

Part II

A. ~~Instant Racing Pools~~

**(1) Instant Racing #1 (Electronic 1-2-3 “Classic”)**

- (a) ~~Notice: This pool type may be subject to proprietary claims.~~
- (b) ~~Summary: Electronic 1-2-3 requires selection of the first three finishers for a single contest selected from a historical library of previously run contests that are replayed from a central video server according to the following procedures:~~
  - (A) ~~The contest 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 contestants as they actually were on the day of the contest.~~
  - (C) ~~After the player’s selections are registered, the identity of the contest is revealed, a video segment of the contest 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 six 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).~~
- (c) ~~Wager Amount:~~
  - (A) ~~The Association shall designate acceptable values for wagering units. The player may enter only one or two unit bets per play.~~
- (d) ~~Pool Split: After the applicable takeout has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous contests played by all players:~~
  - (A) ~~The remaining amount (after takeout) of the first unit bet shall be apportioned among six pools, including one pool for each of five ways to win, and to the first Seed Pool when it is below its designated cap amount.~~
  - (B) ~~The remaining amount (after takeout) of the second unit bet, if wagered, shall be apportioned to the highest value pool (3 Exact Order), and to the second Seed Pool when it is below its designated cap amount.~~
- (e) ~~Ways to Win: Wagers may qualify to win in up to six 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.~~

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- (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 Contest: 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.~~
- (f) ~~Payment Calculation:~~
  - (A) ~~The winning price shall be the entire amount in the pool 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 five ways to win, only the largest single pool amount qualified for shall be paid.~~
  - (C) ~~When the second unit bet qualifies to win the 3 Exact Order pool, the winning price shall be added to the winning price from the first unit bet.~~
  - (D) ~~Each way to win has a minimum payoff amount for winning wagers, which shall be posted.~~
  - (E) ~~In the case of a minus pool, the minimum payoff 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 shall be paid the current pool and the second shall be paid the new pool, which begins with the minimum payoff amount.~~
- (g) ~~Dead Heat: A contest that has a dead heat for first, second, or third shall not be used for Electronic 1-2-3 wagering.~~
- (h) ~~Coupled Entries, Mutuel Fields:~~
  - (A) ~~A contest involving coupled entries or mutuel fields shall not be used for Electronic 1-2-3 wagering if there are two or more betting interests live for a single contestant number.~~
  - (B) ~~The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its contestant number without a letter. For example, contestant number "1" represents either contestant "1" or "1A".~~
- (i) ~~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 a pool's minimum payoff 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 payoff amount.~~
  - (C) ~~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.~~
  - (D) ~~The Seed Pool of the first unit bet shall be kept separate from that of the second unit bet.~~

- (j) **Commission Approval:**
  - (A) ~~The takeout rate may not exceed a maximum rate approved by the Commission. Subject to that restriction, the takeout rate shall be set by the Association and reported to the Commission.~~
  - (B) ~~The method of apportioning wagers to each of the pools shall be approved by the Commission.~~
  - (C) ~~The method of seeding pools shall be approved by the Commission.~~
  - (D) ~~Should the Electronic 1-2-3 pools be designated for termination or mandatory distribution on a specific date, a method approved by the Commission shall be used.~~
  - (E) ~~The method of picking the random numbers used for selecting contests and past performance charts shall be certified by an independent authority that is approved by the Commission.~~
  - (F) ~~The designated values of wagering units shall be approved by the Commission.~~

**(2) Instant Racing #1.1 (Electronic 1-2-3 with Pick-N)**

- (a) ~~Notice: This pool type may be subject to proprietary claims.~~
- (b) ~~Summary: Electronic 1-2-3 requires selection of the first three finishers for a single contest selected from a historical library of previously run contests that are replayed from a central video server according to the following procedures:~~
  - (A) ~~The contest 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 contestants as they actually were on the day of the contest.~~
  - (C) ~~After the player's selections are registered, the identity of the contest is revealed, a video segment of the contest 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 contests).~~
- (c) ~~Wager Amount:~~
  - (A) ~~The Association shall designate acceptable values for wagering units.~~
  - (B) ~~The player may enter only one or two unit bets per play.~~
- (d) ~~Pool Split: After the applicable takeout has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous contests played by all players:~~

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- (A) ~~The remaining amount (after takeout) of the first unit bet shall be 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 (after takeout) of the second unit bet, if wagered, shall be 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) ~~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:~~
  - (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 Contest: 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.~~
- (f) ~~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:~~
  - (A) ~~Pick N: The player has won the Top Pick Wins Contest 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 Contest 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 Contest 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.~~
- (g) ~~Payment Calculation:~~
  - (A) ~~For each way to win except the Pick N Consolation, the winning price shall be the entire amount in the pool for which the wager qualifies, less the price round-off (breakage).~~
  - (B) ~~For the Pick N Consolation, the winning price shall be a designated percentage of the amount in the Pick N pool, less the price round-off (breakage). The remaining amount of the Pick N pool carries forward for the next Pick N winner.~~

