount in the pool (after takeout) for which the wager qualifies, less the price round-off (breakage).
  - b) For the **Pick N Consolation**, the winning price is a designated percentage of the amount in the **Pick N** pool (after takeout), less the price round-off (breakage). The remaining amount of the **Pick N** pool carries forward for the next **Pick N** winner. The consolation percentage shall be set by the franchise holder and reported to the Racing Commission.
  - c) When the first unit bet qualifies to win more than one of its ways to win, only the largest single pool amount qualified for is paid.
  - d) When the second unit bet qualifies to win more than one of its ways to win, only the largest single pool amount qualified for is paid.
  - e) When the second unit bet qualifies to win, its winning price is added to the winning price from the first unit bet.
  - f) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
  - g) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.

- h) If two players qualify to win the same pool within a short time, the first winner is paid the current pool and the second is paid the new pool, which begins with the minimum payout amount.
- 7) **Dead Heat:** A race that has a dead heat for first, second, or third will not be used for Electronic 1-2-3 with Pick N (Thoroughbred) wagering.
- 8) **Coupled Entries, Mutuel Fields:**
- a) A race involving coupled entries or mutuel fields will not be used for Electronic 1-2-3 with Pick N (Thoroughbred) wagering if there are two or more betting interests live for a single horse number.
  - b) The one remaining live betting interest of a coupled entry or mutuel field is selected by just its horse number without a letter. For example, horse number "1" is used in the game to select either horse "1" or "1A".
- 9) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall is deducted from the **Seed Pool**.
  - b) After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount less than or equal to its minimum payout amount.
  - c) While the **Seed Pool** is below a designated cap amount, the allotments to the other pools are each decreased and the difference is allotted to the **Seed Pool**.
  - d) The **Seed Pool** of the first unit bet is kept separate from that of the second unit bet.
- 9) **Mandatory Distribution:** Should the Electronic 1-2-3 with Pick N (Thoroughbred) pools be designated for mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.

**Rule No. 2467 (B)**

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Electronic 1-2-3 with Pick N rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low

as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.

5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. \* No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. \* No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

\* Except as provided in Ark Code Ann. Section 23-110-405 (b) (3) (B) ,

as  
revised  
2-2-01

**RULE 2469 (A)**

**ACROSS THE BOARD (Thoroughbred)**

**Summary:** 1) Across the Board is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server.

- a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the race.
  - c) Horse numbers are placed on a card with nine boxes arranged in a square of three columns and three rows. The player chooses three selections that are placed in the boxes according to one of the methods described below. See Methods of Filling Cards.
  - d) The first column, on the left side, contains the horse numbers selected to finish first (win); the second column contains the horse numbers selected to finish first or second (place); the third column contains the horse numbers selected to finish first, second or third (show).
  - e) After the selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - f) A player wins by matching some or all of the boxes on a card with the first, second, and third finishers in any of several different ways. See Ways to Win. Any winnings may be collected instantly.
  - g) A player may purchase from one to four card bets per wager, at one unit bet per card.
  - h) A player who purchases three cards in one wager participates in the 3-Card-Bonus pool (if available), and player who purchases four cards in one wager also participates in the 4-Card-Bonus pool (if available).
- 2) **Methods of Filling Cards:** One of the following methods shall be used to place horse numbers in the nine boxes of each card, as approved by the Racing Commission.
- a) **Method 1:** The player's three horse number selections shall be placed at random into the nine boxes on each card, in a manner such that the player's first selection shall appear at least once in the first (win) column, the second shall appear at least once in the second (place) column, and the third shall appear at least once in the third (show) column.
  - b) **Method 2:** The player's three horse number selections shall be placed in order in the diagonal "\" of each card, with the first player selection in the upper left box, the second in the middle box, and the third in the lower right box. The

remaining six boxes of each card shall be filled at random from the player's three horse number selections.

- c) Method 3: The player's three horse number selections shall be placed in random order in the diagonal "\" of each card, which includes the upper left box, the middle box, and the lower right box. The remaining six boxes of each card shall be filled at random from the player's three horse number selections.
- d) Method 4: The player's three horse number selections shall be placed at random into the nine boxes on each card, in a manner such that each of the player's selections shall appear at least once on the card.

**3) Wager Amount:**

- a) Acceptable wagering units may be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
- b) The player may enter only one to four unit bets per play.
- c) One unit bet purchases a wager on the first card; two unit bets purchase a wager on each of the first two cards; three unit bets purchase a wager on each of the first three cards; four unit bets purchase a wager on each of the four cards.

**4) Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount is apportioned among several separate pools which have been carried over from previous races played by all players:

- a) The remaining amount of the bet amount (after takeout) is apportioned among a pool for each of several ways to win, and to the Seed Pool when it is below its designated cap amount.
- b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to four units.
- c) The allocation to each pool, and the specific "Ways to Win" being utilized from time to time from the list set forth below, shall be set by the franchise holder and reported to the Racing Commission.
- d) The percents for apportioning the wager among takeout and the various pools will be posted.
- e) The takeout rate may not exceed seventeen percent (17%).

**5) Ways to Win:** A wager may qualify to win in any of several different ways (being utilized from time to time from the list set forth below) on any of the cards in the wager. With approval of the Racing Commission:

- a) One or more of the ways to win may be designated as the 3-Card Bonus pool, only for those players who purchase three or four cards in one wager.
- b) One or more of the ways to win may be designated as the 4-Card Bonus pool, only for those players who purchase four cards in one wager.
- c) Some of the ways to win may be restricted to specific cards (for instance, a way to win could apply only on the first card regardless of the wager amount.)
- d) Some or all of the following ways to win may be included, or other ways to win may be declared, with approval of the Racing Commission:

- (1) **Big "X":** (Only for players who wager on all four cards at once.) With the four cards arranged in a square where cards one and two are above, and cards three and four are directly below, the selections in cards one and four match correctly in the boxes that form each card's Diagonal "\" from upper left to lower right to form a long diagonal through both cards, and the selections in cards two and three match correctly in the boxes that form each card's Diagonal "/" from upper right to lower left to form a long diagonal through both cards.
- (2) **Big "Z":** (Only for players who wager on all four cards at once.) With the four cards arranged in a square where cards one and two are above, and cards three and four are directly below, the letter "Z" is formed as follows: The selections in cards one and two match correctly in the boxes that form each card's Top Row to form a long line along the top of both cards; The selections in cards two and three match correctly in the boxes that form each card's Diagonal "/" from upper right to lower left to form a long diagonal through both cards; The selections in cards three and four match correctly in the boxes that form each card's Bottom Row to form a long line along the bottom of both cards.
- (3) **N Boxes:** (Only for players who wager on all four cards at once. Players who wager on just three cards may also be included, if specified.) The sum of the boxes that match correctly on any of the cards must number N or more. The value N shall be set by the franchise holder and reported to the Racing Commission.
- (4) **Cover-All:** The selections on a card match correctly in all of the nine boxes.
- (5) **8 Boxes:** Eight or more selections on a card match correctly.
- (6) **7 Boxes:** Seven or more selections on a card match correctly.
- (7) **"X":** The selections on a card match correctly in the four corner boxes and the middle box, which are the top and bottom boxes of the first (win) and third (show) columns, and the middle box of the second (place) column.
- (8) **Plus "+":** The selections on a card match correctly in the middle boxes of the first (win) and third (show) columns, and in all three boxes of the second (place) column.
- (9) **Diagonal "\":** The selections match correctly in the boxes that form a card's diagonal from upper left to lower right.
- (10) **Diagonal "/":** The selections match correctly in the boxes that form a card's diagonal from upper right to lower left.
- (11) **Top Row:** The selections match correctly in the boxes that form a card's first row.
- (12) **Middle Row:** The selections match correctly in the boxes that form a card's second row.
- (13) **Bottom Row:** The selections match correctly in the boxes that form a card's third row.
- (14) **First Column:** The selections match correctly in the boxes that form a card's first column, on the left side, which are horse numbers finishing the race first ("win").

- (15) **Second Column:** The selections match correctly in the boxes that form a card's second column, which are horse numbers finishing the race first or second ("place").
- (16) **Third Column:** The selections match correctly in the boxes that form a card's third column, which are horse numbers finishing the race first or second or third ("show").
- (17) **Four Corners:** The selections match correctly in all four corners of a card, which are the top and bottom boxes of the first (win) and third (show) columns.
- (18) **Combination:** With approval of the Racing Commission, additional ways to win may be declared, for instance by combining others into one. Example: "Any Column or Diagonal" could be a single way to win.

**6) Payment Calculation:**

- a) The winning price is the entire amount in the pool (after takeout) for which the wager qualifies, less the price round-off (breakage).
- b) A wager that qualifies for a Bonus pool on more than one card shall be deemed to qualify for only one such Bonus pool for the entire wager.
- c) A wager that qualifies for more than one different Bonus pool shall be deemed to qualify once for only the largest of those Bonus pools.
- d) When a wager qualifies more than once on a card for a single way to win, it shall be paid the winning price multiplied by the number of times it qualifies.
- e) When a wager qualifies for more than one way to win on a card (not considering Bonus pools), only the largest single amount qualified for shall be paid.
- f) When a wager wins on more than one card, the total payment shall be the sum of the payments from each card.
- g) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
- h) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- i) If two players qualify to win the same pool within a short time, the first winner is paid the current pool and the second is paid the new pool, which begins with the minimum payout amount.

**7) Dead Heat:** A race that has a dead heat for first, second, or third will not be used for Across the Board wagering.

**8) Coupled Entries, Mutuel Fields:**

- a) A race involving coupled entries or mutuel fields will not be used for Across the Board wagering if there are two or more betting interests live for a single horse number.
- b) The one remaining live betting interest of a coupled entry or mutuel field is selected by just its horse number without a letter. For example, horse number "1" is used in the game to select either horse "1" or "1A".



- 9) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the Seed Pool is accumulated from a designated percent of wagers.
- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall is deducted from the Seed Pool.
  - b) After a pool is paid, the actual amount of the pool may be seeded from the Seed Pool to a specified initial amount less than or equal to its minimum payout amount.
  - c) While the Seed Pool is below a designated cap amount, the allotments to the other pools are each decreased and the difference is allotted to the Seed Pool.
- 10) **Mandatory Distribution:** Should the Across the Board pools be designated for mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.

**RULE 2469 (B) Thoroughbred**

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Across the Board rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.

8.\* No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. \*No portion of the takeout shall be allocated to the purse and construction fund.

9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.

10. Reports and tax payments to the State will be made on a monthly basis.

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\* Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B),

**Rule 2700 (Thoroughbred)**

The franchise holder shall pay to the Racing Commission for deposit in the Arkansas Racing Commission Purse and Awards Fund, to be used for purse supplements, breeders' awards, owners' awards, and stallion awards as provided in Ark. Code Ann. Section 23-110-409, an amount equal to one percent (1%) of the "net takeout" from pari-mutuel wagering at the franchise holder's thoroughbred racetrack facility under the Electronic 1-2-3 (thoroughbred) rule; Electronic 1-2-3 with Pick N (thoroughbred) rule; and, Across the Board (thoroughbred) rule. For this purpose, "net takeout" shall be the amount of the applicable takeout from the wagering pool remaining after payments for system and race rights usage fees.

Rule No. 2471 (A)**Instant Racing #3, Multi-Line (Thoroughbred) – Original**

- 1) **Summary:** Multi-Line (Thoroughbred) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server according to the following procedures:
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the race.
  - c) Horse numbers are placed in a rectangular grid of boxes arranged in a specified number of rows and columns, for example fifteen boxes in three rows and five columns. The player chooses three selections that are placed in the boxes according to one of the methods described below. See **Methods of Filling Grid**.
  - d) After the player's selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - e) A player wins by matching some or all of the boxes on the grid with the first, second, and third finishers in any of several different ways. See **Ways to Win**. Any winnings may be collected instantly.
  - f) When the player matches certain ways to win, a **Bonus Game** begins (if available) which could award the player additional winnings.
  - g) A player may purchase one or more unit bets per wager. Each unit bet purchases a bet on a different **Pay Line**, which is a specific sequence of boxes consisting of one box from each column of the grid.
  - h) A player who bets on all of the pay lines in one wager participates in the highest value pool, the **Maximum Bet Jackpot** pool.
- 2) **Methods of Filling Grid:** One of the following methods shall be used to place horse numbers in the boxes in the grid:
  - a) **Method 1:** There are three rows in the grid. The player's three horse number selections shall be placed in random order in a designated column of the grid, for example in the third of five columns. The remaining boxes of the grid shall be filled at random from the list of all valid horse numbers. A number (N) may be designated by the franchise holder, such that at least (N) of these remaining boxes shall be selected from among player's three horse number selections.
  - b) **Method 2:** To be added...
  - c) **Free Box:** For any of the above methods, the franchise holder may elect to include one or more **Free Boxes** that match any finishing number.

