



SPORT SELECT – PROPS GENERAL GAME CONDITIONS AND PRIZE STRUCTURE STATEMENT

SPORT SELECT – **PROPS** is NOT associated with or authorized by any professional or amateur sports league or association, member teams, players or other affiliates in any way.

PROPS is governed by: the Rules and Regulations Respecting Lotteries and Gaming of WESTERN CANADA LOTTERY CORPORATION (WCLC) WHICH INCLUDE LIMITATIONS OF LIABILITY AND ARE AVAILABLE FROM WCLC UPON REQUEST; these General Game Conditions and Prize Structure Statement; and, in the case of **PROPS** events based on golf, the **PROPS** Golf Game Conditions (the “Golf Conditions”) which are incorporated herein by reference.

1. Definition

In these **PROPS** Game Conditions, “prop” means a match-up of two players participating in the same game as determined by WCLC for which an individually numbered proposition is offered by WCLC for wagering on an Active SPORT SELECT – **PROPS** Event List.

2. Issuance of Tickets

For the published odds to apply to all selections, a person must present a completed **PROPS** selection slip for 3, 4, 5 or 6 props selected from the Active SPORT SELECT – **PROPS** Event List available at Lottery Ticket Centres and pay the authorized retailer the chosen wager of \$2 to \$100 before the actual commencement of the EARLIEST prop chosen from the Active SPORT SELECT – **PROPS** Event List, whereupon a ticket will be issued showing the purchase date, particulars of selections, associated odds, potential payout, amount wagered, control number(s) and other relevant information.

An Active SPORT SELECT – **PROPS** Event List is the SPORT SELECT – **PROPS** Event List entered in WCLC’s computer containing those props available for wagering at the time of purchase. Only one such list is an Active SPORT SELECT – **PROPS** Event List at any given time.

3. Proposition Definitions

The type of props which may be offered by WCLC for wager from time to time are as follows:

Type of Prop	Type of Prop Abbreviation	Performance of Players to be Compared	Calculation of Player’s Performance
Baseball Hitters	BBH	Total Bases	Single = 1 Base Double = 2 Bases Triple = 3 Bases Home Run = 4 Bases <i>* Does not include bases acquired due to walks, balks, player being hit by a pitch, errors, stolen bases or any other means</i>
Basketball Points	BKP	Total Points	Each Point scored during the game.
Hockey Points	HKP	Total Points	Goal = 1 point Assist = 1 point <i>*Does not include shootout goals</i>
Running Back Yards	FRB	Net Rushing Yards	Net number of rushing yards achieved. <i>*Does not include kick or punt returns or convert yards.</i>
Quarterback Yards	FQB	Net Passing Yards	Net number of passing yards achieved. <i>*Does not include convert yards.</i>
Receiving Yards	FRC	Net Receiving Yards	Net number of receiving yards achieved. <i>*Does not include convert yards.</i>
Soccer Goals	SCG	Total Goals	Number of goals scored <i>*Does not include shootout goals or assists.</i>

For Golf Props refer to the Golf Conditions.

4. Results

Results are the final results of the props indicated on the Active SPORT SELECT – **PROPS** Event List including all extra play for all sports other than golf, hockey and soccer, as determined by WCLC. For hockey and soccer, final results include overtime but do not include shootouts. For greater certainty, soccer final results include any injury time.

Results are final when declared by WCLC and are not affected by any subsequent amendments, corrections, disqualifications or other events. The final results as determined by WCLC govern and take precedence over and may differ from the statistics of the official governing body or league for the sport in question.

Note: where the outcome of a prop is determined by comparing the total number of net rushing yards, passing yards or receiving yards of players and a player’s net yards is a negative value, WCLC will report such player’s net yards as zero (“0”).

For all sports except golf which is based on tournament play, a game on which a prop is based which is delayed, postponed, suspended, cancelled or called resulting in that game NOT being considered a completed game by WCLC, prior to 3 A.M. Central Time on the day following the scheduled day of commencement of that game on the Active SPORT SELECT – **PROPS** Event List, shall have an Odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes for all props which are based on that game. Golf cancellations are governed by the Golf Conditions.

If the Active SPORT SELECT – **PROPS** Event List contains a prop(s) with an incorrect date of play or an incorrect designator, such prop(s) shall be assigned an odds value of 1.00 for each of the Visitor Win, Tie and Home Win outcomes. If a ticket contains a selection(s) of a prop(s) that has actually commenced or been completed prior to the issuance of such ticket such prop(s) shall have an Odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that prop(s) on that ticket. If all selections on a ticket are assigned an Odds value of 1.00 for each of the Visitor Win, Tie and Home Win outcomes, the ticket holder(s) shall be entitled to a refund of the amount wagered.

The first game played of any doubleheader will always be the SPORT SELECT game, unless it is the continuation of a suspended game, in which event the second game – the regularly scheduled game – is the SPORT SELECT game. For the purposes hereof, in baseball, a doubleheader consists of two games, whether such games are regularly scheduled, unscheduled, rescheduled or any combination thereof, played by the same two teams in the same ballpark, each of which game is scheduled to commence on the same day.