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- (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 shall be 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 shall be paid.~~
- (E) ~~When the second unit bet qualifies to win, its winning price shall be added to the winning price from the first unit bet.~~
- (F) ~~Each way to win has a minimum payoff amount for winning wagers, which shall be posted.~~
- (G) ~~In the case of a minus pool, the minimum payoff 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 shall be paid the current pool and the second shall be paid the new pool, which begins with the minimum payoff amount.~~
- (h) ~~Dead Heat: A contest that has a dead heat for first, second, or third shall not be used for Electronic 1-2-3 wagering.~~
- (i) ~~Coupled Entries, Mutuel Fields:~~
  - (A) ~~A contest involving coupled entries or mutuel fields shall not be used for Electronic 1-2-3 wagering if there are two or more betting interests live for a single contestant number.~~
  - (B) ~~The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its contestant number without a letter. For example, contestant number "1" represents either contestant "1" or "1A".~~
- (j) ~~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 a pool's minimum payoff 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 payoff amount.~~
  - (C) ~~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.~~
  - (D) ~~The Seed Pool of the first unit bet shall be kept separate from that of the second unit bet.~~
- (k) ~~Commission Approval:~~
  - (A) ~~The takeout rate may not exceed a maximum rate approved by the Commission. Subject to that restriction, the takeout rate shall be set by the Association and reported to the Commission.~~
  - (B) ~~The method of apportioning wagers to each of the pools shall be approved by the Commission.~~

- (C) ~~The method of seeding pools shall be approved by the Commission.~~
- (D) ~~The number of pools and specific “Ways to Win”, declared from time to time by the Association from the list set forth above or other similar ways, shall be approved by the Commission.~~
- (E) ~~When a Pick N Consolation has been declared as a way to win, the percentage of the Pick N pool to be paid as a consolation shall be approved by the Commission.~~
- (F) ~~Should the Electronic 1-2-3 pools be designated for termination or mandatory distribution on a specific date, a method approved by the Commission shall be used.~~
- (G) ~~The method of picking the random numbers used for selecting contests and past performance charts shall be certified by an independent authority that is approved by the Commission.~~
- (H) ~~The designated values of wagering units shall be approved by the Commission.~~

**(3) Instant Racing #2 (Across The Board)**

- (a) ~~Notice: This pool type may be subject to proprietary claims.~~
- (b) ~~Summary: Across the Board requires selection of the first three finishers for a single contest selected from a historical library of previously run contests that are replayed from a central video server according to the following procedures:~~
  - (A) ~~The contest 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 contestants as they actually were on the day of the contest.~~
  - (C) ~~Contestant 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 contestant numbers selected to finish first (win); the second column contains the contestant numbers selected to finish first or second (place); the third column contains the contestant numbers selected to finish first, second or third (show).~~
  - (E) ~~After the player’s selections are registered, the identity of the contest is revealed, a video segment of the contest 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.~~

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- (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).~~
- (c) ~~Methods of Filling Cards: One of the following methods shall be used to place contestant numbers in the nine boxes of each card:~~
- (A) ~~Method 1: Selections from the list of all valid contestant 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 contestant number selections.~~
  - (B) ~~Method 2: The player's three contestant 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 contestant numbers, in a manner such that at least a specified number (N) of the six shall be selected from among player's three contestant number selections.~~
  - (C) ~~Method 3: The player's three contestant 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 list of all valid contestant numbers, in a manner such that at least a specified number (N) of the six shall be selected from among player's three contestant number selections.~~
  - (D) ~~Method 4: Selections from the list of all valid contestant 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 player's three contestant 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 Association may elect to include in a card one or more Free Boxes that match any finishing number.~~
- (d) ~~Wager Amount:~~
- (A) ~~The Association shall designate acceptable values for wagering units.~~
  - (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.~~
- (e) ~~Pool Split: After the applicable takeout has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous contests played by all players:~~

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- (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.~~
- (f) ~~The takeout rate and allocation to each pool may be different for each of the bet amounts from one to four units.~~
- (g) ~~Ways to Win: A wager may qualify to win in any of several different ways on any of the cards in the wager:~~
- (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:~~
- (i) ~~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.~~
- (ii) ~~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.~~
- (iii) ~~N-Boxes on All Cards: (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 a specific number.~~
- (iv) ~~Cover All: The selections on a card match correctly in all of the nine boxes.~~
- (v) ~~8 Boxes: Eight or more selections on a card match correctly.~~
- (vi) ~~7 Boxes: Seven or more selections on a card match correctly.~~



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- (vii) ~~“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.
  - (viii) 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.
  - (ix) Diagonal ~~“\”~~: The selections match correctly in the boxes that form a card’s diagonal from upper left to lower right.
  - (x) Diagonal ~~“/”~~: The selections match correctly in the boxes that form a card’s diagonal from upper right to lower left.
  - (xi) Top Row: The selections match correctly in the boxes that form a card’s first row.
  - (xii) Middle Row: The selections match correctly in the boxes that form a card’s second row.
  - (xiii) Bottom Row: The selections match correctly in the boxes that form a card’s third row.
  - (xiv) First Column: The selections match correctly in the boxes that form a card’s first column, on the left side, which are contestant numbers finishing the contest first (“win”).
  - (xv) Second Column: The selections match correctly in the boxes that form a card’s second column, which are contestant numbers finishing the contest first or second (“place”).
  - (xvi) Third Column: The selections match correctly in the boxes that form a card’s third column, which are contestant numbers finishing the contest first or second or third (“show”).
  - (xvii) 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.
  - (xviii) Combination: With approval of the 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.
- (g) ~~Payment Calculation:~~
- (A) ~~The winning price is the entire amount in the pool 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.~~

