

September 2005
WWW.WJCL.COM

Hockey changes inside!



The
PLAYBOOK

September 2005

Get in the Game!



Get in the Game!

SPORT SELECT is the sports wagering game that lets you cash in on your sports knowledge. The three different games under the SPORT SELECT banner are PRO•LINE, OVER/UNDER and POINT SPREAD.

In this *Playbook*, you'll learn how to play each of the SPORT SELECT games. And you'll learn how to play DOUBLE PLAY, the wagering feature that allows you to combine PRO•LINE and OVER/UNDER on the same ticket! You'll also find information about COMBO PLAY, a convenient way to increase your chances of having a winning ticket! Whether you play on your own or with friends, SPORT SELECT adds more excitement to following professional and college sports. So read on, and *Get in the Game* with SPORT SELECT! *Playbooks*, brochures, Selection Slips, Game Lists and SPORT SELECT odds and results are available from Lottery Retailers. Unofficial Game Lists, odds and results are found in many daily newspapers and at Western Canada Lottery Corporation's website, www.wclc.com. Information about the various sports offered is also available on the website.

Although reasonable effort is made to ensure the accuracy of information in this publication, mistakes can occur. All official Game Conditions and Prize Structure Statements, winning results and the Rules and Regulations Respecting Lotteries and Gaming of Western Canada Lottery Corporation (WCLC), which are available from WCLC or through its authorized Retailers, supersede any information within.

PRO•LINE

**POINT
SPREAD**

**OVER
UNDER**

**COMBO
PLAY**

**DOUBLE
PLAY**

NEW! PRO•LINE hockey results include overtime, but do not include shootouts.

PRO•LINE

HOW TO PLAY

2

STEP 1 Mark the number of games for which you will be predicting the outcome – a minimum of three and a maximum of six.

STEP 2 Mark the game numbers you want to wager on (1 – 90). For example, to select Game 5, mark box 5; to select Game 25, mark box 20 and box 5 on the same board.

ABOUT THE GAME

PRO•LINE is a classic sports wagering game where you choose who you think will win, and by how much. All games offered on the Game List are based on single-day contests, with the exception of golf, which is based on multiple-day tournament play.

You must select one of three outcomes: a “Visitor Win” (V), a “Tie” (T), or a “Home Win” (H). For specific definitions of each outcome, see the PRO•LINE Tie Rule below. You may also wager on PRO•LINE, together with OVER/UNDER, by completing a DOUBLE PLAY Selection Slip (see Page 9 for details).

Your prize is determined by the amount you wager and the odds of the teams or players you choose. Lower odds are assigned to the Favourite – the team or player more likely to win. Higher odds are assigned to the Underdog and “Tie” (T) outcomes.

WHAT YOU WIN WITH PRO•LINE

If you predict all your games correctly, you win!

The payout is your wager times the PRO•LINE odds for each game you selected.

EXAMPLE If you wagered \$2 on three games, and the odds were 2.15, 2.35 and 3.60, you would win:
 $\$2 \times 2.15 \times 2.35 \times 3.60 = \36.38

WHAT IS THE PRO•LINE TIE RULE?

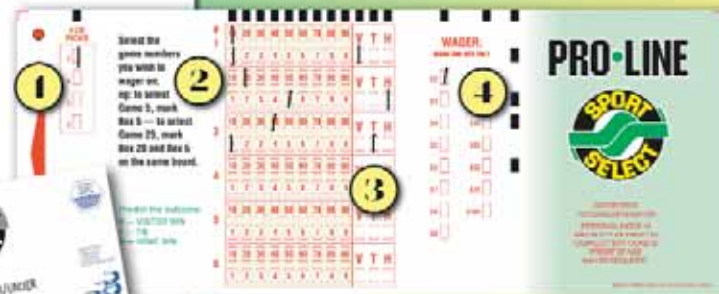
The Tie Rule defines what is considered a “Visitor Win” (V), “Tie” (T), and “Home Win” (H) in each sport for PRO•LINE, and applies to all PRO•LINE outcomes selected.

GOLF Golf wagering on PRO•LINE is based on tournament play. For definitions of “Visitor Win”, “Tie” and “Home Win” for Golf, see Page 8.

HOCKEY A tie occurs when both teams have the same score after regulation play and, if applicable, overtime. For a “Home Win” or “Visitor Win”, the designated team must win by one (1) or more goals. Final Hockey results do not include shootouts.

SOCCER A tie occurs when both teams have the same score after regulation play, injury time, and, if applicable, overtime. For a “Home Win” or “Visitor Win”, the designated team must win by one (1) or more goals. Final Soccer results do not include shootouts.

For all sports except Golf, Hockey and Soccer, final PRO•LINE results include all extra play. For Hockey and Soccer, final PRO•LINE results include overtime but do not include shootouts.



