

CG TECHNOLOGY RACE & SPORTS BOOK



HOUSE RULES

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General Rules

- 1) Nevada Revised Statutes 463.350 prohibits persons under the age of 21 from wagering, collecting winning wagers, or loitering in and/or about the Race and Sports Book area. Accepting wagers, via communications technologies, outside the state of Nevada is strictly prohibited.
- 2) All prices/lines are subject to change.
 - a) Wagering options, other than wagers on In-Running markets, are available up until the official start time, unless otherwise specified by Management.
 - b) Any wager accepted after the official start time, other than In-Running wagers, will be declared void.
- 3) Management assumes responsibility for paying the mandatory 0.25% Federal Excise Wagering Tax required by law for wagering on sporting events.
- 4) Management will make every reasonable effort to resolve disputes.
 - a) Any dispute shall be resolved per Nevada Revised Statutes 463.361 and 463.366 and Nevada Gaming Commission Regulation 7A.
 - b) It is the customer's responsibility to inform CG Technology immediately should an error occur on an account, any wager, or in any other transaction.
 - c) Any funds/winnings credited to an account in error are not available for use.
 - i) Management reserves the right to void any transaction involving said funds.
- 5) Management reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of any Race or Sports wager.
- 6) Management reserves the right to determine minimum and maximum wager limits on all events, including on a wager by wager basis.
- 7) Management reserves the right to modify the Race & Sports Book House Rules, subject to regulatory approval.
- 8) Management reserves the right to modify payout odds/ limits. In the event of a change, the new odds/limits will be posted in the Race and Sports Book or made available on betting sheets prior to taking any wagers with the revised limits.
- 9) Management is not responsible for lost, stolen, altered, or unreadable tickets.
- 10) By opening a wagering account, the customer acknowledges reading, understanding, and accepting CG Technology's Terms and Conditions.

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- 11) By placing a wager, the customer acknowledges reading, understanding, and accepting CG Technology's House Rules.
- 12) Personal communication devices, including, without limitation, cell phones, may be used in the Race and Sports Book for non-gaming related communications.
 - a) Management prohibits the use of personal communication devices on the property in which to transmit or relay gaming related information, including but not limited to, wagering information, line information, point spreads, wagers, and other gaming related information.
 - i) Management reserves the right to remove anyone from the property who, in Management's sole discretion, judgment, or opinion, is using a personal communication device to transmit or relay gaming information.
 - ii) This does not apply to the use of our mobile device wagering application.
- 13) CG Technology cannot be held liable for failure of any equipment, wherever physically located, which prevents the placement of wagers or contact with our offices.
- 14) CG Technology only accepts account wagers made with the funds available in the account holder's wagering account.
- 15) Unless otherwise specified, In-Running wagers are available on account only.
- 16) Entity Wagering may only be completed via account-based wagering. Unless otherwise specified, all House Rules apply to Entity Wagering.
- 17) Sports and Pari-Mutuel over-the-counter (OTC) wagers are void 1 year from the date of the event.
- 18) Please check your wagers for accuracy.
 - a) OTC wagers must be reviewed PRIOR to leaving the Race and Sports Book window. Leaving the window with the ticket is deemed an acceptance of the wager by both parties.
 - b) Account based wagers must be reviewed in the "My Account" section in order to verify the wager was successfully transmitted and the details are accurate.
 - i) The customer should notify CG Technology immediately regarding any error or discrepancy.
 - c) CG Technology accepts no responsibility for wagers which may have been submitted and not confirmed by our systems.
 - d) Once both parties accept a wager, the details will not be altered, and the wager will not be voided prior to the start of an event, except at the discretion of Management, and with the approval of both parties.
 - e) Wagers may only be rescinded internally by CG Technology with the approval of the Chair of the Nevada State Gaming Control Board. (Regulation 22.115)

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- 19) Payoffs on all wagers are determined using standard Money Line calculations, unless otherwise specified.
- a) For Over-the-Counter (OTC) wagers final calculations are rounded to the nearest nickel.
 - b) For Account based wagers, including in-running wagers, final calculations are rounded to the nearest penny.
- 20) A straight wager resulting in a push will be considered “no action” and the original stake will be refunded.
- 21) Parlay Wagers:
- a) Payoffs on parlay wagers are determined using standard Money Line calculations.
 - b) Pushes and refunds in a parlay cause the wager to reduce the payoff bracket representing the number of remaining teams. If the parlay reduces to just a single game, the single game becomes a straight wager.
 - c) Maximum parlay payoff is 299:1
- 22) Teasers:
- a) Pushes and refunds in an off-the-board teaser wager cause the wager to reduce to the payoff bracket representing the number of remaining teams, if only 1 team remains the bet becomes a refund.