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- (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 payoff 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 payoff amount.~~
- (h) ~~Dead Heat: A contest that has a dead heat for first, second, or third shall not be used for Across the Board wagering.~~
- (i) ~~Coupled Entries, Mutuel Fields:~~
  - (A) ~~A contest involving coupled entries or mutuel fields shall not be used for Across the Board wagering if there are two or more betting interests live for a single contestant number.~~
  - (B) ~~The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its contestant number without a letter. For example, contestant number "1" represents either contestant "1" or "1A".~~
- (j) ~~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 a pool's minimum payoff 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 payoff amount.~~
  - (C) ~~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.~~
- (k) ~~Commission Approval:~~
  - (A) ~~The takeout rate may not exceed a maximum rate approved by the Commission. Subject to that restriction, the takeout rate shall be set by the Association and reported to the Commission.~~
  - (B) ~~The method of apportioning wagers to each of the pools shall be approved by the Commission.~~
  - (C) ~~The method of seeding pools shall be approved by the Commission.~~

- (D) ~~The number of pools and specific “Ways to Win”, declared from time to time by the Association from the list set forth above or other similar ways, shall be approved by the Commission.~~
- (E) ~~The method of filling in cards with contestant numbers or Free Boxes shall be approved by the Commission.~~
- (F) ~~Should the Across the Board pools be designated for termination or mandatory distribution on a specific date, a method approved by the Commission shall be used.~~
- (G) ~~The method of picking the random numbers used for selecting contests and past performance charts, and for filling cards, shall be certified by an independent authority that is approved by the Commission.~~
- (H) ~~The designated values of wagering units shall be approved by the Commission.~~

**(4) Instant Racing #3 (Multi-Line)**

- (a) ~~Notice: This pool type may be subject to proprietary claims.~~
- (b) ~~Summary: Multi-Line requires selection of the first three finishers for a single contest selected from a historical library of previously run contests that are replayed from a central video server according to the following procedures:~~
  - (A) ~~The contest 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 contestants as they actually were on the day of the contest.~~
  - (C) ~~Contestant 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 contest is revealed, a video segment of the contest 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 Wager 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.~~

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- (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).
- (c) ~~Methods of Filling Grid: One of the following methods shall be used to place contestant numbers in the boxes in the grid:~~
- (A) ~~Method 1: There are three rows in the grid. The player's three contestant 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 contestant numbers.~~
  - (B) ~~Method 2: There are three rows in the grid. The player's three contestant 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 contestant numbers.~~
  - (C) ~~Free Box: For any of the above methods, the Association may elect to include one or more Free Boxes that match any finishing number.~~
  - (D) ~~Multiplier Box: For any of the above methods, the Association may elect to include a Multiplier Box that matches any finishing number, and reveals a multiplier number X such that:
    - i. ~~The multiplier number X shall be selected from a specified range of numbers, for example from one to ten.~~
    - ii. ~~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.~~
    - iii. ~~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.~~
    - iv. ~~If a pay line including the Multiplier Box qualifies to play a Bonus Wager, then the pay line shall qualify X times as specified in Bonus Wager, below.~~~~
  - (E) ~~Bonus box: For any of the above methods, the Association may elect to include one or more Bonus boxes to provide ways to qualify for the Bonus Wager.~~
  - (F) ~~Extra symbols: For any of the above methods, the Association may elect to include one or more Extra symbols in the boxes, to provide more ways to win.~~
- (d) ~~Wager Amount and Pay Lines:~~
- (A) ~~The Association shall designate acceptable values for wagering units.~~
  - (B) ~~The Association shall designate a maximum number 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.~~

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- (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.
- (c) Pool Split: After the applicable takeout has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous contests 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 Wager 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.
- (f) 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 select all of the pay lines in one wager.
- (B) Some or all of the following ways to win may be included, or other ways to win may be declared (examples matching a five column grid):
- (xix) All Win: All of the selections in the pay line match the first finisher.
- (xx) All Second: All of the selections in the pay line match the second finisher.
- (xxi) All Place: All of the selections in the pay line match the first or second finisher.
- (xxii) All Third: All of the selections in the pay line match the third finisher.
- (xxiii) All Show: All of the selections in the pay line match the first, second, or third finisher.
- (xxiv) Four in a row Win: The first four or the last four selections in the pay line match the first finisher.
- (xxv) Four in a row Second: The first four or the last four selections in the pay line match the second finisher.
- (xxvi) Four in a row Place: The first four or the last four selections in the pay line match the first or second finisher.
- (xxvii) Four in a row Third: The first four or the last four selections in the pay line match the third finisher.
- (xxviii) Four in a row Show: The first four or the last four selections in the pay line match the first, second, or third finisher.