For a Baseball Hitters prop, each player involved in the prop must complete at least one plate appearance during play in the game upon which the prop is based or such prop shall have an Odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that prop. A plate appearance is considered complete when a batter is declared out or safe at base.

For a Basketball Points, Hockey Points and Soccer Goals prop, each player involved in the prop must play at least one second, during regular or extra play, in the game upon which the prop is based or such prop shall have an Odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that prop.

For a Running Back Yards, Quarterback Yards and Receiving Yards prop, each player involved in the prop must take part in at least one play, during regular or extra play, in the game upon which the prop is based or such prop shall have an Odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that prop.

For a Running Back Yards, Quarterback Yards and Receiving Yards prop, if the net yards of each player involved in the prop is a negative value, such prop shall have an Odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that prop.

5. Outcomes

The outcome of a prop will be determined based on the proposition definitions and the final results as follows:

	Visitor Win (V)	Tie (T)	Home Win (H)
Baseball Hitters	designated visitor player must have one or more bases more than the designated home player	total bases for the designated home player and the designated visitor player are the same	designated home player must have one or more bases more than the designated visitor player
Basketball Points	designated visitor player must have one or more points more than the designated home player	total points for the designated home player and the designated visitor player are the same	designated home player must have one or more points more than the designated visitor player
Hockey Points	designated visitor player must have one or more points more than the designated home player	total points for the designated home player and the designated visitor player are the same	designated home player must have one or more points more than the designated visitor player
Running Back Yards	designated visitor player must have one or more net rushing yards more than the designated home player	net rushing yards for the designated home player and the designated visitor player are the same	designated home player must have one or more net rushing yards more than the designated visitor player
Quarterback Yards	designated visitor player must have one or more net passing yards more than the designated home player	net passing yards for the designated home player and the designated visitor player are the same	designated home player must have one or more net passing yards more than the designated visitor player
Receiving Yards	designated visitor player must have one or more net receiving yards more than the designated home player	net receiving yards for the designated home player and the designated visitor player are the same	designated home player must have one or more net receiving yards more than the designated visitor player
Soccer Goals	designated visitor player must have one or more goals more than the designated home player	total goals for the designated home player and the designated visitor player are the same	designated home player must have one or more goals more than the designated visitor player

For Golf Props refer to the Golf Conditions.



6. Prize Structure and Limit

A Winning Selection is one that bears the exact results for ALL props selected in accordance with the Active SPORT SELECT PROPS Event List for these props. Any valid ticket bearing a Winning Selection and purchased using a PROPS selection slip is a Winning Ticket and entitles its holder(s) to claim a prize calculated by multiplying the amount wagered by the PROPS odds of each winning selection as shown on the Active SPORT SELECT – PROPS Event List from which the selections were made, or, where applicable, by the odds assigned to such prop(s) pursuant to these Game Conditions.

(a) In all cases, the prize that shall be available to be won on any one PROPS ticket shall each be limited to the lesser of:

- (i) Fifty Thousand (50,000) times the amount wagered; or
(ii) Two Hundred and Fifty Thousand (\$250,000.00) Dollars;

as such amount may be modified by subparagraph (b) hereof.

(b) The aggregate amount of prizes that may be won on any day on PROPS purchased using a PROPS selection slip shall be limited to a maximum of One Million (\$1,000,000.00) Dollars. If, at the end of a particular day, the aggregate amount of prizes that could be won, but for this provision, would exceed One Million (\$1,000,000.00) Dollars, then the aggregate amount of prizes payable on all winning tickets purchased using a PROPS selection slip for that day shall automatically be reduced, and the amount payable as a prize in respect of each such winning ticket for that day shall be equal to:

- (i) the amount wagered by such ticket, plus
(ii) the amount that would have been payable as a prize before any reduction less the amount of the wager multiplied by a fraction, having as its numerator One Million (\$1,000,000.00) Dollars, less the aggregate of all amounts wagered on PROPS using a PROPS selection slip for that day and, as its denominator, the aggregate amount of prizes that would have been payable on all winning PROPS tickets purchased using a PROPS selection slip for that day before any reduction, less the aggregate of all amounts wagered, i.e.:

amount payable after adjustment = amount wagered + (amount payable before adjustment less amount wagered x \$1,000,000 less total aggregate wagers / total aggregate prizes payable before adjustment less total aggregate wagers)

Prizes must be claimed in the manner stated on the back of the ticket on or before the claim date printed on the ticket or, if no date for claiming prizes is printed on the ticket, within 90 days following the date of the last prop on the Active SPORT SELECT – PROPS Event List from which the props included in the Winning Selection were chosen.

The PROPS General Game Conditions and Prize Structure Statement described herein take effect on the 28th day of September, 2010.

APPROVED this 28th day of September, 2010

Signed with original signature
David N. Loeb,
President,
Western Canada Lottery Corporation