- 3) **Wager Amount and Pay Lines:**
- a) Acceptable wagering units shall be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
  - b) In each play, the player may enter only one unit bet per pay line, up to the maximum number of pay lines.
  - c) One unit bet purchases a wager on pay line number one; two unit bets purchase a wager on each of pay line numbers one and two; and so on up to the maximum numbered pay line.
  - d) An example of pay lines for three rows and five columns: pay line #1 is the middle row; pay line #2 is the top row; pay line #3 is the bottom row; pay line #4 is a "V" shape starting at the top left box, down to the bottom middle box, up to the top right box; pay line #5 is an inverted "V" shape starting at the bottom left box, up to the top middle box, down to the bottom right box.
- 4) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous races played by all players:
- a) The remaining amount (after takeout) of the bet amount shall be apportioned among a pool for each of several ways to win, and to the **Seed Pool** when it is below its designated cap amount, and to the **Bonus Game** pool (if available).
  - b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to the maximum number of bet units.
- 5) **Ways to Win:** A wager may qualify to win in any of several different ways on any of the pay lines in the wager:
- a) One or more of the ways to win may be designated to participate in the **Maximum Bet Jackpot** pool(s), only for those players who purchase all of the pay lines in one wager, i.e. those who bet the maximum amount.
  - b) Some or all of the following ways to win may be included, or other ways to win may be declared with approval of the Racing Commission (examples matching a five column grid):
    - (1) **All Win:** All of the selections in the pay line match the first finisher.
    - (2) **All Second:** All of the selections in the pay line match the second finisher.
    - (3) **All Place:** All of the selections in the pay line match the first or second finisher.
    - (4) **All Third:** All of the selections in the pay line match the third finisher.
    - (5) **All Show:** All of the selections in the pay line match the first, second, or third finisher.
    - (6) **Four in a row Win:** The first four or the last four selections in the pay line match the first finisher.
    - (7) **Four in a row Second:** The first four or the last four selections in the pay line match the second finisher.
    - (8) **Four in a row Place:** The first four or the last four selections in the pay line match the first or second finisher.

- (9) **Four in a row Third:** The first four or the last four selections in the pay line match the third finisher.
  - (10) **Four in a row Show:** The first four or the last four selections in the pay line match the first, second, or third finisher.
  - (11) **Three in a row Win:** The first three or the last three selections in the pay line match the first finisher.
  - (12) **Three in a row Second:** The first three or the last three selections in the pay line match the second finisher.
  - (13) **Three in a row Place:** The first three or the last three selections in the pay line match the first or second finisher.
  - (14) **Three in a row Third:** The first three or the last three selections in the pay line match the third finisher.
  - (15) **Three in a row Show:** The first three or the last three selections in the pay line match the first, second, or third finisher.
  - (16) **Three Scattered Win:** Any three selections in the pay line match the first finisher.
  - (17) **Three Scattered Second:** Any three selections in the pay line match the second finisher.
  - (18) **Three Scattered Place:** Any three selections in the pay line match the first or second finisher.
  - (19) **Three Scattered Third:** Any three selections in the pay line match the third finisher.
  - (20) **Three Scattered Show:** Any three selections in the pay line match the first, second, or third finisher.
- 6) **Payment Calculation:**
- a) The winning price is the entire amount in the pool after takeout for which the wager qualifies, less the price round-off (breakage).
  - b) When a wager qualifies for a **Maximum Bet Jackpot** pool on one or more pay lines, then:
    - (1) The wager shall be deemed to qualify for only one **Maximum Bet Jackpot** pool for the entire wager.
    - (2) Any other pay line(s) that would have qualified for the **Maximum Bet Jackpot** pool shall instead qualify for ways to win in the same manner as for players who do not bet the maximum amount.
    - (3) The wager shall not qualify on any pay line to play a **Bonus Game**.
  - c) When a wager qualifies for more than one way to win on a pay line, only the largest single amount qualified for shall be paid.
  - d) When a wager wins on more than one pay line, the total payment shall be the sum of the payments from each pay line.
  - e) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
  - f) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
  - g) If two players qualify to win the same pool within a short time, the first winner shall be paid the current pool and the second shall be paid the new pool, which begins with the minimum payout amount.

- 7) **Bonus Game:** One or more of the ways to win may be designated so that when the player qualifies for this way to win, a **Bonus Game** begins.
- A **Bonus Game** shall be another type of game with rules declared separately from the base Multi-Line game.
  - Any payment from the **Bonus Game** shall be added to the payments from the base Multi-Line game.
  - When more than one pay line qualifies to play the **Bonus Game**, the **Bonus Game** payoff shall be multiplied by number of qualifying pay lines as specified in the **Bonus Game** rules.
  - When the **Bonus Game** is complete, play returns to the basic Multi-Line game.
- 8) **Dead Heat:** A race that has a dead heat for first, second, or third shall not be used for Multi-Line wagering.
- 9) **Coupled Entries, Mutuel Fields:**
- A race involving coupled entries or mutuel fields shall not be used for Multi-Line wagering if there are two or more betting interests live for a single horse number.
  - The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its horse number without a letter. For example, horse number "1" represents either horse "1" or "1A".
- 10) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
- Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall shall be deducted from the **Seed Pool**.
  - After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount less than or equal to its minimum payout amount.
  - While the **Seed Pool** is below a designated cap amount, the allotments to the other pools are each decreased and the difference shall be allotted to the **Seed Pool**.
- 11) **Racing Commission Approval:**
- The takeout rate may not exceed seventeen percent (17%).
  - The method of apportioning wagers to each of the pools shall be set by the franchise holder and reported to the Racing Commission.
  - The method of seeding pools shall be set by the franchise holder and reported to the Racing Commission.
  - The number of pools and specific ways to win, declared from time to time by the franchise holder from the list set forth above, shall be set by the franchise holder and reported to the Racing Commission.
  - The method of filling in the grid with horse numbers or **Free Boxes** shall be set by the franchise holder and reported to the Racing Commission.
  - The arrangement and number of pay lines in the grid shall be set by the franchise holder and reported to the Racing Commission.

- g) The establishment of rules for a **Bonus Game** and the method of apportioning wagers to the **Bonus Game** pool shall be approved by the Racing Commission.
- h) Should the Multi-Line pools be designated for termination or mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.
- i) The percents for apportioning the wager among takeout and the various pools will be posted.



## RULE 2471 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Multiline (and Spot Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. \* No purse and construction fund amounts will be withheld from the wager or included as part of the takeout.\* No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

\* Except as provided in Ark Code Ann. Section 23-110-405 (b) (3) (B) ,

## RULE 2473 (A)

### **Instant Racing #3.1, Bonus Game "Spot Shot" (Thoroughbred)**

- 1) **Preface:** Spot Shot is a Bonus Game to be played whenever a specified condition occurs during the play of one of the other Instant Racing games, referred to here as the base game. An example of a base game is *Instant Racing #3, Multi-Line*.
- 2) **Summary:** Spot Shot is a method of pari-mutuel wagering which requires selection of one of the first three finishers for a single race selected from a historical library of previously run races, according to the following two-phase procedure:
  - a) **The Stake:** The first phase requires selection among several symbols shown on the screen to determine the player's **Stake** in the race:
    - (1) The player is presented with several symbols (spots) that hide a random arrangement of **Multiplier Numbers**.
    - (2) The player selects (shoots) one symbol, revealing the hidden **Multiplier Number**.
    - (3) The **Multiplier Number** is further multiplied by the number of times the player has qualified in the base game to play this Bonus Game, giving the number of units in the player's **Stake**.
  - b) **The Race:** The second phase requires selection of one of the first three finishers for a single race:
    - (1) The race from the historical library is selected at random before the player enters any selection.
    - (2) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the race.
    - (3) After the player's selection is registered, the identity of the race is revealed, and the actual official results are displayed.
    - (4) The finishing position of the player's selection shall determine the player's winning status, **Win** for finishing first, **Second** for finishing second, **Third** for finishing third, or **Other** for any other finish.
- 3) **Payment Calculation:** The total Bonus Game payoff shall be computed according to the following procedure:
  - a) For each possible winning status **Win**, **Second**, **Third**, or **Other**, a designated percentage of the Bonus Game pool (after takeout), less the price round-off (breakage), shall be deemed the possible amounts of the **Payoff Per Unit Stake**.
  - b) The **Payoff Per Unit Stake** corresponding to the player's actual winning status shall be multiplied by the player's **Stake**, yielding the total Bonus Game payoff. The remaining amount of the Bonus Game pool carries forward for the next Bonus Game winner, with payoff according to the rules of the Bonus Game.
  - c) The total Bonus Game payoff shall be added to the payments from the base game as specified by the base game rule.

- d) Each possible winning status has a minimum payout amount for winning wagers, which shall be posted.
  - e) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- 4) **Racing Commission Approval:**
- a) The method of determining the number of hidden **Multiplier Numbers** and their values shall be set by the franchise holder and reported to the Racing Commission.
  - b) The percentages of the Bonus Game pool used for the **Payoff Per Unit Stake** shall be set by the franchise holder and reported to the Racing Commission.

## RULE 2473 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted.. Wagers placed in accordance with the Multiline (and Spot Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. \* No purse and construction fund amounts will be withheld from the wager or included as part of the takeout.\* No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

\* Except as provided in Ark Code Ann. Section 23-110-405 (b) (3) (B),

Rule No. 2475 (A)**Instant Racing #3, Multi-Line (Thoroughbred) - With Multiplier and Trifecta Box**

- 1) **Summary:** Multi-Line (Thoroughbred) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server according to the following procedures:
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the race.
  - c) Horse numbers are placed in a rectangular grid of boxes arranged in a specified number of rows and columns, for example fifteen boxes in three rows and five columns. The player chooses three selections that are placed in the boxes according to one of the methods described below. See **Methods of Filling Grid**.
  - d) After the player's selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - e) A player wins by matching some or all of the boxes on the grid with the first, second, and third finishers in any of several different ways. See **Ways to Win**. Any winnings may be collected instantly.
  - f) When the player matches certain ways to win, a **Bonus Game** begins (if available) which could award the player additional winnings.
  - g) A player may purchase one or more unit bets per wager. Each unit bet purchases a bet on a different **Pay Line**, which is a specific sequence of boxes consisting of one box from each column of the grid.
  - h) A player who bets on all of the pay lines in one wager participates in the highest value pool, the **Maximum Bet Jackpot** pool (if available).
- 2) **Methods of Filling Grid:** The following method shall be used to place horse numbers in the boxes in the grid:
  - a) There are three rows in the grid. The player's three horse number selections shall be placed in random order in a designated column of the grid, for example in the third of five columns. The remaining boxes of the grid shall be filled at random from the list of all valid horse numbers. A number (N) may be designated by the franchise holder, such that at least (N) of these remaining boxes shall be selected from among player's three horse number selections.
  - b) **Free Box:** The franchise holder may elect to include one or more **Free Boxes** that match any finishing number.

- c) **Multiplier Box:** The franchise holder may elect to include a **Multiplier Box** that matches any finishing number, and reveals a multiplier number X such that:
- (1) The multiplier number X shall be randomly selected from a specified range of numbers, for example from one to ten.
  - (2) The **Multiplier Box** shall appear in a random fashion.
  - (3) When a **Multiplier Box** is included in a pay line, then any winning price for the pay line shall be multiplied as specified in **Payment Calculation**, below.
  - (4) If a pay line including the **Multiplier Box** qualifies to play a **Bonus Game**, then the pay line shall qualify X times as specified in **Bonus Game**, below.
- 3) **Wager Amount and Pay Lines:**
- a) Acceptable wagering units shall be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
  - b) In each play, the player may enter only one unit bet per pay line, up to the maximum number of pay lines.
  - c) One unit bet purchases a wager on pay line number one; two unit bets purchase a wager on each of pay line numbers one and two; and so on up to the maximum numbered pay line.
  - d) An example of pay lines for three rows and five columns: pay line #1 is the middle row; pay line #2 is the top row; pay line #3 is the bottom row; pay line #4 is a "V" shape starting at the top left box, down to the bottom middle box, up to the top right box; pay line #5 is an inverted "V" shape starting at the bottom left box, up to the top middle box, down to the bottom right box.
- 4) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous races played by all players:
- a) The remaining amount (after takeout) of the bet amount shall be apportioned among a pool for each of several ways to win, and to the **Seed Pool** (depending on its current amount), and to the **Bonus Game pool** (if available).
  - b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to the maximum number of bet units.
- 5) **Ways to Win:** A wager may qualify to win in any of several different ways on any of the pay lines in the wager:
- a) One or more of the ways to win may be designated to participate in the **Maximum Bet Jackpot pool(s)**, only for those players who purchase all of the pay lines in one wager, i.e. those who bet the maximum amount.
  - b) Some or all of the following ways to win may be included, or other ways to win may be declared with approval of the Racing Commission (examples matching a five column grid):
    - (1) **All Win:** All of the selections in the pay line match the first finisher.

- (2) **All Second:** All of the selections in the pay line match the second finisher.
  - (3) **All Place:** All of the selections in the pay line match the first or second finisher.
  - (4) **All Third:** All of the selections in the pay line match the third finisher.
  - (5) **All Show:** All of the selections in the pay line match the first, second, or third finisher.
  - (6) **Four in a row Win:** The first four or the last four selections in the pay line match the first finisher.
  - (7) **Four in a row Second:** The first four or the last four selections in the pay line match the second finisher.
  - (8) **Four in a row Place:** The first four or the last four selections in the pay line match the first or second finisher.
  - (9) **Four in a row Third:** The first four or the last four selections in the pay line match the third finisher.
  - (10) **Four in a row Show:** The first four or the last four selections in the pay line match the first, second, or third finisher.
  - (11) **Three in a row Win:** The first three or the last three selections in the pay line match the first finisher.
  - (12) **Three in a row Second:** The first three or the last three selections in the pay line match the second finisher.
  - (13) **Three in a row Place:** The first three or the last three selections in the pay line match the first or second finisher.
  - (14) **Three in a row Third:** The first three or the last three selections in the pay line match the third finisher.
  - (15) **Three in a row Show:** The first three or the last three selections in the pay line match the first, second, or third finisher.
  - (16) **Three Scattered Win:** Any three selections in the pay line match the first finisher.
  - (17) **Three Scattered Second:** Any three selections in the pay line match the second finisher.
  - (18) **Three Scattered Place:** Any three selections in the pay line match the first or second finisher.
  - (19) **Three Scattered Third:** Any three selections in the pay line match the third finisher.
  - (20) **Three Scattered Show:** Any three selections in the pay line match the first, second, or third finisher.
  - (21) **Trifecta Box:** All three of the player's selections match the first, second, or third finisher, similar to a Trifecta Box bet. When this way to win is included in the game, the column where the player's selections are placed constitutes a special pay line, included in the wager at no extra cost.
- 6) **Payment Calculation:**
- a) The winning price is the entire amount in the pool after takeout for which the wager qualifies, less the price round-off (breakage).