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- (xxix) ~~Three in a row Win: The first three or the last three selections in the pay line match the first finisher.~~
  - (xxx) ~~Three in a row Second: The first three or the last three selections in the pay line match the second finisher.~~
  - (xxxii) ~~Three in a row Place: The first three or the last three selections in the pay line match the first or second finisher.~~
  - (xxxiii) ~~Three in a row Third: The first three or the last three selections in the pay line match the third finisher.~~
  - (xxxiv) ~~Three in a row Show: The first three or the last three selections in the pay line match the first, second, or third finisher.~~
  - (xxxv) ~~Three Scattered Win: Any three selections in the pay line match the first finisher.~~
  - (xxxvi) ~~Three Scattered Second: Any three selections in the pay line match the second finisher.~~
  - (xxxvii) ~~Three Scattered Place: Any three selections in the pay line match the first or second finisher.~~
  - (xxxviii) ~~Three Scattered Third: Any three selections in the pay line match the third finisher.~~
  - (xxxix) ~~Three Scattered Show: Any three selections in the pay line match the first, second, or third finisher.~~
  - (xxxix) ~~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.~~
- (g) **Payment Calculation:**
- (A) ~~The winning price for a pool shall be calculated as follows:~~
    - (i) ~~The entire amount in the pool after takeout shall be divided by the maximum number of unit bets per pay line, then:~~
    - (ii) ~~The result shall be rounded down if necessary, for price round-off (breakage), then:~~
    - (iii) ~~The result shall be raised if necessary to the minimum payoff amount, then:~~
    - (iv) ~~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:~~
    - (i) ~~The wager shall be deemed to qualify for only one Maximum Line Jackpot pool for the entire wager.~~

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- (ii) ~~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.~~
  - (iii) ~~The wager shall not qualify on any pay line to play a Bonus Wager.~~
- (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 payoff 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 payoff amount.~~
- (h) ~~Bonus Wager: One or more of the ways to win may be designated so that when the player qualifies for this way to win, a Bonus Wager begins.~~
  - (A) ~~A Bonus Wager rule shall be designated from one of the Bonus Wager Methods described below, or from a Bonus Wager method with rules declared separately from the base Multi-Line game.~~
  - (B) ~~Any payment from the Bonus Wager shall be added to the payments from the base Multi-Line game.~~
  - (C) ~~When more than one pay line qualifies to play the Bonus Wager, the Bonus Wager payoff shall be multiplied by number of qualifying pay lines as specified in the Bonus Wager 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 Wager 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 Wager is complete, play returns to the basic Multi-Line game.~~
- (i) ~~Dead Heat: A contest that has a dead heat for first, second, or third shall not be used for Multi-Line wagering.~~

- (j) ~~Coupled Entries, Mutuel Fields:~~
- (A) ~~A contest involving coupled entries or mutuel fields shall not be used for MultiLine wagering if there are two or more betting interests live for a single contestant number.~~
  - (B) ~~The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its contestant number without a letter. For example, contestant number “1” represents either contestant “1” or “1A”.~~
- (k) ~~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 a pool’s minimum payoff 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 payoff 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.~~
- (l) ~~Bonus Wager Method 1, “Spot Shot”:~~
- (A) ~~Preface: Spot Shot is a Bonus Wager to be played whenever a specified condition occurs during the play of the base Multi-Line game.~~
  - (B) ~~Summary: Spot Shot distributes the pari-mutuel Bonus Wager pool from the base game. It requires selection of *one* of the first three finishers for a single contest selected from a historical library of previously run contests, according to the following two-phase procedure:~~
    - (i) ~~The Stake: The first phase requires selection among several symbols shown on the screen to determine the player’s Stake in the contest:~~
      - (I) ~~The player is presented with several symbols (spots) that hide a random arrangement of Multiplier Numbers.~~
      - (II) ~~The player selects (shoots) one symbol, revealing the hidden Multiplier Number.~~
      - (III) ~~The Multiplier Number is further multiplied by the number of times the player has qualified in the base game to play this Bonus Wager, giving the number of units in the player’s Stake.~~
    - (ii) ~~The Contest: The second phase requires selection of one of the first three finishers for a single contest:~~
      - (I) ~~The contest from the historical library is selected at random before the player enters any selection.~~
      - (II) ~~The player may examine one or more charts including past performance information showing the relative merits of the contestants as they actually were on the day of the contest.~~



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- (III) ~~After the player's selection is registered, the identity of the contest is revealed, and the actual official results are displayed.~~
  - (IV) ~~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.~~
- (C) ~~Payment Calculation: The total Bonus Wager payoff shall be computed according to the following procedure:~~
- (i) ~~For each possible winning status Win, Second, Third, or Other, a designated percentage of the Bonus Wager pool (after takeout), less the price round-off (breakage), shall be deemed the possible amounts of the Payoff Per Unit Stake.~~
  - (ii) ~~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 Wager payoff. The remaining amount of the Bonus Wager pool carries forward for the next Bonus Wager winner, with payoff according to the rules of the Bonus Wager.~~
  - (iii) ~~The total Bonus Wager payoff shall be added to the payments from the base game as specified by the base game rule.~~
  - (iv) ~~Each possible winning status has a minimum payoff amount for winning wagers, which shall be posted.~~
  - (v) ~~In the case of a minus pool, the minimum payoff amount shall not be less than the amount of one unit bet wagered.~~
- (m) ~~Bonus Wager Method 2, "Multi Shot":~~
- (A) ~~Preface: Multi Shot is a Bonus Wager to be played whenever a specified condition occurs during the play of the base Multi Line game.~~
  - (B) ~~Summary: Multi Shot distributes the pari-mutuel Bonus Wager pool from the base game according to the following procedure:~~
    - (i) ~~The player shall be presented with a screen containing:~~
    - (ii) ~~Several target symbols that hide a random arrangement of Winning Amounts and Stopper symbols.~~
    - (iii) ~~The Multiplier that shows number of times the player has qualified in the base game to play this Bonus Wager.~~
    - (iv) ~~A Bonus Amount that shall begin with a specified percentage of the Bonus Wager pool.~~
    - (v) ~~The player shall select (shoot) symbols one at a time until a Stopper symbol is revealed.~~
    - (vi) ~~Each time a Winning Amount is revealed it shall be added to the Bonus Amount.~~