Teaser Prices

Points	Basketball Teasers				
	4	4.50	5	5.50	6
2 Teams	+100	-110	-120	-120	-130
3 Teams	+170	+150	+120	+130	+110
4 Teams	+280	+200	+180	+180	+150
5 Teams	+400	+350	+300	+300	+250
6 Teams	+600	+500	+450	+400	+300
7 Teams	+800	+650	+600	+600	+500
8 Teams	+1000	+850	+800	+800	+700

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Points	Football Teasers		
	6	6.5	7
2 Teams	-130	-140	-150
3 Teams	+160	+140	+130
4 Teams	+280	+250	+200
5 Teams	+450	+400	+300
6 Teams	+700	+550	+500
7 Teams	+800	+650	+600
8 Teams	+1000	+800	+700

Points	Mixed Sport Teasers		
	4/6	4.5/6.5	5/7
2 Teams	-120	-130	-140
3 Teams	+160	+140	+130
4 Teams	+280	+250	+200
5 Teams	+450	+400	+300
6 Teams	+700	+550	+500
7 Teams	+800	+650	+600
8 Teams	+1000	+850	+800

3 Teams NFL Only *	
Points	10
3 Teams	-120

*10 point teaser. 3 teams, NFL only. Ties (Push) Lose. If the teaser reduces for a reason other than a push (since pushes lose) the wager will be refunded.

- 23) Parlay and Teaser Cards – Please refer to the physical card and/or sheet for relevant rules/pricing governing each individual card.
- 24) Winning tickets may be mailed to CG Technology for redemption. See the reverse side of the wagering ticket for instructions and mailing address.
- 25) Winning tickets may be subject to IRS reporting and withholding guidelines.
- 26) Payoffs exceeding \$50,000 may be delayed for up to two (2) business days following the conclusion of the event.
- 27) Any rules written on handouts for specific events are considered House Rules. Any event rules posted to the Sports Book website are considered House Rules.

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- 28) Except for Future Wagers and as provided in the Auto Racing, Golf and Tennis sections of these House Rules, all games, matches, races, fights and other events not classified as Futures Wagers (collectively “Events”) must be played on the date and venue/site specified to be considered “action”. If an Event is officially cancelled, there is no action on the Event, regardless of when the Event is rescheduled.
- 29) Future wagers are considered “action” as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, and other contingencies, unless otherwise stated.
 - a) No refunds on future/advanced book wagers.
- 30) The winner of an event or game will be final as determined on the date of the event's conclusion. Overturned decisions and/or changes to the scores that occur after the date of the event's conclusion are not recognized.
- 31) Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. If there is a conflict between a stipulation on an odds sheet/display and these House Rules, the stipulation on the odds sheet/display will prevail.

Auto Racing

- 1) Unless otherwise specified, wagers are accepted for drivers only.
- 2) The race must run within seven (7) days of the scheduled date to be considered “action”.
- 3) For wagering purposes, the start of a race is defined as when the first car crosses the start/finish line and the green flag drops.
- 4) The order of finish at the conclusion of the race determines all wager results.
- 5) Match-up wagers:
 - a) Participants in event match-ups must start the event, or the wager is considered “no action” and will be refunded.
 - b) The winner of match-up wagers is based on the order of finish at the conclusion of the race.
- 6) The conclusion of the event occurs when the race finishes and a winner is declared, even without all laps being completed. For example, weather related early conclusions.
- 7) Future wagers for the end of the respective season championship are considered “action” as long as a champion is officially declared, unless otherwise specified.
 - a) Future wagers are considered action whether the selected driver starts or not.

Professional Baseball

- 1) Definition of wagering types:

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- a) Action: A wager on Team vs Team regardless of starting pitchers.
 - i) Unless otherwise specified, only full game Money Lines are permitted to be placed in this manner.
 - ii) In the event of a pitching change prior to the start of the game, all full game Money Line wagers already placed in this manner will be adjusted to the opening price for the new pitcher. All runline and total wager types will be refunded.
- b) Listed: A wager in which both specified pitchers must start (throw the first pitch) to be considered "action".
- c) Team vs Pitcher or Pitcher vs Team: A wager on or against the specified pitcher. The specified pitcher must start (throw the first pitch) to be considered "action".
 - i) In the event of a pitching change for the specified team, all wagers already placed in this manner will be adjusted to the opening price of the new pitcher.
- 2) If a game is called or postponed after 5 full innings, or 4 ½ innings if the home team is winning, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning.
- 3) First 5 innings wager: For all wagers, money line, run line, and total to be considered "action", game must go 5 full innings, or 4 ½ innings if home team is winning.
- 4) Money Line wagers are considered "action" after 5 completed innings, or 4 ½ innings if the home team is winning.
- 5) For all Run-line (spread) and Total wagers to be considered "action", the game must go 9 full innings or 8 ½ innings, if the home team is winning.
 - a) If a game goes into extra innings, but does not finish (i.e. suspended, curfew (MLB rule 7.02 (4.12(1)), etc.) Run-line and total wagers are considered "action".
 - b) MLB Playoffs/World Series:
 - i) In the case of a suspended playoff game, the game must resume within a span of 96 hours and be completed to be considered "action".
- 1) NCAA Baseball Rules: MLB wagering rules apply, including scheduled 7 inning events, except for the following:
 - a) If a Run Ahead or Mercy rule is invoked, games are considered "action".
 - b) If a regular season game ends in a tie, Money Line wagers will be considered a push.
 - c) All wagers are considered "action" regardless of the pitchers who start.

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Basketball

- 1) For wagering purposes, if the game is not completed, Full Game and Second Half wagers, including totals, are official after:
 - a) NBA: 43 minutes of play.
 - b) WNBA: 35 minutes of play.
 - c) College (Men and Women): 35 minutes of play.
 - d) For wagering on quarters and/or halves, if the entire game is not completed, quarters and halves will be considered “no action” unless:
 - i) The relevant quarters and/or halves are completed; OR
 - ii) The game reaches the applicable time stated above.
- 2) When wagering on Totals and Halftime markets, overtime periods are counted in the final score.

Boxing/ Mixed Martial Arts (MMA)

- 1) For wagering purposes, matches are considered “action”, regardless of scheduled length, once the bell (buzzer, etc.) sounds, signifying the start of the opening round.
- 2) A full round is defined as one in which the bell (buzzer, etc.) sounds, signifying the conclusion of said round.
 - a) If a fighter is counted out or the bout is officially stopped prior to the next bell (buzzer, etc.), the round is not considered for wagering purposes.
 - b) For Boxing a half round is defined as the scheduled round length (time) divided by two. For example, 1 minute and 30 seconds into the 6th round of a 3 minute per round fight is considered 5 1/2 rounds for wagering purposes.
 - c) For MMA a half round is defined as the scheduled round length (time) divided by two. For example, 2 minute and 30 seconds into the 6th round of a 5 minute per round fight is considered 5 1/2 rounds for wagering purposes.
 - d) If the fight ends exactly half way through the round, the “over” will be considered the winner.
- 3) Knock Out (KO) proposition wagers:
 - a) All round and KO proposition wagers are considered “no action” if the scheduled length of the bout changes.
 - b) KO includes knockout and technical knockouts.
- 4) If no winner is declared, all wagers are considered “no action”, unless otherwise specified.
- 5) Three-way Money Line: The draw option of the wager is a winner if the bout is

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determined a draw at the conclusion of the fight.

- a) Wagers on either fighter in this scenario are considered a loss.

Football

- 1) For wagering purposes, if the game is not completed, Full Game and Second Half wagers, including totals, are official after:
 - a) Professional: 55 minutes of play.
 - b) College: 55 minutes of play.
 - c) For wagering on quarters and/or halves, if the entire game is not completed, quarters and halves will be considered “no action” unless:
 - i) The relevant quarters and/or halves is completed; OR
 - ii) The game reaches the time stated above.
- 2) When wagering on Totals and Halftime wagers, overtime is counted in the final score.

Golf

- 1) A golf tournament must be completed within seven (7) days of the scheduled starting date to be considered “action”.
- 2) All PGA/LPGA events scheduled for 72 holes must complete at least 54 holes to be considered “action”.
- 3) All PGA/LPGA events scheduled for more than 72 holes must complete at least 72 holes and winner declared to be considered “action”
- 4) Match-ups:
 - a) In daily Match-up wagers, a winner must be determined to be considered “action”.
 - b) Participants in Match-up wagers must start the event, or the wager is considered “no action”.
 - i) Starting is considered teeing off.
 - c) The golfer with the lowest score wins the Match-up with equal rounds played.