- b) When a wager qualifies for a **Maximum Bet Jackpot** pool on one or more pay lines, then:
- (1) The wager shall be deemed to qualify for only one **Maximum Bet Jackpot** pool for the entire wager.
  - (2) ~~Any other pay line(s) that would have qualified for the **Maximum Bet Jackpot** pool shall instead qualify for ways to win in the same manner as for players who do not bet the maximum amount.~~
  - (3) The wager shall not qualify on any pay line to play a **Bonus Game**.
- c) When a wager qualifies for more than one way to win on a pay line, only the largest single amount qualified for shall be paid.
- d) When a **Multiplier Box** is included anywhere in a pay line, then any winning price for the pay line shall be multiplied by the multiplier number X.
- e) When a wager qualifies for the **Trifecta Box** pool then the winning price shall be multiplied by the number of unit bets in the wager.
- f) When a wager wins on more than one pay line, the total payment shall be the sum of the payments from each pay line.
- g) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
- h) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- i) If two players qualify to win the same pool within a short time, the first winner shall be paid the current pool and the second shall be paid the new pool, which begins with the minimum payout amount.
- 7) **Bonus Game:** One or more of the ways to win may be designated so that when the player qualifies for this way to win, a **Bonus Game** begins.
- a) A **Bonus Game** shall be another type of game with rules declared separately from the base Multi-Line game.
  - b) Any payment from the **Bonus Game** shall be added to the payments from the base Multi-Line game.
  - c) When more than one pay line qualifies to play the **Bonus Game**, the **Bonus Game** payoff shall be multiplied by number of qualifying pay lines as specified in the **Bonus Game** rules.
  - d) When a pay line that qualifies to play the **Bonus Game** includes a **Multiplier Box**, then the pay line shall be deemed to qualify X times in regard to part (c) above, where X is the multiplier number.
  - e) When the **Bonus Game** is complete, play returns to the basic Multi-Line game.
- 8) **Dead Heat:** A race that has a dead heat for first, second, or third shall not be used for Multi-Line wagering.
- 9) **Coupled Entries, Mutuel Fields:**
- a) A race involving coupled entries or mutuel fields shall not be used for Multi-Line wagering if there are two or more betting interests live for a single horse number.



- b) The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its horse number without a letter. For example, horse number "1" represents either horse "1" or "1A".
- 10) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall shall be deducted from the **Seed Pool**.
  - b) After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount less than or equal to its minimum payout amount.
  - c) While the **Seed Pool** is below a designated threshold amount, the allotments to the other pools are each decreased and the difference shall increase the allotment to the **Seed Pool**.
- 11) **Racing Commission Approval:**
- a) The takeout rate may not exceed seventeen percent (17%).
  - b) The method of apportioning wagers to each of the pools shall be set by the franchise holder and reported to the Racing Commission.
  - c) The method of seeding pools shall be set by the franchise holder and reported to the Racing Commission.
  - d) The number of pools and specific ways to win, declared from time to time by the franchise holder from the list set forth above, shall be set by the franchise holder and reported to the Racing Commission.
  - e) The method of filling in the grid with horse numbers or **Free Boxes** or **Multiplier Boxes** shall be set by the franchise holder and reported to the Racing Commission.
  - f) The arrangement and number of pay lines in the grid shall be set by the franchise holder and reported to the Racing Commission.
  - g) The establishment of rules for a **Bonus Game** and the method of apportioning wagers to the **Bonus Game** pool shall be approved by the Racing Commission.
  - h) Should the **Multi-Line** pools be designated for termination or mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.
  - i) The percents for apportioning the wager among takeout and the various pools will be posted.

## RULE 2475 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Multiline (and Multi Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. \* No purse and construction fund amounts will be withheld from the wager or included as part of the takeout.\* No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

\* Except as provided in Ark Code Ann. Section 23-110-405 (b) (3) (B) ,

## RULE 2477 (A)

### **Instant Racing #3.2, Bonus Game "Multi Shot"**

- 1) **Preface:** Multi Shot is a Bonus Game to be played whenever a specified condition occurs during the play of one of the other Instant Racing games, referred to here as the base game. An example of a base game is *Instant Racing #3, Multi-Line*.
- 2) **Summary:** Multi Shot distributes the pari-mutuel Bonus Game pool from the base game according to the following procedure:
  - a) The player shall be presented with a screen containing:
    - (1) Several target symbols that hide a random arrangement of **Winning Amounts** and **Stopper** symbols.
    - (2) The **Multiplier** that shows number of times the player has qualified in the base game to play this Bonus Game.
    - (3) A **Bonus Amount** that shall begin with a specified percentage of the Bonus Game pool.
  - b) The player shall select (shoot) symbols one at a time until a **Stopper** symbol is revealed.
  - c) Each time a **Winning Amount** is revealed it shall be added to the **Bonus Amount**.
  - d) When a **Stopper** symbol is revealed this Bonus Game shall end.
- 3) **Payment Calculation:** The total Bonus Game payoff shall be computed according to the following procedure:
  - a) When the Bonus Game starts, the beginning **Bonus Amount** shall be computed as a designated percentage of the current Bonus Game pool (after takeout), less the price round-off (breakage).
  - b) When each **Winning Amount** is revealed, it shall be computed as a randomly chosen percentage of the current Bonus Game pool (after takeout), less the price round-off (breakage).
  - c) Each such **Winning Amount** shall be added to the cumulative sum shown as the **Bonus Amount**.
  - d) The total Bonus Game payoff shall be computed as the product of final sum shown as the **Bonus Amount**, multiplied by the **Multiplier**.
  - e) The total Bonus Game payoff shall be added to the payments from the base game as specified by the base game rule.
  - f) Each calculation of a beginning **Bonus Amount** or an additional **Winning Amount** as specified above shall be an independent winning event, computed from the current amount in the Bonus Game pool at the time that event occurs. The remaining amount of the Bonus Game pool carries forward for the next such Bonus Game winning event, for the same or a different player, with payoff according to the rules of the Bonus Game for that next event.
  - g) In the case of a minus pool, the minimum total Bonus Game payoff amount shall not be less than the amount of one unit bet wagered.

- 4) **Racing Commission Approval:**
- a) **The method of determining the number and arrangement of hidden Winning Amounts and Stoppers shall be set by the franchise holder and reported to the Racing Commission.**
  - b) **The percentages of the Bonus Game pool used for the beginning Bonus Amount and Winning Amounts shall be set by the franchise holder and reported to the Racing Commission.**

## RULE 2477 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Multiline (and Multi Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. \* No purse and construction fund amounts will be withheld from the wager or included as part of the takeout.\* No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

\* Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B),

**Rule No. 2479(A)**

***Instant Racing #4, Multi-Line-Multi-Coin (Thoroughbred)***

- 1) **Summary:** Multi-Line-Multi-Coin (Thoroughbred) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server according to the following procedures:
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the race.
  - c) Horse numbers are placed in a rectangular grid of boxes arranged in a specified number of rows and columns, for example fifteen boxes in three rows and five columns. The player chooses three selections that are placed in the boxes according to one of the methods described below. See **Methods of Filling Grid**.
  - d) After the player's selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - e) A player wins by matching some or all of the boxes on the grid with the first, second, and third finishers in any of several different ways. See **Ways to Win**. Any winnings may be collected instantly.
  - f) When the player matches certain ways to win, a **Bonus Game** begins (if available) which could award the player additional winnings.
  - g) A single wager may include (activate) one or more different **Pay Lines**. A **Pay Line** is a specific sequence of boxes consisting of one box from each column of the grid.
  - h) A single wager costs at least one unit bet per active pay line. If permitted, the player may wager more than one unit bet per pay line.
  - i) A player who bets on all of the pay lines in one wager participates in the highest value pool, the **Maximum Line Jackpot** pool (if available).
- 2) **Methods of Filling Grid:** One of the following methods shall be used to place horse numbers in the boxes in the grid:
  - a) **Method 1:** There are three rows in the grid. The player's three horse number selections shall be placed in random order in a designated column of the grid, for example in the third of five columns. The remaining boxes of the grid shall be filled at random from the list of all valid horse numbers.
  - b) **Method 2:** There are three rows in the grid. The player's three horse number selections shall be placed in random order such that one is placed in each row of the grid, in random columns. The remaining boxes of the grid shall be filled at random from the list of all valid horse numbers.
  - c) **Free Box:** The franchise holder may elect to include one or more **Free Boxes** that match any finishing number.

- d) **Multiplier Box:** The franchise holder may elect to include a **Multiplier Box** that matches any finishing number, and reveals a multiplier number X such that:
    - (1) The multiplier number X shall be selected from a specified range of numbers, for example from one to ten.
    - (2) The **Multiplier Box** shall appear in an approved random fashion, for example so that the **Multiplier Box** does not appear part of the time, and low multiplier numbers appear more often than high numbers.
    - (3) When a **Multiplier Box** is included in a pay line, then any winning price for the pay line shall be multiplied as specified in **Payment Calculation**, below.
    - (4) If a pay line including the **Multiplier Box** qualifies to play a **Bonus Game**, then the pay line shall qualify X times as specified in **Bonus Game**, below.
  - e) **Bonus box:** The franchise holder may elect to include one or more **Bonus boxes** to provide ways to qualify for the **Bonus Game**.
  - f) **Extra symbols:** The franchise holder may elect to include one or more **Extra symbols** in the boxes, to provide more ways to win.
- 3) **Wager Amount and Pay Lines:**
- a) Acceptable wagering units shall be no lower than "5¢ Per Play" (\$0.05) and no higher than "\$20 Per Play" (\$20).
  - b) The franchise holder shall designate a maximum number, no higher than ten (10), of unit bets allowed per active pay line.
  - c) In each play, the player must enter the same number of unit bets for every active pay line.
  - d) The player must select active pay lines in a designated sequence from the first numbered pay line up to the maximum numbered pay line.
  - e) An example of pay lines for three rows and five columns: pay line #1 is the middle row; pay line #2 is the top row; pay line #3 is the bottom row; pay line #4 is a "V" shape starting at the top left box, down to the bottom middle box, up to the top right box; pay line #5 is an inverted "V" shape starting at the bottom left box, up to the top middle box, down to the bottom right box.
- 4) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous races played by all players:
- a) The remaining amount (after takeout) of the bet amount shall be apportioned among a pool for each of several ways to win, and to the **Seed Pool** (depending on its current amount), and to the **Bonus Game** pool (if available).
  - b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to the maximum number of bet units.
- 5) **Ways to Win:** A wager may qualify to win in any of several different ways on any of the active pay lines in the wager:

- a) One or more of the ways to win may be designated to participate in the **Maximum Line Jackpot** pool(s), only for those players who purchase all of the pay lines in one wager, i.e. those who bet the maximum amount.
- b) Some or all of the following ways to win may be included, or other ways to win may be declared with approval of the Racing Commission (examples matching a five column grid):
  - (1) **All Win:** All of the selections in the pay line match the first finisher.
  - (2) **All Second:** All of the selections in the pay line match the second finisher.
  - (3) **All Place:** All of the selections in the pay line match the first or second finisher.
  - (4) **All Third:** All of the selections in the pay line match the third finisher.
  - (5) **All Show:** All of the selections in the pay line match the first, second, or third finisher.
  - (6) **Four in a row Win:** The first four or the last four selections in the pay line match the first finisher.
  - (7) **Four in a row Second:** The first four or the last four selections in the pay line match the second finisher.
  - (8) **Four in a row Place:** The first four or the last four selections in the pay line match the first or second finisher.
  - (9) **Four in a row Third:** The first four or the last four selections in the pay line match the third finisher.
  - (10) **Four in a row Show:** The first four or the last four selections in the pay line match the first, second, or third finisher.
  - (11) **Three in a row Win:** The first three or the last three selections in the pay line match the first finisher.
  - (12) **Three in a row Second:** The first three or the last three selections in the pay line match the second finisher.
  - (13) **Three in a row Place:** The first three or the last three selections in the pay line match the first or second finisher.
  - (14) **Three in a row Third:** The first three or the last three selections in the pay line match the third finisher.
  - (15) **Three in a row Show:** The first three or the last three selections in the pay line match the first, second, or third finisher.
  - (16) **Three Scattered Win:** Any three selections in the pay line match the first finisher.
  - (17) **Three Scattered Second:** Any three selections in the pay line match the second finisher.
  - (18) **Three Scattered Place:** Any three selections in the pay line match the first or second finisher.
  - (19) **Three Scattered Third:** Any three selections in the pay line match the third finisher.
  - (20) **Three Scattered Show:** Any three selections in the pay line match the first, second, or third finisher.
  - (21) **Trifecta Box:** All three of the player's selections match the first, second, or third finisher, similar to a Trifecta Box bet. When this way to



win is included in the game, the column where the player's selections are placed constitutes a special pay line, included in the wager at no extra cost.