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- (vii) ~~When a Stopper symbol is revealed this Bonus Wager shall end.~~
- (C) ~~Payment Calculation: The total Bonus Wager payoff shall be computed according to the following procedure:~~
  - (i) ~~When the Bonus Wager starts, the beginning Bonus Amount shall be computed as a designated percentage of the current Bonus Wager pool (after takeout), less the price round-off (breakage).~~
  - (ii) ~~When each Winning Amount is revealed, it shall be computed as a randomly chosen percentage of the current Bonus Wager pool (after takeout), less the price round-off (breakage).~~
  - (iii) ~~Each such Winning Amount shall be added to the cumulative sum shown as the Bonus Amount.~~
  - (iv) ~~The total Bonus Wager payoff shall be computed as the product of final sum shown as the Bonus Amount, multiplied by the Multiplier.~~
  - (v) ~~The total Bonus Wager payoff shall be added to the payments from the base game as specified by the base game rule.~~
  - (vi) ~~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 Wager pool at the time that event occurs. The remaining amount of the Bonus Wager pool carries forward for the next such Bonus Wager winning event, for the same or a different player, with payoff according to the rules of the Bonus Wager for that next event.~~
  - (vii) ~~In the case of a minus pool, the minimum total Bonus Wager payoff amount shall not be less than the amount of one unit bet wagered.~~
- (n) ~~Bonus Wager Method 3, "Multi Level":~~
  - (A) ~~Preface: Multi Level is a Bonus Wager to be played whenever a specified condition occurs during the play of the base Multi Line game.~~
  - (B) ~~Summary: Multi Level distributes the pari-mutuel Bonus Wager pool from the base game. There are two or more levels in the game, each played according to following procedure:~~
    - (i) ~~Several symbols shall appear on the screen that hide a random arrangement of Winning Amounts and Continue symbols.~~
    - (ii) ~~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.~~
    - (iii) ~~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.~~
    - (iv) ~~If a Continue symbol is revealed, the player shall continue on to the next level of the game.~~
    - (v) ~~Each time a Winning Amount is revealed it shall be added to the total Bonus Wager payoff.~~

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- (vi) ~~If the maximum number of symbols has been selected without revealing the Continue symbol, the Bonus Wager shall be over and the sum of all awarded Winning Amounts shall be the total Bonus Wager payoff.~~
- (C) ~~Payment Calculation: When the Winning Amount is revealed, it shall be computed according to the following procedure:~~
  - (i) ~~An amount shall be computed as a randomly chosen percentage of the current Bonus Wager pool (after takeout), then:~~
  - (ii) ~~The result shall be rounded down if necessary, for price round-off (breakage), then:~~
  - (iii) ~~The result shall be multiplied by the number times the player qualified to play the Bonus Wager as specified in the base game rule, giving the final Winning Amount.~~
  - (iv) ~~The total Bonus Wager payoff shall be added to the payments from the base game as specified by the base game rule.~~
  - (v) ~~Each calculation of a Winning Amount as specified above shall be an independent winning event, computed from the current amount in the Bonus Wager pool at the time that event occurs. The remaining amount of the Bonus Wager pool carries forward for the next such Bonus Wager winning event, for the same or a different player, with payoff according to the rules of the Bonus Wager for that next event.~~
  - (vi) ~~In the case of a minus pool, the minimum total Bonus Wager payoff amount shall not be less than the amount of one unit bet wagered.~~
- (o) ~~Commission Approval:~~
  - i. ~~The takeout rate may not exceed a maximum rate approved by the Commission. Subject to that restriction, the takeout rate shall be set by the Association and reported to the Commission.~~
  - ii. ~~The method of apportioning wagers to each of the pools shall be approved by the Commission.~~
  - iii. ~~The method of seeding pools shall be approved by the Commission.~~
  - iv. ~~The number of pools and specific ways to win, declared from time to time by the Association from the list set forth above, shall be approved by the Commission.~~
  - v. ~~The method of filling in the grid with contestant numbers or Free Boxes or Multiplier Boxes or Bonus Boxes or Extra symbols shall be approved by the Commission.~~
  - vi. ~~The arrangement and number of pay lines in the grid shall be approved by the Commission.~~
  - vii. ~~The establishment of rules for a Bonus Wager and the method of apportioning wagers to the Bonus Wager pool shall be approved by the Commission.~~
  - viii. ~~In Bonus Wager Method 1 “Spot Shot”, the method of determining the number of~~