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- i) If a golfer continues play after his/her opponent is no longer in the tournament, i.e. withdrawn, disqualified, missed cut, the golfer with the most holes played wins the Match-up.
 - ii) If golfers are involved in a playoff, the winning golfer of the playoff wins the Match-up.
- 5) Participants in proposition wagers must start the event or the wager is considered "no action".

Hockey

- 1) For wagering purposes, if the game is not completed, Full Game and Period wagers, including totals, are official after:
 - a) Professional: 55 minutes of play.
 - b) College: 55 minutes of play.
- 2) Overtime goals are considered in the final score for all markets
 - a) In the event of a shootout, the winner is awarded one goal which is also considered in the final score for all markets.

Olympics

- 1) General Rules:
 - a) All events will be settled based on the official International Olympic Committee podium results.
 - b) Wagering on the Championship Medal Counts will be settled following the final event and according to the podium results.
 - c) If an event is postponed during the Olympics, wagers will stand as long as the event is completed prior to the Closing Ceremony.
 - d) For an event with a time limit, the full time of the game must expire for a wager to be considered "action".
- 2) Medal Winners:
 - a) In the event any competitor is disqualified, including for false starts, wagers will be treated as "action".
 - b) Medal Winners are considered "action", when awarded their medal at the podium.
- 3) Olympic Match-ups:
 - a) All events will be settled based on the official Podium results.
 - b) In a head-to-head match, best time/score is winner.

Soccer

- 1) The full scheduled game, 1st half, and 2nd half, must be completed for wagers to be considered "action".
- 2) Except Totals and Three-way Money Line all other wagers are considered final based on the

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score at the end of regulation, plus any stoppage time added at the discretion of the officials, unless otherwise specified.

- a) Full game wagers are graded after 90 minutes plus stoppage time.
 - b) Halftime Wagers:
 - i) 1st half wagers are graded after conclusion of the full scheduled half inclusive of stoppage time.
 - ii) 2nd half wagers are graded after conclusion of the full scheduled half inclusive of, stoppage time.
 - c) Extra time/shootout goals are considered, unless otherwise specified.
- 3) When wagering on totals, overtime periods/shootouts are **NOT** included in the final score.
- a) This applies to full game and 2nd half wagers.
- 4) Three-way Money Line: The draw option of the wager is considered a winner if both teams are tied at the end of regulation, plus stoppage time, for the wagering period.
- a) Wagers on either team in this scenario are considered a loss.

Tennis

- 1) Match must start for the wager to be considered “action”.
- 2) A match must be completed within seven (7) days of the scheduled starting date to be considered “action”.

Pari-Mutuel Horse

- 1) All House Rules apply to pari-mutuel horse races, unless otherwise stated.
- 2) Odds are subject to change, and payoffs are calculated using odds from the host track, unless otherwise specified.
- 3) The order of finish at the conclusion of the race, as determined by the host track on the day of the event, will be used for wagering results.
 - a) Any subsequently overturned results will not be considered.

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Baseball In-Running

- 1) All Professional Baseball House Rules Apply

Basketball In-Running

- 1) All Basketball House Rules Apply

Hockey In-Running

- 1) All Hockey House Rules Apply

Football In-Running

- 1) All Football House Rules Apply

Soccer In-Running

- 1) All Soccer House Rules Apply

Account Wagering Rules

1. Account holders must be at least 21 years of age to open an account and to place account wagers. (NRS 463.350)
2. Wagers will not be accepted with wagering accounts until an account is established and funds are deposited at the Book.
3. Unless otherwise approved by the Nevada Gaming Control Board, all account wagering applicants must personally appear before an employee of the Book and provide valid proof of identification, proof of residence, and a social security number.
4. Wagers cannot be accepted until the account holder has completed a CG Technology Account Wagering Application that has been approved by Book management.
5. By opening a wagering account, the customer agrees to be assigned additional accounts at the discretion of the Book, including, without limitation, race and sports, mobile gaming and wallet accounts. The use of these accounts is optional. Pari-Mutuel wagering accounts will not be assigned without a completed Pari-Mutuel wagering account application.
6. The account holder shall not permit access to or activity on the wagering account by any other person (agent) until the agent, accompanied by the account holder, has personally appeared before an employee of the Book and provided valid proof of identification, proof of residence, and a social security number, and both the account holder and agent have completed a Wagering Account Agent Authorization Form.