6) **Payment Calculation:**

- a) The winning price for a pool shall be calculated as follows:
  - (1) The entire amount in the pool after takeout shall be divided by the maximum number of unit bets per pay line, then:
  - (2) The result shall be rounded down if necessary, for price round-off (breakage), then:
  - (3) The result shall be raised if necessary to the minimum payoff amount, then:
  - (4) The result shall be multiplied by the actual number of unit bets wagered per pay line.
- b) When a wager qualifies for a **Maximum Line Jackpot** pool on one or more pay lines, then:
  - (1) The wager shall be deemed to qualify for only one **Maximum Line Jackpot** pool for the entire wager.
  - (2) Any other pay line(s) that would have qualified for the **Maximum Line Jackpot** pool shall instead qualify for ways to win in the same manner as for players who do not bet the maximum amount.
  - (3) The wager shall not qualify on any pay line to play a **Bonus Game**.
- c) When a wager qualifies for more than one way to win on a pay line, only the largest single amount qualified for shall be paid.
- d) When a **Multiplier Box** is included anywhere in a pay line, then any winning price for the pay line shall be multiplied by the multiplier number X.
- e) When a wager qualifies for the **Trifecta Box** pool then the winning price shall be multiplied by the number of unit bets in the wager.
- f) When a wager wins on more than one pay line, the total payment shall be the sum of the payments from each pay line.
- g) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
- h) In the case of a minus pool, the minimum payoff amount shall not be less than the amount of one unit bet wagered.
- i) If two players qualify to win the same pool within a short time, the first winner shall be paid the current pool and the second shall be paid the new pool, which begins with the minimum payout amount.

7) **Bonus Game:** One or more of the ways to win may be designated so that when the player qualifies for this way to win, a **Bonus Game** begins.

- a) A **Bonus Game** shall be another type of game with rules declared separately from the base Multi-Line game.
- b) Any payment from the **Bonus Game** shall be added to the payments from the base Multi-Line game.
- c) When more than one pay line qualifies to play the **Bonus Game**, the **Bonus Game** payoff shall be multiplied by number of qualifying pay lines as specified in the **Bonus Game** rules.

- d) When more than one unit bet is wagered per pay line, then the pay line shall be deemed to qualify N times in regard to part (c) above, where N is the number of unit bets per pay line.
  - e) When a pay line that qualifies to play the **Bonus Game** includes a **Multiplier Box**, then the pay line shall be deemed to qualify X times in regard to part (c) above, where X is the multiplier number.
  - f) When the **Bonus Game** is complete, play returns to the basic Multi-Line game.
- 8) **Dead Heat:** A race that has a dead heat for first, second, or third shall not be used for Multi-Line wagering.
- 9) **Coupled Entries, Mutuel Fields:**
- a) A race involving coupled entries or mutuel fields shall not be used for Multi-Line wagering if there are two or more betting interests live for a single horse number.
  - b) The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its horse number without a letter. For example, horse number "1" represents either horse "1" or "1A".
- 10) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall shall be deducted from the **Seed Pool**.
  - b) After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount less than or equal to its minimum payout amount.
  - c) While the **Seed Pool** is below a designated threshold amount, the allotments to the other pools are each decreased and the difference shall increase the allotment to the **Seed Pool**.
- 11) **Racing Commission Approval:**
- a) The takeout rate may not exceed seventeen percent (17%).
  - b) The method of apportioning wagers to each of the pools shall be set by the franchise holder and reported to the Racing Commission.
  - c) The method of seeding pools shall be set by the franchise holder and reported to the Racing Commission.
  - d) The number of pools and specific ways to win, declared from time to time by the franchise holder from the list set forth above, shall be set by the franchise holder and reported to the Racing Commission.
  - e) The method of filling in the grid with horse numbers or **Free Boxes** or **Multiplier Boxes** or **Bonus Boxes** or **Extra symbols** shall be set by the franchise holder and reported to the Racing Commission.
  - f) The arrangement and number of pay lines in the grid shall be set by the franchise holder and reported to the Racing Commission.
  - g) The establishment of rules for a **Bonus Game** and the method of apportioning wagers to the **Bonus Game** pool shall be approved by the Racing Commission.

- h) Should the Multi-Line pools be designated for termination or mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.
- i) The percents for apportioning the wager among takeout and the various pools will be posted.

## **RULE 2479(B)**

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Multi-Line Multi-Coin (and Multi-Level Bonus Game) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no purse and construction fund amounts will be withheld from the wager or included as part of the takeout. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

**RULE 2481(A) - Instant Racing #3.3, Bonus Game "Multi-Level"**

- 1) **Preface:** Multi-Level is a Bonus Game to be played whenever a specified condition occurs during the play of one of the other Instant Racing games, referred to here as the base game. An example of a base game is *Instant Racing #3, Multi-Line*.
- 2) **Summary:** Multi-Level distributes the pari-mutuel Bonus Game pool from the base game. There are two or more levels in the game, each played according to following procedure:
  - a) Several symbols shall appear on the screen that hide a random arrangement of **Winning Amounts** and **Continue** symbols.
  - b) The **Winning Amounts** found in each level shall be larger than the prior level. The final level of the game shall have no **Continue** symbols.
  - c) The player selects one symbol from among those shown.
  - d) If a **Continue** symbol is revealed, the player shall continue on to the next level of the game.
  - e) If a **Winning Amount** is revealed, the Bonus Game shall be over and this amount shall be the Bonus Game payoff.
- 3) **Payment Calculation:** When the **Winning Amount** is revealed, it shall be computed according to the following procedure:
  - a) An amount shall be computed as a randomly chosen percentage of the current Bonus Game pool (after takeout), then:
  - b) The result shall be rounded down if necessary, for price round-off (breakage), then:
  - c) The result shall be multiplied by the number times the player qualified to play the Bonus Game as specified in the base game rule, giving the final Bonus Game payoff.
  - d) The Bonus Game payoff shall be added to the payments from the base game as specified by the base game rule.
  - e) Each calculation of a **Winning Amount** as specified above shall be an independent winning event, computed from the current amount in the Bonus Game pool at the time that event occurs. The remaining amount of the Bonus Game pool carries forward for the next such Bonus Game winning event, for the same or a different player, with payoff according to the rules of the Bonus Game for that next event.
  - f) In the case of a minus pool, the minimum total Bonus Game payoff amount shall not be less than the amount of one unit bet wagered.
- 4) **Racing Commission Approval:**
  - a) The method of determining the number and arrangement of hidden **Winning Amounts** and **Continue** symbols shall be set by the franchise holder and reported to the Racing Commission.
  - b) The percentages of the Bonus Game pool used for the **Winning Amounts** shall be set by the franchise holder and reported to the Racing Commission.
  - c) The number of levels comprising the Bonus Game shall be set by the franchise holder and reported to the Racing Commission.

**RULE 2481(B)**

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Multi-Line Multi-Coin (and Multi-Level Bonus Game) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no purse and construction fund amounts will be withheld from the wager or included as part of the takeout. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

**RULE 2483(A) - Instant Racing #3.31, Bonus Game "Multi-Level"**

- 1) **Preface:** Multi-Level is a Bonus Game to be played whenever a specified condition occurs during the play of one of the other Instant Racing games, referred to here as the base game. An example of a base game is Instant Racing #3, Multi-Line.
- 2) **Summary:** Multi-Level distributes the pari-mutuel Bonus Game pool from the base game. There are two or more levels in the game, each played according to following procedure:
  - a) Several symbols shall appear on the screen that hide a random arrangement of **Winning Amounts** and **Continue** symbols.
  - b) The **Winning Amounts** found in each level shall be larger than the prior level. The final level of the game shall have no **Continue** symbols.
  - c) The player shall select symbols one at a time until a **Continue** symbol is revealed, or until a maximum number of symbols has been selected, whichever comes first.
  - d) If a **Continue** symbol is revealed, the player shall continue on to the next level of the game.
  - e) Each time a **Winning Amount** is revealed it shall be added to the total Bonus Game payoff.
  - f) If the maximum number of symbols has been selected without revealing the **Continue** symbol, the Bonus Game shall be over and the sum of all awarded **Winning Amounts** shall be the total Bonus Game payoff.
- 3) **Payment Calculation:** When the **Winning Amount** is revealed, it shall be computed according to the following procedure:
  - a) An amount shall be computed as a randomly chosen percentage of the current Bonus Game pool (after takeout), then:
  - b) The result shall be rounded down if necessary, for price round-off (breakage), then:
  - c) The result shall be multiplied by the number times the player qualified to play the Bonus Game as specified in the base game rule, giving the final **Winning Amount**.
  - d) The total Bonus Game payoff shall be added to the payments from the base game as specified by the base game rule.
  - e) Each calculation of a **Winning Amount** as specified above shall be an independent winning event, computed from the current amount in the Bonus Game pool at the time that event occurs. The remaining amount of the Bonus Game pool carries forward for the next such Bonus Game winning event, for the same or a different

player, with payoff according to the rules of the Bonus Game for that next event.

- f) In the case of a minus pool, the minimum total Bonus Game payoff amount shall not be less than the amount of one unit bet wagered.

4) **Racing Commission Approval:**

- a) The method of determining the number and arrangement of hidden **Winning Amounts** and **Continue** symbols shall be set by the franchise holder and reported to the Racing Commission.
- b) The percentages of the Bonus Game pool used for the **Winning Amounts** shall be set by the franchise holder and reported to the Racing Commission.
- c) The number of levels comprising the Bonus Game shall be set by the franchise holder and reported to the Racing Commission.
- d) The number of symbols per level and the maximum number of symbols that may be selected in each level shall be set by the franchise holder and reported to the Racing commission.



## **RULE 2483(B)**

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Multi-Line Multi-Coin (and Multi-Level Bonus Game) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10 cents on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10 cents on the dollar, except when minimum payouts are less than 10 cents on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no purse and construction fund amounts will be withheld from the wager or included as part of the takeout. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

**Rule No. 2485(A)**

***Instant Racing #5, Instant Double***

- 1) **Summary:** Instant Double is a method of pari-mutuel wagering which requires selection of one or more of the first three finishers for each of two races selected from a historical library of previously run races that are replayed from a central video server according to the following procedures:
  - a) The first race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the first race.
  - c) After the player's selections are registered, the identity of the first race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - d) A player qualifies to play the **Bonus Game** by matching some or all of the first three finishers of the first race in one of several different ways. See **Ways to Qualify for Bonus Game**.
  - e) In the **Bonus Game** the player's selections are matched with a second race, the **Bonus Race**, selected from the historical library. Any winnings may be collected instantly.
  - f) The results of the **Bonus Game** are displayed as a pattern of symbols for easy identification.
- 2) **Wager Amounts:**
  - a) Acceptable wagering units shall be no lower than "5¢ Per Play" (\$0.05) and no higher than "\$20 Per Play" (\$20).
  - b) The franchise holder shall designate a maximum number of unit bets per wager, no higher than ten (10).
  - c) For players who purchase the maximum number of unit bets in one wager, the highest value pool shall be augmented by the **Maximum Bet Jackpot** pool (if available).
- 3) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous races played by all players:
  - a) The remaining amount (after takeout) of the bet amount shall be apportioned among a pool for each of several ways to win, the **Maximum Bet Jackpot** pool (if available), and to the **Seed Pool** (depending on its current amount).
  - b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to the maximum number of bet units.
- 4) **Ways to Qualify for Bonus Game:** Some or all of the following ways to qualify for the **Bonus Game** may be included, or other similar ways may be declared with approval of the Racing Commission:

- a) **3 Exact Order:** The player's selections correctly match the first three finishers of the first race in exact order.
  - b) **3 Any Order:** The player's selections correctly match the first three finishers of the first race in any order.
  - c) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers of the first race in exact order.
  - d) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher of the first race.
  - e) **Any 2 of 3:** The player's selections correctly match any two of the first three finishers of the first race in any order.
  - f) **In the Money:** Any one of the player's three selections correctly matches the first, second, or third finisher of the first race.
- 5) **Ways to Win the Bonus Game:** A wager may qualify to win the **Bonus Game** using the following procedure:
- a) The **Bonus Race** shall be selected using various designated permutations of the player's selections in a manner set by the franchise holder and reported to the Racing Commission.
  - b) The franchise holder may elect to associate each of the several separate pools with a group of two or more of these ways to win so that either:
    - (1) Each such way to win shall be an equivalent way to win that pool, or:
    - (2) One such way to win shall be paid a designated multiple of the payment calculated for another way to win.
  - c) One or more of the ways to win may be designated to participate in the **Maximum Bet Jackpot** pool, only for those players who purchase the maximum number of unit bets in one wager.
  - d) Some or all of the following ways to win may be included, or other similar ways may be declared with approval of the Racing Commission:
    - (1) **3 Exact Order:** The player's selections correctly match the first three finishers of the bonus race in exact order.
    - (2) **3 Any Order:** The player's selections correctly match the first three finishers of the bonus race in any order.
    - (3) **Third-Second-First:** The player's selections match the first three finishers of the bonus race in reverse order.
    - (4) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers of the bonus race in exact order, and the player's third selection is ignored.
    - (5) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher of the bonus race, and the player's second and third selections are ignored.
    - (6) **Top 2 Exact Order Only:** The player's top two selections correctly match the first two finishers of the bonus race in exact order, but the player's third selection matches nothing.
    - (7) **Top Pick Wins Race Only:** The player's top selection correctly matches the first (winning) finisher of the bonus race, but the player's second and third selections match nothing.