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~~hidden Multiplier Numbers and their values, and the percentages of the Bonus Wager pool used for the Payoff Per Unit Stake, shall be approved by the Commission.~~

- ix. ~~In Bonus Wager Method 2 “Multi Shot”, the method of determining the number and arrangement of hidden Winning Amounts and Stoppers, and percentages of the Bonus Wager pool used for the beginning Bonus Amount and Winning Amounts, shall be approved by the Commission.~~
- x. ~~In Bonus Wager Method 3 “Multi Level”, the method of determining the number and arrangement of hidden Winning Amounts and Continue symbols; the percentages of the Bonus Wager pool used for the Winning Amounts; the number of levels; the number of symbols per level; and the maximum number of symbols that may be selected in each level, shall be approved by the Commission. xi. ——— Should the Multi Line pools be designated for termination or mandatory distribution on a specific date, a method approved by the Commission shall be used.~~
- xii. ~~The method of picking the random numbers used for selecting contests and past performance charts, and for filling the grid, shall be certified by an independent authority that is approved by the Commission.~~
- xiii. ~~The designated values of wagering units and maximum number of unit bets allowed per pay line shall be approved by the Commission.~~

**(5) Instant Racing #3.1 (Bonus Wager "Take or Leave")**

- (a) ~~Notice: This pool type may be subject to proprietary claims.~~
- (b) ~~Preface: Take or Leave is a Bonus Wager 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).~~
- (c) ~~Summary: Take or Leave is a method of pari-mutuel wagering. The player is offered a payout from a set of constant and variable payouts. The player may take the value offered, or leave that offer in lieu of a subsequent offer. This is repeated for some number of offers, after which the player must take the final offer. All payouts are paid from the pari-mutuel bonus pool.~~
- (d) ~~Payment Calculation: The total Bonus Wager payoff shall be computed according to the following procedure:~~
  - (A) ~~Payouts offered to the player will be selected from a set of groups of payouts, where each group will have a set number of constant values and variable payouts.~~
  - (B) ~~Each payout group will have a variable likelihood of being selected for values to offer the player.~~
  - (C) ~~Variable values in payout groups are calculated as number of shares of the current bonus pool. Values are calculated in whole units wagered, and any leftover breakage remains in the bonus pool. The number of shares can vary depending on the size of the bonus pool.~~

- (D) ~~Players are given a set number of offers one at a time from the payout group assigned to the player upon entering the bonus round. The player may either accept the offer, or leave it and receive a subsequent offer. The player must always accept the final offer.~~
- (E) ~~The likelihood of each value in a payout group being offered to a player can either be in a weighted or an even distribution.~~
- (F) ~~The total Bonus Wager payoff shall be added to the payments from the base game as specified by the base game rule.~~
- (G) ~~Each possible winning status 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.~~
- (e) ~~Commission Approval:~~
  - (A) ~~All variables mentioned in Payment Calculation and Summary sections found above will be set by the Association and reported to the Commission.~~
- (6) Instant Racing #4 (Instant Double)**
  - (a) ~~Notice: This pool type may be subject to proprietary claims.~~
  - (b) ~~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 contests selected from a historical library of previously run contests that are replayed from a central video server according to the following procedures:~~
    - (A) ~~The first contest 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 contestants as they actually were on the day of the first contest.~~
    - (C) ~~After the player's selections are registered, the identity of the first contest is revealed, a video segment of the contest finish is shown, and the actual official results are displayed.~~
    - (D) ~~A player qualifies to play the Bonus Wager by matching some or all of the first three finishers of the first contest in one of several different ways. See Ways to Qualify for Bonus Wager.~~
    - (E) ~~In the Bonus Wager the player's selections are matched with a second contest, the Bonus Contest, selected from the historical library. Any winnings may be collected instantly.~~
    - (F) ~~The results of the Bonus Wager are displayed as a pattern of symbols for easy identification.~~
    - (G) ~~Certain patterns of symbols may qualify the player to play an Extended Bonus Wager (if available).~~

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- (c) ~~Wager Amounts:~~
  - (A) ~~The Association shall designate acceptable values for wagering units.~~
  - (B) ~~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).~~
  - (C) ~~For a player who qualifies to play an Extended Bonus Wager, the number of unit wagers purchased may affect the type of the Extended Bonus Wager.~~
- (d) ~~Pool Split:~~ After the applicable takeout has been deducted from the wager, the remaining amount shall be apportioned among several separate pools which have been carried over from previous contests 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), the Extended Bonus Wager (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.~~
- (e) ~~Ways to Qualify for Bonus Wager:~~ Some or all of the following ways to qualify for the Bonus Wager may be included, or other similar ways may be declared with approval of the Commission:
  - (A) ~~3 Exact Order:~~ The player's selections correctly match the first three finishers of the first contest in exact order.
  - (B) ~~3 Any Order:~~ The player's selections correctly match the first three finishers of the first contest in any order.
  - (C) ~~Top 2 Exact Order:~~ The player's top two selections correctly match the first two finishers of the first contest in exact order.
  - (D) ~~Top Pick Wins Contest:~~ The player's top selection correctly matches the first (winning) finisher of the first contest.
  - (E) ~~Any 2 of 3:~~ The player's selections correctly match any two of the first three finishers of the first contest 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 contest.
- (f) ~~Ways to Win the Bonus Wager:~~ A wager may qualify to win the Bonus Wager using the following procedure:
  - (A) ~~The Bonus Contest shall be selected using various designated permutations of the player's selections in a manner approved by the Commission.~~
  - (B) ~~The association 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:~~
    - (i) ~~Each such way to win shall be an equivalent way to win that pool, or:~~
    - (ii) ~~One such way to win shall be paid a designated multiple of the payment calculated for another way to win.~~