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7. Race and sports accounts are subject to Nevada Gaming Control Board Regulation 22.140 for all account holders. The Book shall accept wagers on the account holder's wagering account as long as the account remains active. Upon 16-months of inactivity pursuant to Nevada Gaming Control Board Regulation 5.225(16) the wagering account will be suspended. The account holder may reactivate the wagering account pursuant to Nevada Gaming Control Board Regulation 5.225 (5)(a). If the patron does not reactivate the wagering account within 24-months the account will be closed. Upon closure of the account any remaining balance will be returned to the patron via check to their last known address on record.
8. The initial deposit must be signed and authorized by the account holder(s). All account deposits and withdrawals must be signed and authorized by the account holder(s) unless a current Wagering Account Agent Authorization Form is on file with the Book. A new Wagering Account Agent Authorization Form is required at any time the customer is required to file a new CG Technology Account Wagering Application. Management reserves the right to refuse to permit account deposits or withdrawals by anyone other than the account holder at any time.
9. The account number/user ID and account holder's PIN/password are required in order to access the account. It is the responsibility of the account holder to safeguard and protect account access information. Neither CG Technology, the host casino property nor their parent company(ies), subsidiary(ies), affiliate(s) nor their respective owners, officers, directors and employees are liable to the account holder for any losses arising out of or related to the use of the account by any other person, either directly or indirectly, from or through the account holder or their authorized agents.
10. No wager will be accepted that exceeds the current balance of the account.

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11. Account wagers may only be placed within the state of Nevada from locations where such wagering is permitted by law.
12. Any wagers made using any approved wagering technology is binding on both parties unless voided by mutual consent of the account holder and CG Technology or by approval or direction of the Chair of the Gaming Control Board.
13. The account holder will be financially responsible if any devices owned by the Book and used by the account holder or his/her authorized agent for mobile gaming or for race and sports account wagering are lost, stolen, or damaged.
14. Winning tickets subject to IRS reporting and/or withholding will not be posted to the account until verification of all information and signatures are obtained.
15. Management reserves the right to refuse any application at its discretion.
16. Management reserves the right to refuse deposits to accounts at its discretion.
17. Management reserves the right to refuse any wager, delete, or limit any wager selections prior to the acceptance of any wager in its discretion.
18. Management reserves the right to suspend any account at any time in its discretion.
19. Management reserves the right to terminate/close an account at any time in its sole discretion. When an account is terminated/closed, the Book shall, promptly return the balance of the wagering account to the account holder. The return balance is, subject to compliance with applicable regulations, these House Rules, and federal and state laws, returned by sending a check to the patron's address of record with CG Technology.
20. Management reserves the right to declare the account wagering system closed from receiving any and/or all wagers at any time in its sole discretion.
21. Management reserves the right to charge third party fees to the wagering account including, by way of example and not by limitation, wire transfer, location verification and remote access fees.
22. All account wagering rules and limits are subject to change at any time without notice, subject to Nevada Gaming Control Board approval.
23. All Race & Sports Book House Rules apply to all wagering accounts.
24. Parlays on proposition wagers are not allowed unless otherwise specified
25. Wagering account statements are available upon request.
26. The Book shall keep all account activity confidential with access limited to certain Book and accounting personnel, except from the account holder, the Nevada Gaming Control Board, or as otherwise required by regulation, federal or state law.
27. All account wagering information will be documented by voice, in print, electronically, or by other approved methods. No transactions or wagers will be accepted if the documentation system is inoperable. The record of the account holder's confirmation of all wagering information shall be deemed to be the transaction of record, regardless of what was recorded by the computerized bookmaking or pari-mutuel system. The records are made available to the Nevada Gaming Control Board upon request.

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28. The Book may share account holder information with the host casino property and government authorities requesting the information. The Book and the host casino property may also share account holder information with their respective parent company(ies), subsidiary(ies), and affiliate(s), all of which may collectively use the account holder information for any purpose in accordance with the companies' respective privacy policies and applicable law.
29. The Book accepts the following methods of payment for account deposits:
 - a. Cash
 - b. Wire transfers for deposits into accounts. Wires are subject to pre-approval and may be returned at management's discretion.
30. All House Rules will be displayed in a prominent manner within the Book, and a hard copy of the House Rules is available to all customers upon request.
31. Wagering account withdrawals shall be promptly completed after the Book receives a request from an account holder by mail or email, and is accompanied by a valid account number, a copy of the patron's valid identification and, a signed completed request form. If sufficient funds are available, the Book shall refund to the account holder the amount of the requested withdrawal to the address listed on the request form. Account holders may make withdrawals in person with a valid account number and a valid identification.