- (8) **3 Any Order Consolation:** The player's selections fail to match any other way to win in the bonus race, but do correctly match the first three finishers of the first race in any order.
- 6) **Payment Calculation:**
- a) The winning price for a pool shall be calculated as follows:
    - (1) The entire amount in the pool after takeout shall be divided by the maximum number of unit bets, then:
    - (2) If there are other ways to win this pool that specify a multiple, the result shall be further divided by the largest multiple, then:
    - (3) The result shall be rounded down if necessary for price round-off (breakage), then:
    - (4) The result shall be raised if necessary to the minimum payoff amount, then:
    - (5) The result shall be multiplied by the actual number of unit bets wagered, then:
    - (6) If the way to win this pool specifies a multiple, the result shall be further increased by that multiple.
    - (7) Only for players who purchase the maximum number of unit bets in one wager, if this way to win has been designated to be paid the **Maximum Bet Jackpot** pool, then that amount shall be added to the winning price, rounded down if necessary for price round-off (breakage).
  - b) When a wager qualifies for more than one way to win, only the largest single amount qualified for shall be paid.
  - c) Each way to win has a minimum payoff amount for winning wagers, which shall be posted.
  - d) In the case of a minus pool, the minimum payoff amount shall not be less than the amount of one unit bet wagered.
  - e) If two players qualify to win the same pool within a short time, the first winner shall be paid an amount calculated from the current pool and the second shall be paid an amount calculated from the new pool, which may begin with the minimum payoff amount.
- 7) **Dead Heat:** A race that has a dead heat for first, second, or third shall not be used for Instant Double wagering.
- 8) **Coupled Entries, Mutuel Fields:**
- a) A race involving coupled entries or mutuel fields shall not be used for Instant Double wagering if there are two or more betting interests live for a single horse number.
  - b) The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its horse number without a letter. For example, horse number "1" represents either horse "1" or "1A".
- 9) **Seed Pool:** To cover the cases when one of the minimum payoff amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
- a) Each time the application of the minimum payoff results in a payoff amount in excess of the actual amount available in the pool, the shortfall shall be deducted from the **Seed Pool**.

- b) After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount.
- c) While the **Seed Pool** is below a designated threshold amount, the allotments to the other pools are each decreased and the difference shall increase the allotment to the **Seed Pool**.

10) **Racing Commission Approval:**

- a) The takeout rate may not exceed seventeen percent (17%).
- b) The method of apportioning wagers to each of the pools shall be set by the franchise holder and reported to the Racing Commission.
- c) The method of seeding pools shall be set by the franchise holder and reported to the Racing Commission.
- d) The number of pools and specific ways to win, and specific ways to qualify for the **Bonus Game**, declared from time to time by the franchise holder from the list set forth above (or other similar ways approved by the Racing Commission), shall be set by the franchise holder and reported to the Racing Commission.
- e) The **Bonus Race** selection method shall be approved by the Racing Commission.
- f) Should the Instant Double pools be designated for termination or mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.
- g) The percents for apportioning the wager among takeout and the various pools will be posted.

Rule 2485(B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Instant Double rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10 cents on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10 cents on the dollar, except when minimum payouts are less than 10 cents on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no purse and construction fund amounts will be withheld from the wager or included as part of the takeout. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.

GREYHOUND

**INSTANT RACING RULES  
(GREYHOUND)  
Through 12-02-04**

- I. Electronic 1-2-3 ..... [Rule 5066(A) & (B)]
- II. Electronic 1-2-3 with PICK N ..... [Rule 5068(A) & (B)]
- III. Across the Board ..... [Rule 5070(A) & (B)]\*  
\*as revised 02-02-01
- IV. Multi-Line - Original ..... [Rule 5072(A) & (B)]
- V. Spot-Shot Bonus 3.1 ..... [Rule 5074(A) & (B)]
- VI. Multi-Line with Multiplier and Trifecta Box ..... [Rule 5076(A) & (B)]
- VII. Multi-Shot Bonus 3.2 ..... [Rule 5078(A) & (B)]
- VIII. Instant Double ..... [Rule 5079(A) & (B)]



## Rule No. 5066 (A)

### ELECTRONIC 1-2-3 (Greyhound)

- 1) **Summary:** Electronic 1-2-3 (Greyhound) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server.
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the greyhounds as they actually were on the day of the race.
  - c) After the selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - d) A player wins by matching some or all of the first three finishers in one of up to seven different ways. Any winnings may be collected instantly.
  - e) A player must risk a second unit bet in the wager to qualify for the highest value pool (3 Exact Order).
- 2) **Wager Amount:** At wagering terminals marked "\$1 Per Play", one dollar (\$1) unit bets are accepted. At wagering terminals marked "25¢ Per Play", twenty-five cent (\$0.25) unit bets are accepted. The player may enter only one or two unit bets per play.
- 3) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount is apportioned among several separate pools which have been carried over from previous races played by all players:
  - a) The remaining amount of the first unit bet is apportioned among up to seven pools, including one pool for each of up to six ways to win, and to the first Seed Pool when it is below its designated cap amount.
  - b) The remaining amount of the second unit bet, if wagered, is apportioned to the highest value pool (3 Exact Order), and to the second Seed Pool when it is below its designated cap amount.
  - c) The allocation to each pool, and the specific "ways to win" being utilized from time to time from the list set forth below, shall be set by the franchise holder and reported to the Racing Commission.
  - d) The percents for apportioning the wager among takeout and the various pools will be posted.
- 4) **Ways to Win:** Wagers may qualify to win in up to seven different ways, including:

- a) **3 Exact Order:** The player's selections correctly match the first three finishers in exact order, only for players who risked two unit bets in the wager.
- b) **3 Any Order:** The player's selections correctly match the first three finishers in any order.
- c) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers in exact order.
- d) **3 to get Top 2:** Any of the player's three selections correctly match the first two finishers in any order.
- e) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher.
- f) **Second Pick Wins Race:** The player's first or second selection correctly matches the first (winning) finisher.
- g) **Any Pick Wins Race:** Any one of the player's selections correctly matches the first (winning) finisher.

5) Payment Calculation:

- a) The winning price is the entire amount in the pool (after takeout) for which the wager qualifies, less the price round-off (breakage).
- b) When the first unit bet qualifies to win more than one of its up to six ways to win, only the largest single pool amount qualified for is paid.
- c) When the second unit bet qualifies to win the 3 Exact Order pool, the winning price is added to the winning price from the first unit bet.
- d) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
- e) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- f) If two players qualify to win the same pool within a short time, the first winner is paid the current pool and the second is paid the new pool, which begins with the minimum payout amount.

6) Dead Heat: A race that has a dead heat for first, second, or third will not be used for Electronic 1-2-3 (Greyhound) wagering.

7) Seed Pool: To cover the cases when one of the minimum payout amounts is paid, the Seed Pool is accumulated from a designated percent of wagers.

- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall is deducted from the Seed Pool.
- b) After a pool is paid, the actual amount of the pool may be seeded from the Seed Pool to a specified initial amount less than or equal to its minimum payout amount.
- c) While the Seed Pool is below a designated cap amount, the allotments to the other pools are each decreased and the difference is allotted to the Seed Pool.

d) The Seed Pool of the first unit bet is kept separate from that of the second unit bet.

8) Mandatory Distribution: Should the Electronic 1-2-3 (Greyhound) pools be designated for mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.

#### Rule No. 5066 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Electronic 1-2-3 rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.

2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.

3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.

4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.

5. The total amount in each pari-mutuel pool shall be posted at all times.

6. Minimum payouts shall be posted at all times.

7. The tax rate will be the same as for simulcasting.

8. No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. No portion of the takeout shall be allocated to the purse and construction fund.

9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.

10. Reports and tax payments to the State will be made on a monthly basis.\*

\*Pursuant to Ark. Code Ann. § 23-111-509(g), Southland shall remit tax payments to the state on a daily basis.

**RULE NO. 5068 (A)**

**ELECTRONIC 1-2-3 WITH PICK N (Greyhound))**

- 1) **Summary:** Electronic 1-2-3 (Greyhound) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server.
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the greyhounds as they actually were on the day of the race.
  - c) After the selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - d) A player wins by matching some or all of the first three finishers in one of several different ways. Any winnings may be collected instantly.
  - e) A player must risk a second unit bet in the wager to qualify for the highest value pool(s) (for example the Pick N, matching the first finisher in N consecutive races).
  
- 2) **Wager Amount:**
  - a) Acceptable wagering units may be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
  - b) The player may enter only one or two unit bets per play.
  
- 3) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount is apportioned among several separate pools which have been carried over from previous races played by all players:
  - a) The remaining amount of the first unit bet (after takeout) is apportioned among the first unit bet pools, including one pool for each of several ways to win, and to the first Seed Pool when it is below its designated cap amount.
  - b) The remaining amount of the second unit bet, if wagered, is apportioned among the second unit bet pools (for example the Pick N), and to the second Seed Pool when it is below its designated cap amount.
  - c) The allocation to each pool, and the specific "ways to win" being utilized from time to time from the list set forth below, shall be set by the franchise holder and reported to the Racing Commission.
  - d) The percents for apportioning the wager among takeout and the various pools will be posted.
  - e) The takeout rate may not exceed seventeen percent (17%).
  
- 4) **Ways to Win for the First Unit Bet:** For players who risked either one or two unit bets in each wager, some or all of the following ways to win, or other similar ways, may be declared with approval of the Racing Commission:
  - a) **3 Exact Order:** The player's selections correctly match the first three finishers in exact order.

- b) **3 Any Order:** The player's selections correctly match the first three finishers in any order.
  - c) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers in exact order.
  - d) **3 to get Top 2:** Any of the player's three selections correctly match the first two finishers in any order.
  - e) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher.
  - f) **Second Pick Wins Race:** The player's first or second selection correctly matches the first (winning) finisher.
  - g) **Any Pick Wins Race:** Any one of the player's selections correctly matches the first (winning) finisher.
- 5) **Ways to Win for the Second Unit Bet:** For players who risked two unit bets in each wager, some or all of the following ways to win, or other similar ways, may be declared with approval of the Racing Commission:
- a) **Pick N:** The player has won the Top Pick Wins Race pool in N consecutive plays, with two unit bets in each wager. After winning the Pick N pool, the player must start over accumulating wins to be eligible for either the Pick N pool or the Pick N-1 pool again.
  - b) **Pick N-1:** The player has won the Top Pick Wins Race pool in N-1 consecutive plays, with two unit bets in each wager.
  - c) **Pick N Consolation:** The player has won the Top Pick Wins Race pool in N-1 consecutive plays and then has lost in the next, with two unit bets in each wager. The Pick N Consolation shall be declared as a way to win only when the Pick N-1 pool has not been.
- 6) **Payment Calculation:**
- a) For each way to win except the Pick N Consolation, the winning price is the entire amount in the pool (after takeout) for which the wager qualifies, less the price round-off (breakage).
  - b) For the Pick N Consolation, the winning price is a designated percentage of the amount in the Pick N pool (after takeout), less the price round-off (breakage). The remaining amount of the Pick N pool carries forward for the next Pick N winner. The consolation percentage shall be set by the franchise holder and reported to the Racing Commission.
  - c) When the first unit bet qualifies to win more than one of its ways to win, only the largest single pool amount qualified for is paid.
  - d) When the second unit bet qualifies to win more than one of its ways to win, only the largest single pool amount qualified for is paid.
  - e) When the second unit bet qualifies to win, its winning price is added to the winning price from the first unit bet.
  - f) Each way to win has a minimum payout amount for winning wagers, which shall be posted.

- g) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
  - h) If two players qualify to win the same pool within a short time, the first winner is paid the current pool and the second is paid the new pool, which begins with the minimum payout amount.
- 7) Dead Heat: A race that has a dead heat for first, second, or third will not be used for Electronic 1-2-3 (Greyhound) wagering.
- 8) Seed Pool: To cover the cases when one of the minimum payout amounts is paid, the Seed Pool is accumulated from a designated percent of wagers.
- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall is deducted from the Seed Pool.
  - b) After a pool is paid, the actual amount of the pool may be seeded from the Seed Pool to a specified initial amount less than or equal to its minimum payout amount.
  - c) While the Seed Pool is below a designated cap amount, the allotments to the other pools are each decreased and the difference is allotted to the Seed Pool.
  - d) The Seed Pool of the first unit bet is kept separate from that of the second unit bet.
- 8) Mandatory Distribution: Should the Electronic 1-2-3 (Greyhound) pools be designated for mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.

#### Rule No. 5068 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Electronic 1-2-3 with Pick N rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.

5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis. \*

\* Pursuant to Ark. Code Ann. § 23-111-509(g), Southland shall remit tax payments to the state on a daily basis.

RULE 5070 (A)

**ACROSS THE BOARD (Greyhound) RULES.**

1) **Summary:** Across the Board is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server.

- a) The race from the historical library is selected at random before the player enters any selection.
- b) The player may examine one or more charts including past performance information showing the relative merits of the dogs as they actually were on the day of the race.
- c) Dog numbers are placed on a card with nine boxes arranged in a square of three columns and three rows. The player chooses three selections that are placed in the boxes according to one of the methods described below. See **Methods of Filling Cards**.
- d) The first column, on the left side, contains the dog numbers selected to finish first (win); the second column contains the dog numbers selected to finish first or second (place); the third column contains the dog numbers selected to finish first, second or third (show).
- e) After the selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
- f) A player wins by matching some or all of the boxes on a card with the first, second, and third finishers in any of several different ways. See **Ways to Win**. Any winnings may be collected instantly.
- g) A player may purchase from one to four card bets per wager, at one unit bet per card.
- h) A player who purchases three cards in one wager participates in the **3-Card-Bonus** pool (if available), and player who purchases four cards in one wager also participates in the **4-Card-Bonus** pool (if available).