PRO•LINE & OVER/UNDER
MID OCTOBER
MID OCTOBER
MID OCTOBER

#	DATE	TIME	SPORT	VIS	HOME	ODDS
11	11:00	05/15	MLK	STL AT SJ	HOME 2.25	UNDER 1.50
				VIS 2.15	TIE 5.75	HOME 1.90
				ODD 5.5	OVER 1.70	
12	18:00	05/15	MLK	STL AT SJ	HOME 2.25	UNDER 1.50
				VIS 2.75	TIE 5.75	HOME 1.90
				ODD 5.5	OVER 1.90	
13	20:30	05/15	MLK	STL AT SJ	HOME 2.25	UNDER 1.50
				VIS 2.30	TIE 5.50	HOME 1.75
				ODD 5.5	OVER 1.50	
14	18:00	05/15	MLK	STL AT SJ	HOME 2.25	UNDER 1.50
				VIS 1.75	TIE 1.90	HOME 1.85
				ODD 5.5	OVER 1.70	UNDER 1.70

SAMPLE GAME LIST

STEP 3 Mark the outcomes to the right of the game numbers. Wager on “Visitor Win” (V), “Home Win” (H), or “Tie” (T).

You may select a maximum of four ties.

EXAMPLE From the sample Game List, to predict Vancouver to win against Philadelphia, mark under the “Visitor Win” (V) beside Game 11 on your Selection Slip.

STEP 4 Select the amount you wish to wager, from \$2 to \$100, as shown on the Selection Slip.

FOOTBALL A game decided by three (3) points or less is considered a “Tie”. For a “Visitor Win” or “Home Win”, the designated team must win by four (4) or more points.

BASKETBALL A game decided by five (5) points or less is considered a “Tie”. For a “Visitor Win” or “Home Win”, the designated team must win by six (6) or more points.

BASEBALL & TENNIS There are no ties. For a “Home Win” or “Visitor Win”, the designated team/player must win.

For more on the PRO•LINE TIE RULE, see Page 13.

NEW! POINT SPREAD hockey results include overtime, but do not include shootouts.

POINT SPREAD

HOW TO PLAY

3

STEP 1 Mark the number of games for which you will be predicting the outcome – a minimum of two, a maximum of 12. All Selections must be from the same sport.
STEP 2 Mark the game numbers you want to wager on (1 – 90). For example, to select Game 5, mark box 5; to select Game 25, mark box 20 and box 5 on the same board.
STEP 3 Make your predictions – V (the visiting team) or H (the Home team) – to the right of the game numbers.

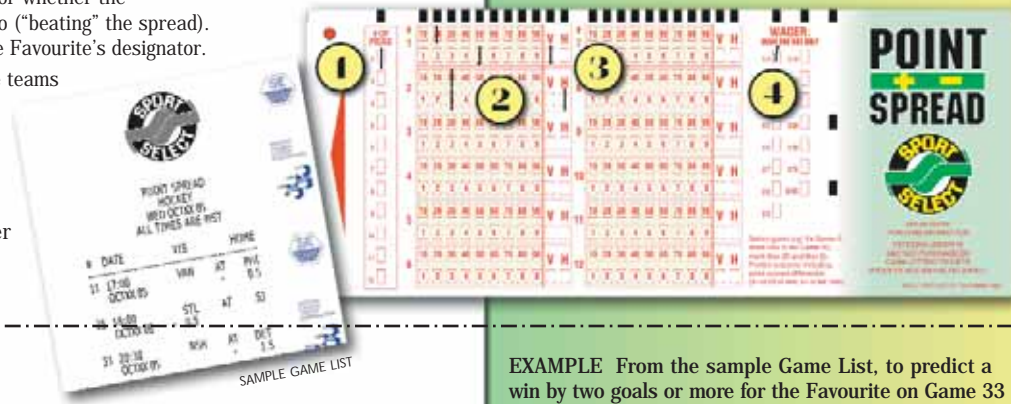
ABOUT THE GAME

POINT SPREAD is a simple, two-outcome game that makes use of a traditional “spread”. All Selections must be from the same sport. When you play POINT SPREAD, you’re not simply choosing which team will win the game. You’re choosing whether the Favourite will “cover” the spread (win by more points than the spread) or whether the Underdog will prevent the Favourite from doing so (“beating” the spread). The spread is printed on the Game List under the Favourite’s designator.

POINT SPREAD levels the playing field, giving the teams an even chance and allowing perennial Underdog supporters to wager on their favourite team. Your ticket can win even if your team loses!

WHAT YOU WIN IN POINT SPREAD

The potential payout increases with the number of games you predict: as you predict more games correctly, you win more.



The Payout Chart below shows how to calculate a POINT SPREAD prize.

- The payout ranges from 1.25* times your wager to 500 times your wager.
- In most cases, you must have all your games correct to win a prize. However, there are prizes for correctly predicting 9 out of 10 games, 10 out of 11 games, & 10 or 11 out of 12 games.

For all sports except Hockey, final POINT SPREAD results include all extra play. For Hockey, final POINT SPREAD results include overtime, but do not include shootouts.

* Only applies if all but one of the games you predicted were cancelled, considered not completed or deemed deleted because the game commenced or was completed prior to your wager being made, leaving one game which you predicted correctly. A refund is paid if all games predicted are cancelled, considered not completed or deemed deleted.