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- (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 Commission:~~
- (i) ~~3 Exact Order: The player's selections correctly match the first three finishers of the bonus contest in exact order.~~
  - (ii) ~~3 Any Order: The player's selections correctly match the first three finishers of the bonus contest in any order.~~
  - (iii) ~~Third-Second-First: The player's selections match the first three finishers of the bonus contest in reverse order.~~
  - (iv) ~~Top 2 Exact Order: The player's top two selections correctly match the first two finishers of the bonus contest in exact order, and the player's third selection is ignored.~~
  - (v) ~~Top Pick Wins Contest: The player's top selection correctly matches the first (winning) finisher of the bonus contest, and the player's second and third selections are ignored.~~
  - (vi) ~~Top 2 Exact Order Only: The player's top two selections correctly match the first two finishers of the bonus contest in exact order, but the player's third selection matches nothing.~~
  - (vii) ~~Top Pick Wins Contest Only: The player's top selection correctly matches the first (winning) finisher of the bonus contest, but the player's second and third selections match nothing.~~
  - (viii) ~~3 Any Order Consolation: The player's selections fail to match any other way to win in *the bonus contest*, but do correctly match the first three finishers of *the first contest* in any order.~~
- (g) ~~Payment Calculation:~~
- (A) ~~The winning price for a pool shall be calculated as follows:~~
- (i) ~~The entire amount in the pool after takeout shall be divided by the maximum number of unit bets, then:~~
  - (ii) ~~If there are other ways to win this pool that specify a multiple, the result shall be further divided by the largest multiple, then:~~
  - (iii) ~~The result shall be rounded down if necessary for price round-off (breakage); then:~~
  - (iv) ~~The result shall be raised if necessary to the minimum payoff amount, then:~~
  - (v) ~~The result shall be multiplied by the actual number of unit bets wagered, then:~~
  - (vi) ~~If the way to win this pool specifies a multiple, the result shall be further increased by that multiple.~~

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- (vii) ~~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.~~
- (h) ~~Dead Heat: A contest that has a dead heat for first, second, or third shall not be used for Instant Double wagering.~~
- (i) ~~Coupled Entries, Mutuel Fields:~~
  - (A) ~~A contest 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 contestant number.~~
  - (B) ~~The one remaining live betting interest of a coupled entry or mutuel field shall be represented by its contestant number without a letter. For example, contestant number "1" represents either contestant "1" or "1A".~~
- (j) ~~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.~~
- (k) ~~Extended Bonus Wager: One or more pattern of symbols may be designated to qualify the player to play an Extended Bonus Wager.~~
  - (A) ~~An Extended Bonus Wager shall be another type of game with rules declared separately from the base Instant Double game.~~
  - (B) ~~Any payment from the Extended Bonus Wager shall be added to the payments from the base Instant Double game.~~



(C) ~~When the Extended Bonus Wager is complete, play returns to the base Instant Double game.~~

(l) ~~Commission Approval:~~

(A) ~~The takeout rate may not exceed a maximum rate approved by the Commission. Subject to that restriction, the takeout rate shall be set by the Association and reported to the Commission.~~

(B) ~~The method of apportioning wagers to each of the pools shall be approved by the Commission.~~

(C) ~~The method of seeding pools shall be approved by the Commission.~~

(D) ~~The number of pools and specific ways to win, and specific ways to qualify for the Bonus Wager and the Extended Bonus Wager, declared from time to time by the Association from the list set forth above or other similar ways, shall be approved by the Commission.~~

(E) ~~The Bonus Contest selection method shall be approved by the Commission.~~

(F) ~~Should the Instant Double pools be designated for termination or mandatory distribution on a specific date, a method approved by the Commission shall be used.~~

(G) ~~The designated values of wagering units shall be approved by the Commission.~~

**(7) Instant Racing #4.1 (Bonus Wager "Mix and Match")**

(a) ~~Preface: Mix and Match is a Bonus Wager 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 #4 (Instant Double) which may use this rule as its Extended Bonus Wager.~~

(b) ~~Summary: Mix and Match is a method of pari-mutuel wagering. All payouts are paid from the pari-mutuel bonus pool. The player may be presented with one or more of the following types of Bonus Wagers, or other similar types of Bonus Wagers may be declared with approval of the Commission.~~

(A) ~~Handicap a Contest: Handicapping information is displayed for a contest. The player selects a contestant number. Possible winning payoffs are shown for finishing as Win, Second, Third, or Other. The running of the contest is depicted. One of the four amounts is paid as the Winning Amount.~~

(B) ~~Pick N: A designated number of possible winning amounts are hidden by spots on the screen. The player selects spots one at a time until N amounts have been selected. The sum of the uncovered amounts is paid as the Winning Amount.~~