2) **Methods of Filling Cards:** One of the following methods shall be used to place dog numbers in the nine boxes of each card, as approved by the Racing Commission.

- a) **Method 1:** Selections from the list of all valid dog numbers shall be placed at random into the nine boxes on each card, in a manner such that the player's first selection shall appear at least once in the first (win) column, the second shall appear at least once in the second (place) column, the third shall appear at least once in the third (show) column, and least a specified number (N) of the nine shall be selected from among player's three dog number selections.



- b) **Method 2:** The player's three dog number selections shall be placed in order in the diagonal "\\" of each card, with the first player selection in the upper left box, the second in the middle box, and the third in the lower right box. The remaining six boxes of each card shall be filled at random from the list of all valid dog numbers, in a manner such that at least a specified number (N) of the six shall be selected from among the player's three dog number selections.
- c) **Method 3:** The player's three dog number selections shall be placed in random order in the diagonal "\\" of each card, which includes the upper left box, the middle box, and the lower right box. The remaining six boxes of each card shall be filled at random from the list of all valid dog numbers, in a manner such that at least a specified number (N) of the six shall be selected from among the player's three dog number selections.
- d) **Method 4:** Selections from the list of all valid dog numbers shall be placed at random into the nine boxes on each card, in a manner such that at least a specified number (N) of the boxes shall be selected from among the player's three dog number selections, and each of the player's three selections shall appear at least once on the card.
- e) **Free Box:** For any of the above methods, the franchise holder may elect to include in a card one or more **Free Boxes** that match any finishing number. The method of placing a **Free Box** in the card shall be reported to the Racing Commission.

**3) Wager Amount:**

- a) Acceptable wagering units may be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
- b) The player may enter only one to four unit bets per play.
- c) One unit bet purchases a wager on the first card; two unit bets purchase a wager on each of the first two cards; three unit bets purchase a wager on each of the first three cards; four unit bets purchase a wager on each of the four cards.

**4) Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount is apportioned among several separate pools which have been carried over from previous races played by all players:

- a) The remaining amount of the bet amount (after takeout) is apportioned among a pool for each of several ways to win, and to the **Seed Pool** when it is below its designated cap amount.
- b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to four units.

- c) The allocation to each pool, and the specific "Ways to Win" being utilized from time to time from the list set forth below, shall be set by the franchise holder and reported to the Racing Commission.
  - d) The percents for apportioning the wager among takeout and the various pools will be posted.
  - e) The takeout rate may not exceed seventeen percent (17%).
- 5) **Ways to Win:** A wager may qualify to win in any of several different ways (being utilized from time to time from the list set forth below) on any of the cards in the wager. With approval of the Racing Commission:
- a) One or more of the ways to win may be designated as the **3-Card Bonus** pool, only for those players who purchase three or four cards in one wager.
  - b) One or more of the ways to win may be designated as the **4-Card Bonus** pool, only for those players who purchase four cards in one wager.
  - c) Some of the ways to win may be restricted to specific cards (for instance, a way to win could apply only on the first card regardless of the wager amount.)
  - d) Some or all of the following ways to win may be included, or other ways to win may be declared, with approval of the Racing Commission:
    - (1) **Big "X"**: (Only for players who wager on all four cards at once.) With the four cards arranged in a square where cards one and two are above, and cards three and four are directly below, the selections in cards one and four match correctly in the boxes that form each card's **Diagonal "V"** from upper left to lower right to form a long diagonal through both cards, and the selections in cards two and three match correctly in the boxes that form each card's **Diagonal "/"** from upper right to lower left to form a long diagonal through both cards.
    - (2) **Big "Z"**: (Only for players who wager on all four cards at once.) With the four cards arranged in a square where cards one and two are above, and cards three and four are directly below, the letter "Z" is formed as follows: The selections in cards one and two match correctly in the boxes that form each card's **Top Row** to form a long line along the top of both cards; The selections in cards two and three match correctly in the boxes that form each card's **Diagonal "/"** from upper right to lower left to form a long diagonal through both cards; The selections in cards three and four match correctly in the boxes that form each card's **Bottom Row** to form a long line along the bottom of both cards.
    - (3) **N Boxes**: (Only for players who wager on all four cards at once. Players who wager on just three cards may also be included, if specified.) The sum of the boxes that match correctly on any of the cards must

number **N** or more. The value **N** shall be set by the franchise holder and reported to the Racing Commission.

(4) **Cover-All**: The selections on a card match correctly in all of the nine boxes.

(5) **8 Boxes**: Eight or more selections on a card match correctly.

(6) **7 Boxes**: Seven or more selections on a card match correctly.

(7) **"X"**: The selections on a card match correctly in the four corner boxes and the middle box, which are the top and bottom boxes of the first (win) and third (show) columns, and the middle box of the second (place) column.

(8) **Plus "+"**: The selections on a card match correctly in the middle boxes of the first (win) and third (show) columns, and in all three boxes of the second (place) column.

(9) **Diagonal "V"**: The selections match correctly in the boxes that form a card's diagonal from upper left to lower right.

(10) **Diagonal "/"**: The selections match correctly in the boxes that form a card's diagonal from upper right to lower left.

(11) **Top Row**: The selections match correctly in the boxes that form a card's first row.

(12) **Middle Row**: The selections match correctly in the boxes that form a card's second row.

(13) **Bottom Row**: The selections match correctly in the boxes that form a card's third row.

(14) **First Column**: The selections match correctly in the boxes that form a card's first column, on the left side, which are dog numbers finishing the race first ("win").

(15) **Second Column**: The selections match correctly in the boxes that form a card's second column, which are dog numbers finishing the race first or second ("place").

(16) **Third Column**: The selections match correctly in the boxes that form a card's third column, which are dog numbers finishing the race first or second or third ("show").

(17) **Four Corners**: The selections match correctly in all four corners of a card, which are the top and bottom boxes of the first (win) and third (show) columns.

(18) **Combination**: With approval of the Racing Commission, additional ways to win may be declared, for instance by combining others into one.

Example: **"Any Column or Diagonal"** could be a single way to win.

#### **6) Payment Calculation:**

- a) The winning price is the entire amount in the pool (after takeout) for which the wager qualifies, less the price round-off (breakage).

- b) A wager that qualifies for a **Bonus** pool on more than one card shall be deemed to qualify for only one such Bonus pool for the entire wager.
- c) A wager that qualifies for more than one different Bonus pool shall be deemed to qualify once for only the largest of those Bonus pools.
- d) When a wager qualifies more than once on a card for a single way to win, it shall be paid the winning price multiplied by the number of times it qualifies.
- e) When a wager qualifies for more than one way to win on a card (not considering Bonus pools), only the largest single amount qualified for shall be paid.
- f) When a wager wins on more than one card, the total payment shall be the sum of the payments from each card.
- g) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
- h) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- i) If two players qualify to win the same pool within a short time, the first winner is paid the current pool and the second is paid the new pool, which begins with the minimum payout amount.

**7) Dead Heat:** A race that has a dead heat for first, second, or third will not be used for Across the Board wagering.

**8) Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.

- a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall is deducted from the **Seed Pool**.
- b) After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount less than or equal to its minimum payout amount.
- c) While the **Seed Pool** is below a designated cap amount, the allotments to the other pools are each decreased and the difference is allotted to the **Seed Pool**.

**9) Mandatory Distribution:** Should the Across the Board pools be designated for mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.

Rule No. 5070 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Across the Board rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
- 8) No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. No portion of the takeout shall be allocated to the purse and construction fund.
- 9) Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
- 10) Reports and tax payments to the State will be made on a monthly basis.\*

\* Pursuant to Ark. Code Ann. § 23-111-509(g), Southland shall remit tax payments to the state on a daily basis.

Rule No. 5072 (A)**Instant Racing #3, Multi-Line (Greyhound) -- original**

- 1) **Summary:** Multi-Line (Greyhound) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server according to the following procedures:
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the dogs as they actually were on the day of the race.
  - c) Dog numbers are placed in a rectangular grid of boxes arranged in a specified number of rows and columns, for example fifteen boxes in three rows and five columns. The player chooses three selections that are placed in the boxes according to one of the methods described below. See **Methods of Filling Grid**.
  - d) After the player's selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - e) A player wins by matching some or all of the boxes on the grid with the first, second, and third finishers in any of several different ways. See **Ways to Win**. Any winnings may be collected instantly.
  - f) When the player matches certain ways to win, a **Bonus Game** begins (if available) which could award the player additional winnings.
  - g) A player may purchase one or more unit bets per wager. Each unit bet purchases a bet on a different **Pay Line**, which is a specific sequence of boxes consisting of one box from each column of the grid.
  - h) A player who bets on all of the pay lines in one wager participates in the highest value pool, the **Maximum Bet Jackpot** pool.
- 2) **Methods of Filling Grid:** One of the following methods shall be used to place dog numbers in the boxes in the grid:
  - a) **Method 1:** There are three rows in the grid. The player's three dog number selections shall be placed in random order in a designated column of the grid, for example in the third of five columns. The remaining boxes of the grid shall be filled at random from the list of all valid dog numbers. A number (N) may be designated by the franchise holder, such that at least (N) of these remaining boxes shall be selected from among player's three dog number selections.
  - b) **Method 2:** To be added...
  - c) **Free Box:** For any of the above methods, the franchise holder may elect to include one or more **Free Boxes** that match any finishing number.
- 3) **Wager Amount and Pay Lines:**

- a) Acceptable wagering units shall be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
  - b) In each play, the player may enter only one unit bet per pay line, up to the maximum number of pay lines.
  - c) One unit bet purchases a wager on pay line number one; two unit bets purchase a wager on each of pay line numbers one and two; and so on up to the maximum numbered pay line.
  - d) An example of pay lines for three rows and five columns: pay line #1 is the middle row; pay line #2 is the top row; pay line #3 is the bottom row; pay line #4 is a "V" shape starting at the top left box, down to the bottom middle box, up to the top right box; pay line #5 is an inverted "V" shape starting at the bottom left box, up to the top middle box, down to the bottom right box.
- 4) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous races played by all players:
- a) The remaining amount (after takeout) of the bet amount shall be apportioned among a pool for each of several ways to win, and to the **Seed Pool** when it is below its designated cap amount, and to the **Bonus Game pool** (if available).
  - b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to the maximum number of bet units.
- 5) **Ways to Win:** A wager may qualify to win in any of several different ways on any of the pay lines in the wager:
- a) One or more of the ways to win may be designated to participate in the **Maximum Bet Jackpot** pool(s), only for those players who purchase all of the pay lines in one wager, i.e. those who bet the maximum amount.
  - b) Some or all of the following ways to win may be included, or other ways to win may be declared with approval of the Racing Commission (examples matching a five column grid):
    - (1) **All Win:** All of the selections in the pay line match the first finisher.
    - (2) **All Second:** All of the selections in the pay line match the second finisher.
    - (3) **All Place:** All of the selections in the pay line match the first or second finisher.
    - (4) **All Third:** All of the selections in the pay line match the third finisher.
    - (5) **All Show:** All of the selections in the pay line match the first, second, or third finisher.
    - (6) **Four in a row Win:** The first four or the last four selections in the pay line match the first finisher.
    - (7) **Four in a row Second:** The first four or the last four selections in the pay line match the second finisher.
    - (8) **Four in a row Place:** The first four or the last four selections in the pay line match the first or second finisher.

- (9) **Four in a row Third:** The first four or the last four selections in the pay line match the third finisher.
  - (10) **Four in a row Show:** The first four or the last four selections in the pay line match the first, second, or third finisher.
  - (11) **Three in a row Win:** The first three or the last three selections in the pay line match the first finisher.
  - (12) **Three in a row Second:** The first three or the last three selections in the pay line match the second finisher.
  - (13) **Three in a row Place:** The first three or the last three selections in the pay line match the first or second finisher.
  - (14) **Three in a row Third:** The first three or the last three selections in the pay line match the third finisher.
  - (15) **Three in a row Show:** The first three or the last three selections in the pay line match the first, second, or third finisher.
  - (16) **Three Scattered Win:** Any three selections in the pay line match the first finisher.
  - (17) **Three Scattered Second:** Any three selections in the pay line match the second finisher.
  - (18) **Three Scattered Place:** Any three selections in the pay line match the first or second finisher.
  - (19) **Three Scattered Third:** Any three selections in the pay line match the third finisher.
  - (20) **Three Scattered Show:** Any three selections in the pay line match the first, second, or third finisher.
- 6) **Payment Calculation:**
- a) The winning price is the entire amount in the pool after takeout for which the wager qualifies, less the price round-off (breakage).
  - b) When a wager qualifies for a **Maximum Bet Jackpot** pool on one or more pay lines, then:
    - (1) The wager shall be deemed to qualify for only one **Maximum Bet Jackpot** pool for the entire wager.
    - (2) Any other pay line(s) that would have qualified for the **Maximum Bet Jackpot** pool shall instead qualify for ways to win in the same manner as for players who do not bet the maximum amount.
    - (3) The wager shall not qualify on any pay line to play a **Bonus Game**.
  - c) When a wager qualifies for more than one way to win on a pay line, only the largest single amount qualified for shall be paid.
  - d) When a wager wins on more than one pay line, the total payment shall be the sum of the payments from each pay line.
  - e) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
  - f) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
  - g) If two players qualify to win the same pool within a short time, the first winner shall be paid the current pool and the second shall be paid the new pool, which begins with the minimum payout amount.