(C) ~~Pick Till You Miss: A designated number of possible winning amounts and Stop symbols are hidden by spots on the screen. The player selects spots one at a time until a Stop symbol is revealed, or until a designated maximum number of amounts have been selected, whichever comes first. The sum of the uncovered amounts is paid as the Winning Amount.~~

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- (i) ~~When an additional Bonus Wager is available, Continue symbols may be included as a special type of Stop symbol. If a Continue is revealed, the player proceeds directly to the additional Bonus Wager.~~
- (ii) ~~Optionally a Free Pass symbol may be included. If a Free Pass is revealed, the next Stop symbol is waived and the Bonus Wager continues.~~
- (D) ~~Match N Amounts: A designated number of possible winning amounts are hidden by spots on the screen. As the player selects each spot its amount is revealed. When the player has uncovered  $N$  amounts that match, that single Winning Amount is paid. The non-matching amounts are ignored.~~
- (E) ~~Match N Symbols: A designated number of possible winning amounts and symbols are hidden by spots on the screen. As the player selects each spot, its symbol and amount is revealed. When the player has uncovered  $N$  matching symbols, the sum of their amounts is paid as the Winning Amount. The amounts for non-matching symbols are ignored.~~
- (F) ~~Match N Ladder: A designated number of symbols are hidden by spots on the screen. The player selects  $N$  of the spots attempting to uncover up to  $N$  matching target symbols. There are  $N+1$  possible Winning Amounts, corresponding to matching from none up to all  $N$  of the target symbols.~~
- (G) ~~Take it or Leave it: A designated number of possible winning amounts are displayed. There may be more than one group of possible winning amounts, each group having a variable likelihood of being chosen. The amounts in the chosen group are highlighted in a random cycle. The player presses a button and the cycle stops on a random offer. The player can accept the offer and is awarded that Winning Amount, or can reject that offer and continue to play. After a designated maximum number of plays, the last offer is accepted automatically.~~
- (H) ~~Take Away: A designated number of possible winning amounts are displayed. The amounts are removed one at a time automatically until only the actual Winning Amount remains.~~
- (I) ~~Multiplier Options: With approval of the Commission, any type of Bonus Wager may be preceded or followed by a step that chooses a Multiplier number to increase the final Winning Amount of the Bonus Wager. Also, if the base game specifies that the player can qualify for the Bonus Wager more than once, the Winning Amount is further multiplied by the number of times qualified.~~
- (J) ~~Automatic Option: With approval of the Commission, any type of Bonus Wager may be designated to run automatically once the player enters the Bonus Wager.~~
- (c) ~~Payment Calculation: As each possible Winning Amount is revealed, it shall be computed according to the following procedure:~~
  - (A) ~~Possible Winning Amounts shall be selected from a set number of constant values and variable payouts.~~
  - (B) ~~Variable payouts shall be computed as follows:~~
    - (i) ~~As a percentage of the current Bonus Wager pool (after takeout).~~

- (ii) ~~The result shall be rounded down if necessary, for price round-off (breakage).~~
  - (iii) ~~Any leftover breakage remains in the Bonus Wager pool.~~
  - (C) ~~The result shall be multiplied by the Multiplier (if any) and further by the number of times the player qualified to play the Bonus Wager if specified in the base game rule, giving the final Winning Amount.~~
  - (D) ~~The total Bonus Wager 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 Wager pool at the time that event occurs. The remaining amount of the Bonus Wager pool carries forward for the next such Bonus Wager winning event, for the same or a different player, with payoff according to the rules of the Bonus Wager for that next event.~~
  - (F) ~~In the case of a minus pool, the minimum total Bonus Wager payoff amount shall not be less than the amount of one unit bet wagered.~~
- (d) ~~Commission Approval:~~
- (A) ~~All variables mentioned in Payment Calculation and Summary sections found above shall be approved by the Commission.~~

## B. RACINGO Pool

- (1) RACINGO requires selection of the first, second and third finishers, in exact or inexact order, as the case may be, for three designated races. The selection shall be made on a ticket approved by the Commission. The RACINGO daily net pool shall be allocated to one of four prize categories.
- (2) The association shall obtain written approval from the Commission concerning the ticket design, the percent of the daily pool net pool allocated to each prize category, the scheduling of the RACINGO contests, the guaranteed minimum payout (if any) for any prize category, the amount of any cap to be set on any carryover, and the date of any scheduled mandatory distribution.
- (3) Within each prize category all winning tickets shall be calculated as a single price pool. Winners for each prize category will be determined by matching squares on the RACINGO ticket in the patterns as described below:
  - (a) For Prize Category A – “The DIAMOND” – Matching four (4) squares on the ticket in the following pattern: middle left with upper and lower center and middle right (i.e. place position 1<sup>st</sup> leg, win and show position 2<sup>nd</sup> leg, and place position 3<sup>rd</sup> leg).
  - (b) For Prize Category B - “The X” – Matching five (5) squares on the ticket in the following pattern: upper and lower left with middle center and upper and lower right (i.e. win and show position 1<sup>st</sup> leg, place position 2<sup>nd</sup> leg, and win and show position 3<sup>rd</sup> leg).
  - (c) For Prize Category C – The FULL CARD IN ANY ORDER – Matching all squares on the ticket. Selections can appear on the ticket in any order of finish for first, second and third in each of the three separate legs.