- 7) **Bonus Game:** One or more of the ways to win may be designated so that when the player qualifies for this way to win, a **Bonus Game** begins.
- A **Bonus Game** shall be another type of game with rules declared separately from the base Multi-Line game.
  - Any payment from the **Bonus Game** shall be added to the payments from the base Multi-Line game.
  - When more than one pay line qualifies to play the **Bonus Game**, the **Bonus Game** payoff shall be multiplied by number of qualifying pay lines as specified in the **Bonus Game** rules.
  - When the **Bonus Game** is complete, play returns to the basic Multi-Line game.
- 8) **Dead Heat:** A race that has a dead heat for first, second, or third shall not be used for Multi-Line wagering.
- 9) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
- Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall shall be deducted from the **Seed Pool**.
  - After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount less than or equal to its minimum payout amount.
  - While the **Seed Pool** is below a designated cap amount, the allotments to the other pools are each decreased and the difference shall be allotted to the **Seed Pool**.
- 10) **Racing Commission Approval:**
- The takeout rate may not exceed seventeen percent (17%).
  - The method of apportioning wagers to each of the pools shall be set by the franchise holder and reported to the Racing Commission.
  - The method of seeding pools shall be set by the franchise holder and reported to the Racing Commission.
  - The number of pools and specific ways to win, declared from time to time by the franchise holder from the list set forth above, shall be set by the franchise holder and reported to the Racing Commission.
  - The method of filling in the grid with dog numbers or **Free Boxes** shall be set by the franchise holder and reported to the Racing Commission.
  - The arrangement and number of pay lines in the grid shall be set by the franchise holder and reported to the Racing Commission.
  - The establishment of rules for a **Bonus Game** and the method of apportioning wagers to the **Bonus Game** pool shall be approved by the Racing Commission.
  - Should the Multi-Line pools be designated for termination or mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.
  - The percents for apportioning the wager among takeout and the various pools will be posted.

## RULE 5072 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted.. Wagers placed in accordance with the Multiline (and Spot Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.\*

\* Pursuant to Ark. Code Ann. § 23-111-509(g), Southland shall remit tax payments to the state on a daily basis.

# RULE 5074 (A)

## **Instant Racing #3.1, Bonus Game "Spot Shot" (Greyhound)**

- 1) **Preface:** Spot Shot is a Bonus Game to be played whenever a specified condition occurs during the play of one of the other Instant Racing games, referred to here as the base game. An example of a base game is *Instant Racing #3, Multi-Line*.
- 2) **Summary:** Spot Shot is a method of pari-mutuel wagering which requires selection of one of the first three finishers for a single race selected from a historical library of previously run races, according to the following two-phase procedure:
  - a) **The Stake:** The first phase requires selection among several symbols shown on the screen to determine the player's **Stake** in the race:
    - (1) The player is presented with several symbols (spots) that hide a random arrangement of **Multiplier Numbers**.
    - (2) The player selects (shoots) one symbol, revealing the hidden **Multiplier Number**.
    - (3) The **Multiplier Number** is further multiplied by the number of times the player has qualified in the base game to play this Bonus Game, giving the number of units in the player's **Stake**.
  - b) **The Race:** The second phase requires selection of one of the first three finishers for a single race:
    - (1) The race from the historical library is selected at random before the player enters any selection.
    - (2) The player may examine one or more charts including past performance information showing the relative merits of the dogs as they actually were on the day of the race.
    - (3) After the player's selection is registered, the identity of the race is revealed, and the actual official results are displayed.
    - (4) The finishing position of the player's selection shall determine the player's winning status, **Win** for finishing first, **Second** for finishing second, **Third** for finishing third, or **Other** for any other finish.
- 3) **Payment Calculation:** The total Bonus Game payoff shall be computed according to the following procedure:
  - a) For each possible winning status **Win, Second, Third, or Other**, a designated percentage of the Bonus Game pool (after takeout), less the price round-off (breakage), shall be deemed the possible amounts of the **Payoff Per Unit Stake**.
  - b) The **Payoff Per Unit Stake** corresponding to the player's actual winning status shall be multiplied by the player's **Stake**, yielding the total Bonus Game payoff. The remaining amount of the Bonus Game pool carries forward for the next Bonus Game winner, with payoff according to the rules of the Bonus Game.
  - c) The total Bonus Game payoff shall be added to the payments from the base game as specified by the base game rule.

- d) Each possible winning status has a minimum payout amount for winning wagers, which shall be posted.
  - e) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- 4) **Racing Commission Approval:**
- a) The method of determining the number of hidden **Multiplier Numbers** and their values shall be set by the franchise holder and reported to the Racing Commission.
  - b) The percentages of the Bonus Game pool used for the **Payoff Per Unit Stake** shall be set by the franchise holder and reported to the Racing Commission.

## RULE 5074 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted.. Wagers placed in accordance with the Multiline (and Spot Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis. \*

\* Pursuant to Ark. Code Ann. § 23-111-509(g), Southland shall remit tax payments to the state on a daily basis.

Rule No. 5076 (A)**Instant Racing #3, Multi-Line (Greyhound)** *→ With Multiplier and Trifecta Box*

- 1) **Summary:** Multi-Line (Greyhound) is a method of pari-mutuel wagering which requires selection of the first three finishers for a single race selected from a historical library of previously run races that are replayed from a central video server according to the following procedures:
  - a) The race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the dogs as they actually were on the day of the race.
  - c) Dog numbers are placed in a rectangular grid of boxes arranged in a specified number of rows and columns, for example fifteen boxes in three rows and five columns. The player chooses three selections that are placed in the boxes according to one of the methods described below. See **Methods of Filling Grid**.
  - d) After the player's selections are registered, the identity of the race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - e) A player wins by matching some or all of the boxes on the grid with the first, second, and third finishers in any of several different ways. See **Ways to Win**. Any winnings may be collected instantly.
  - f) When the player matches certain ways to win, a **Bonus Game** begins (if available) which could award the player additional winnings.
  - g) A player may purchase one or more unit bets per wager. Each unit bet purchases a bet on a different **Pay Line**, which is a specific sequence of boxes consisting of one box from each column of the grid.
  - h) A player who bets on all of the pay lines in one wager participates in the highest value pool, the **Maximum Bet Jackpot** pool (if available).
- 2) **Methods of Filling Grid:** The following method shall be used to place dog numbers in the boxes in the grid:
  - a) There are three rows in the grid. The player's three dog number selections shall be placed in random order in a designated column of the grid, for example in the third of five columns. The remaining boxes of the grid shall be filled at random from the list of all valid dog numbers. A number (N) may be designated by the franchise holder, such that at least (N) of these remaining boxes shall be selected from among player's three dog number selections.
  - b) **Free Box:** The franchise holder may elect to include one or more **Free Boxes** that match any finishing number.

- c) **Multiplier Box:** The franchise holder may elect to include a **Multiplier Box** that matches any finishing number, and reveals a multiplier number X such that:
- (1) The multiplier number X shall be randomly selected from a specified range of numbers, for example from one to ten.
  - (2) The **Multiplier Box** shall appear in a random fashion.
  - (3) When a **Multiplier Box** is included in a pay line, then any winning price for the pay line shall be multiplied as specified in **Payment Calculation**, below.
  - (4) If a pay line including the **Multiplier Box** qualifies to play a **Bonus Game**, then the pay line shall qualify X times as specified in **Bonus Game**, below.
- 3) **Wager Amount and Pay Lines:**
- a) Acceptable wagering units shall be no lower than "25¢ Per Play" (\$0.25) and no higher than "\$20 Per Play" (\$20).
  - b) In each play, the player may enter only one unit bet per pay line, up to the maximum number of pay lines.
  - c) One unit bet purchases a wager on pay line number one; two unit bets purchase a wager on each of pay line numbers one and two; and so on up to the maximum numbered pay line.
  - d) An example of pay lines for three rows and five columns: pay line #1 is the middle row; pay line #2 is the top row; pay line #3 is the bottom row; pay line #4 is a "V" shape starting at the top left box, down to the bottom middle box, up to the top right box; pay line #5 is an inverted "V" shape starting at the bottom left box, up to the top middle box, down to the bottom right box.
- 4) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous races played by all players:
- a) The remaining amount (after takeout) of the bet amount shall be apportioned among a pool for each of several ways to win, and to the **Seed Pool** (depending on its current amount), and to the **Bonus Game pool** (if available).
  - b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to the maximum number of bet units.
- 5) **Ways to Win:** A wager may qualify to win in any of several different ways on any of the pay lines in the wager:
- a) One or more of the ways to win may be designated to participate in the **Maximum Bet Jackpot pool(s)**, only for those players who purchase all of the pay lines in one wager, i.e. those who bet the maximum amount.
  - b) Some or all of the following ways to win may be included, or other ways to win may be declared with approval of the Racing Commission (examples matching a five column grid):
    - (1) **All Win:** All of the selections in the pay line match the first finisher.

- (2) **All Second:** All of the selections in the pay line match the second finisher.
  - (3) **All Place:** All of the selections in the pay line match the first or second finisher.
  - (4) **All Third:** All of the selections in the pay line match the third finisher.
  - (5) **All Show:** All of the selections in the pay line match the first, second, or third finisher.
  - (6) **Four in a row Win:** The first four or the last four selections in the pay line match the first finisher.
  - (7) **Four in a row Second:** The first four or the last four selections in the pay line match the second finisher.
  - (8) **Four in a row Place:** The first four or the last four selections in the pay line match the first or second finisher.
  - (9) **Four in a row Third:** The first four or the last four selections in the pay line match the third finisher.
  - (10) **Four in a row Show:** The first four or the last four selections in the pay line match the first, second, or third finisher.
  - (11) **Three in a row Win:** The first three or the last three selections in the pay line match the first finisher.
  - (12) **Three in a row Second:** The first three or the last three selections in the pay line match the second finisher.
  - (13) **Three in a row Place:** The first three or the last three selections in the pay line match the first or second finisher.
  - (14) **Three in a row Third:** The first three or the last three selections in the pay line match the third finisher.
  - (15) **Three in a row Show:** The first three or the last three selections in the pay line match the first, second, or third finisher.
  - (16) **Three Scattered Win:** Any three selections in the pay line match the first finisher.
  - (17) **Three Scattered Second:** Any three selections in the pay line match the second finisher.
  - (18) **Three Scattered Place:** Any three selections in the pay line match the first or second finisher.
  - (19) **Three Scattered Third:** Any three selections in the pay line match the third finisher.
  - (20) **Three Scattered Show:** Any three selections in the pay line match the first, second, or third finisher.
  - (21) **Trifecta Box:** All three of the player's selections match the first, second, or third finisher, similar to a Trifecta Box bet. When this way to win is included in the game, the column where the player's selections are placed constitutes a special pay line, included in the wager at no extra cost.
- 6) **Payment Calculation:**
- a) The winning price is the entire amount in the pool after takeout for which the wager qualifies, less the price round-off (breakage).



- b) When a wager qualifies for a **Maximum Bet Jackpot** pool on one or more pay lines, then:
  - (1) The wager shall be deemed to qualify for only one **Maximum Bet Jackpot** pool for the entire wager.
  - (2) Any other pay line(s) that would have qualified for the **Maximum Bet Jackpot** pool shall instead qualify for ways to win in the same manner as for players who do not bet the maximum amount.
  - (3) The wager shall not qualify on any pay line to play a **Bonus Game**.
- c) When a wager qualifies for more than one way to win on a pay line, only the largest single amount qualified for shall be paid.
- d) When a **Multiplier Box** is included anywhere in a pay line, then any winning price for the pay line shall be multiplied by the multiplier number X.
- e) When a wager qualifies for the **Trifecta Box** pool then the winning price shall be multiplied by the number of unit bets in the wager.
- f) When a wager wins on more than one pay line, the total payment shall be the sum of the payments from each pay line.
- g) Each way to win has a minimum payout amount for winning wagers, which shall be posted.
- h) In the case of a minus pool, the minimum payout amount shall not be less than the amount of one unit bet wagered.
- i) If two players qualify to win the same pool within a short time, the first winner shall be paid the current pool and the second shall be paid the new pool, which begins with the minimum payout amount.
- 7) **Bonus Game:** One or more of the ways to win may be designated so that when the player qualifies for this way to win, a **Bonus Game** begins.
  - a) A **Bonus Game** shall be another type of game with rules declared separately from the base Multi-Line game.
  - b) Any payment from the **Bonus Game** shall be added to the payments from the base Multi-Line game.
  - c) When more than one pay line qualifies to play the **Bonus Game**, the **Bonus Game** payoff shall be multiplied by number of qualifying pay lines as specified in the **Bonus Game** rules.
  - d) When a pay line that qualifies to play the **Bonus Game** includes a **Multiplier Box**, then the pay line shall be deemed to qualify X times in regard to part (c) above, where X is the multiplier number.
  - e) When the **Bonus Game** is complete, play returns to the basic Multi-Line game.
- 8) **Dead Heat:** A race that has a dead heat for first, second, or third shall not be used for Multi-Line wagering.
- 9) **Seed Pool:** To cover the cases when one of the minimum payout amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
  - a) Each time a pool's minimum payout amount is paid in excess of the actual amount available in the pool, the shortfall shall be deducted from the **Seed Pool**.

- b) After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount less than or equal to its minimum payout amount.
- c) While the **Seed Pool** is below a designated threshold amount, the allotments to the other pools are each decreased and the difference shall increase the allotment to the **Seed Pool**.

**10) Racing Commission Approval:**

- a) The takeout rate may not exceed seventeen percent (17%).
- b) The method of apportioning wagers to each of the pools shall be set by the franchise holder and reported to the Racing Commission.
- c) The method of seeding pools shall be set by the franchise holder and reported to the Racing Commission.
- d) The number of pools and specific ways to win, declared from time to time by the franchise holder from the list set forth above, shall be set by the franchise holder and reported to the Racing Commission.
- e) The method of filling in the grid with dog numbers or **Free Boxes** or **Multiplier Boxes** shall be set by the franchise holder and reported to the Racing Commission.
- f) The arrangement and number of pay lines in the grid shall be set by the franchise holder and reported to the Racing Commission.
- g) The establishment of rules for a **Bonus Game** and the method of apportioning wagers to the **Bonus Game** pool shall be approved by the Racing Commission.
- h) Should the Multi-Line pools be designated for termination or mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.
- i) The percents for apportioning the wager among takeout and the various pools will be posted.

## RULE 5076 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted.. Wagers placed in accordance with the Multiline (and Multi Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis. \*

\* Pursuant to Ark. Code Ann. § 23-111-509(g), Southland shall remit tax payments to the state on a daily basis.

# RULE 5078 (A)

## **Instant Racing #3.2, Bonus Game "Multi Shot"**

- 1) **Preface:** Multi Shot is a Bonus Game to be played whenever a specified condition occurs during the play of one of the other Instant Racing games, referred to here as the base game. An example of a base game is *Instant Racing #3, Multi-Line*.
- 2) **Summary:** Multi Shot distributes the pari-mutuel Bonus Game pool from the base game according to the following procedure:
  - a) The player shall be presented with a screen containing:
    - (1) Several target symbols that hide a random arrangement of **Winning Amounts** and **Stopper** symbols.
    - (2) The **Multiplier** that shows number of times the player has qualified in the base game to play this Bonus Game.
    - (3) A **Bonus Amount** that shall begin with a specified percentage of the Bonus Game pool.
  - b) The player shall select (shoot) symbols one at a time until a **Stopper** symbol is revealed.
  - c) Each time a **Winning Amount** is revealed it shall be added to the **Bonus Amount**.
  - d) When a **Stopper** symbol is revealed this Bonus Game shall end.
- 3) **Payment Calculation:** The total Bonus Game payoff shall be computed according to the following procedure:
  - a) When the Bonus Game starts, the beginning **Bonus Amount** shall be computed as a designated percentage of the current Bonus Game pool (after takeout), less the price round-off (breakage).
  - b) When each **Winning Amount** is revealed, it shall be computed as a randomly chosen percentage of the current Bonus Game pool (after takeout), less the price round-off (breakage).
  - c) Each such **Winning Amount** shall be added to the cumulative sum shown as the **Bonus Amount**.
  - d) The total Bonus Game payoff shall be computed as the product of final sum shown as the **Bonus Amount**, multiplied by the **Multiplier**.
  - e) The total Bonus Game payoff shall be added to the payments from the base game as specified by the base game rule.
  - f) Each calculation of a beginning **Bonus Amount** or an additional **Winning Amount** as specified above shall be an independent winning event, computed from the current amount in the Bonus Game pool at the time that event occurs. The remaining amount of the Bonus Game pool carries forward for the next such Bonus Game winning event, for the same or a different player, with payoff according to the rules of the Bonus Game for that next event.
  - g) In the case of a minus pool, the minimum total Bonus Game payoff amount shall not be less than the amount of one unit bet wagered.

**4) Racing Commission Approval:**

- a) The method of determining the number and arrangement of hidden **Winning Amounts** and **Stoppers** shall be set by the franchise holder and reported to the Racing Commission.
- b) The percentages of the Bonus Game pool used for the beginning **Bonus Amount** and **Winning Amounts** shall be set by the franchise holder and reported to the Racing Commission.

## RULE 5078 (B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted.. Wagers placed in accordance with the Multiline (and Multi Shot Bonus) rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10¢ on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10¢ on the dollar, except when minimum payouts are less than 10¢ on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. No purse and construction fund amounts will be withheld from the wager or included as part of the takeout. No portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis. \*

\* Pursuant to Ark. Code Ann. § 23-111-509(g), Southland shall remit tax payments to the state on a daily basis.

**Rule No. 5079(A)**

***Instant Racing #5, Instant Double***

- 1) **Summary:** Instant Double is a method of pari-mutuel wagering which requires selection of one or more of the first three finishers for each of two races selected from a historical library of previously run races that are replayed from a central video server according to the following procedures:
  - a) The first race from the historical library is selected at random before the player enters any selection.
  - b) The player may examine one or more charts including past performance information showing the relative merits of the horses as they actually were on the day of the first race.
  - c) After the player's selections are registered, the identity of the first race is revealed, a video segment of the race finish is shown, and the actual official results are displayed.
  - d) A player qualifies to play the **Bonus Game** by matching some or all of the first three finishers of the first race in one of several different ways. See **Ways to Qualify for Bonus Game**.
  - e) In the **Bonus Game** the player's selections are matched with a second race, the **Bonus Race**, selected from the historical library. Any winnings may be collected instantly.
  - f) The results of the **Bonus Game** are displayed as a pattern of symbols for easy identification.
- 2) **Wager Amounts:**
  - a) Acceptable wagering units shall be no lower than "5¢ Per Play" (\$0.05) and no higher than "\$20 Per Play" (\$20).
  - b) The franchise holder shall designate a maximum number of unit bets per wager, no higher than ten (10).
  - c) For players who purchase the maximum number of unit bets in one wager, the highest value pool shall be augmented by the **Maximum Bet Jackpot** pool (if available).
- 3) **Pool Split:** After the applicable takeout (as approved by the Racing Commission) has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous races played by all players:
  - a) The remaining amount (after takeout) of the bet amount shall be apportioned among a pool for each of several ways to win, the **Maximum Bet Jackpot** pool (if available), and to the **Seed Pool** (depending on its current amount).
  - b) The takeout rate and allocation to each pool may be different for each of the bet amounts from one to the maximum number of bet units.
- 4) **Ways to Qualify for Bonus Game:** Some or all of the following ways to qualify for the **Bonus Game** may be included, or other similar ways may be declared with approval of the Racing Commission:

- a) **3 Exact Order:** The player's selections correctly match the first three finishers of the first race in exact order.
  - b) **3 Any Order:** The player's selections correctly match the first three finishers of the first race in any order.
  - c) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers of the first race in exact order.
  - d) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher of the first race.
  - e) **Any 2 of 3:** The player's selections correctly match any two of the first three finishers of the first race in any order.
  - f) **In the Money:** Any one of the player's three selections correctly matches the first, second, or third finisher of the first race.
- 5) **Ways to Win the Bonus Game:** A wager may qualify to win the **Bonus Game** using the following procedure:
- a) The **Bonus Race** shall be selected using various designated permutations of the player's selections in a manner set by the franchise holder and reported to the Racing Commission.
  - b) The franchise holder may elect to associate each of the several separate pools with a group of two or more of these ways to win so that either:
    - (1) Each such way to win shall be an equivalent way to win that pool, or:
    - (2) One such way to win shall be paid a designated multiple of the payment calculated for another way to win.
  - c) One or more of the ways to win may be designated to participate in the **Maximum Bet Jackpot** pool, only for those players who purchase the maximum number of unit bets in one wager.
  - d) Some or all of the following ways to win may be included, or other similar ways may be declared with approval of the Racing Commission:
    - (1) **3 Exact Order:** The player's selections correctly match the first three finishers of the bonus race in exact order.
    - (2) **3 Any Order:** The player's selections correctly match the first three finishers of the bonus race in any order.
    - (3) **Third-Second-First:** The player's selections match the first three finishers of the bonus race in reverse order.
    - (4) **Top 2 Exact Order:** The player's top two selections correctly match the first two finishers of the bonus race in exact order, and the player's third selection is ignored.
    - (5) **Top Pick Wins Race:** The player's top selection correctly matches the first (winning) finisher of the bonus race, and the player's second and third selections are ignored.
    - (6) **Top 2 Exact Order Only:** The player's top two selections correctly match the first two finishers of the bonus race in exact order, but the player's third selection matches nothing.
    - (7) **Top Pick Wins Race Only:** The player's top selection correctly matches the first (winning) finisher of the bonus race, but the player's second and third selections match nothing.



- (8) **3 Any Order Consolation:** The player's selections fail to match any other way to win in the bonus race, but do correctly match the first three finishers of the first race in any order.
- 6) **Payment Calculation:**
- a) The winning price for a pool shall be calculated as follows:
    - (1) The entire amount in the pool after takeout shall be divided by the maximum number of unit bets, then:
    - (2) If there are other ways to win this pool that specify a multiple, the result shall be further divided by the largest multiple, then:
    - (3) The result shall be rounded down if necessary for price round-off (breakage); then:
    - (4) The result shall be raised if necessary to the minimum payoff amount, then:
    - (5) The result shall be multiplied by the actual number of unit bets wagered, then:
    - (6) If the way to win this pool specifies a multiple, the result shall be further increased by that multiple.
    - (7) Only for players who purchase the maximum number of unit bets in one wager, if this way to win has been designated to be paid the **Maximum Bet Jackpot** pool, then that amount shall be added to the winning price, rounded down if necessary for price round-off (breakage).
  - b) When a wager qualifies for more than one way to win, only the largest single amount qualified for shall be paid.
  - c) Each way to win has a minimum payoff amount for winning wagers, which shall be posted.
  - d) In the case of a minus pool, the minimum payoff amount shall not be less than the amount of one unit bet wagered.
  - e) If two players qualify to win the same pool within a short time, the first winner shall be paid an amount calculated from the current pool and the second shall be paid an amount calculated from the new pool, which may begin with the minimum payoff amount.
- 7) **Dead Heat:** A race that has a dead heat for first, second, or third shall not be used for Instant Double wagering.
- 8) **Coupled Entries, Mutuel Fields:**
- a) A race involving coupled entries or mutuel fields shall not be used for Instant Double wagering if there are two or more betting interests live for a single horse number.
  - b) The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its horse number without a letter. For example, horse number "1" represents either horse "1" or "1A".
- 9) **Seed Pool:** To cover the cases when one of the minimum payoff amounts is paid, the **Seed Pool** is accumulated from a designated percent of wagers.
- a) Each time the application of the minimum payoff results in a payoff amount in excess of the actual amount available in the pool, the shortfall shall be deducted from the **Seed Pool**.

- b) After a pool is paid, the actual amount of the pool may be seeded from the **Seed Pool** to a specified initial amount.
- c) While the **Seed Pool** is below a designated threshold amount, the allotments to the other pools are each decreased and the difference shall increase the allotment to the **Seed Pool**.

10) **Racing Commission Approval:**

- a) The takeout rate may not exceed seventeen percent (17%).
- b) The method of apportioning wagers to each of the pools shall be set by the franchise holder and reported to the Racing Commission.
- c) The method of seeding pools shall be set by the franchise holder and reported to the Racing Commission.
- d) The number of pools and specific ways to win, and specific ways to qualify for the **Bonus Game**, declared from time to time by the franchise holder from the list set forth above (or other similar ways approved by the Racing Commission), shall be set by the franchise holder and reported to the Racing Commission.
- e) The **Bonus Race** selection method shall be approved by the Racing Commission.
- f) Should the Instant Double pools be designated for termination or mandatory distribution on a specific date, a method approved by the Racing Commission shall be used.
- g) The percents for apportioning the wager among takeout and the various pools will be posted.

Rule 5079(B)

1. Only wagers that are pari-mutuel and processed through a recognized pari-mutuel totalizator system may be accepted. Wagers placed in accordance with the Instant Double rules adopted by the Racing Commission contemporaneously herewith are pari-mutuel.
2. Races shall be randomly selected from a historical library of actual races that have previously been run. Only races that were run at licensed racetracks may be used. It shall not be necessary that each patron be wagering on the same race.
3. All wagers, less the applicable takeout, will be placed in pari-mutuel pools as approved by the Racing Commission. The takeout may not exceed 17%.
4. Minimum payout on winning wagers will be 10 cents on the dollar, unless that results in a minus pool, in which event, the minimum payout on winning wagers may be as low as the amount of the wager itself. The effective breakage will be 10 cents on the dollar, except when minimum payouts are less than 10 cents on the dollar.
5. The total amount in each pari-mutuel pool shall be posted at all times.
6. Minimum payouts shall be posted at all times.
7. The tax rate will be the same as for simulcasting.
8. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no purse and construction fund amounts will be withheld from the wager or included as part of the takeout. Except as provided in Ark Code Ann. Section 23-110-405(b)(3)(B), no portion of the takeout shall be allocated to the purse and construction fund.
9. Oaklawn will receive this simulcast product on replayed races from RaceTech, LLC pursuant to agreements with the racetracks where the races were actually run, and shall relay the product to Southland (and ultimately later on to other racetracks). Southland (and eventually other racetracks) will wager through Oaklawn's pools.
10. Reports and tax payments to the State will be made on a monthly basis.\*

\* Pursuant to Ark. Code Ann. Section 23-111-509(g), Southland shall remit tax payments to the State on a daily basis.