ALL CORRECT	Hockey & Baseball PAY	Football & Basketball PAY
1*	1.25 x wager	1.25 x wager
2	2 x wager	2.5 x wager
3	4 x wager	5 x wager
4	8 x wager	9 x wager
5	15 x wager	16 x wager
6	30 x wager	30 x wager
7	50 x wager	50 x wager
8	90 x wager	90 x wager
9	150 x wager	150 x wager
10	200 x wager	200 x wager
11	400 x wager	400 x wager
12	500 x wager	500 x wager
9/10	10 x wager	10 x wager
10/11	15 x wager	15 x wager
10/12	5 x wager	5 x wager
11/12	20 x wager	20 x wager

EXAMPLE From the sample Game List, to predict a win by two goals or more for the Favourite on Game 33 (Detroit), mark under the (H) beside Game 33 on the Selection Slip. If you think the Underdog (Nashville) will win, tie or lose by only one goal, mark under the (V).
STEP 4 Select the amount you wish to wager, from \$2 to \$100, as shown on the Selection Slip.

POINT SPREAD DEFINITIONS

Favourite The team more likely to win the game. *The spread is printed under the Favourite's designator.*
Covering the Spread The Favourite must cover the spread to win on POINT SPREAD. **EXAMPLE** If the spread is - 2.5, the Favourite covers it if they win by at least three points.
Underdog The team less likely to win the game.
Beating the Spread The Underdog beats the spread if they win or if they keep the Favourite from covering the spread. **EXAMPLE** If the spread is - 2.5, the Underdog beats the spread if they win, tie, or lose by only one point or by only two points.

NEW! *OVER/UNDER* hockey results include overtime, but do not include shootouts.

ABOUT THE GAME

With OVER/UNDER, you predict if the total score of the game will be more than or less than the OVER/UNDER "Line". The "Line" always ends in a half-point (.5) to make a clear division between "Over" and "Under".

EXAMPLE If the "Line" is 5.5 and you think the total score will be six points or more, select "Over". If you think the total score will be five points or less, select "Under". Specific odds are assigned to the "Over" and "Under" outcomes for each game.

You may also wager on OVER/UNDER, together with PRO•LINE, by completing a DOUBLE PLAY Selection Slip (see Page 9 for more details).

For all sports except Hockey, final OVER/UNDER results include all extra play. For Hockey, final OVER/UNDER results include overtime, but do not include shootouts.

OVER UNDER

HOW TO PLAY

STEP 1 Mark the number of games for which you will be predicting the outcome – a minimum of two and a maximum of ten.

STEP 2 Mark the game numbers you want to wager on (1 – 90). For example, to select Game 5, mark box 5; to select Game 25, mark box 20 and box 5 on the same board.

4

PRO•LINE & OVER/UNDER
TWO OUTCOMES
ALL TIMES ARE MST

#	DATE	TIME	SPY	VIS	HOME	WAG AT PIV	ODDS
11	11-08	19:00	WAS	NY	LA	W	1.90
			YES	OVER	UNDER		1.70
12	12-06	19:00	CHI	NY	LA	W	1.90
			YES	OVER	UNDER		1.70
13	12-09	19:00	CHI	NY	LA	W	1.90
			YES	OVER	UNDER		1.70
41	12-10	19:00	CHI	NY	LA	W	1.90
			YES	OVER	UNDER		1.70

WAGER
WAGER: \$2 TO \$100

OVER UNDER
SPORT SELECT

SAMPLE GAME LIST

WHAT YOU WIN IN OVER/UNDER

If you predict all your games correctly, you win! The payout is your wager times the OVER/UNDER odds for each game you selected.

EXAMPLE If you wagered \$5 on four games, and the odds were 1.70, 1.90, 1.80 and 1.70, you would win:

$$\$5 \times 1.70 \times 1.90 \times 1.80 \times 1.70 = \$49.42$$

STEP 3 Make your predictions to the right of the game numbers. Mark "O" if you think the total score will be more than the OVER/UNDER "Line". Mark "U" if you think the total score will be less than the OVER/UNDER "Line". **EXAMPLE** From the sample Game List, to predict "Over" on Vancouver at Philadelphia, mark "O" beside Game 11 on your Selection Slip.

STEP 4 Select the amount you wish to wager, from \$2 to \$100, as shown on the Selection Slip.

Two new sports debut on SPORT SELECT!

Two new sports – tennis and golf – are available for the first time on PRO•LINE and DOUBLE PLAY!

Tennis will be based on head-to-head matches between two tennis players in select major tournaments. Odds will be assigned to each player, and two wagering outcomes will be possible – "Visitor Win" (V) and "Home Win" (H). Select major tournaments throughout the year will be offered.

Golf will be based on multiple-day tournament play, with two golfers designated to compete head-to-head throughout a golf tournament in a PRO•LINE game. Odds will be assigned to each golfer, and three wagering outcomes will be possible – a "Visitor Win" (V), "Tie" (T) and "Home Win" (H). Most stroke play tournaments throughout the year will be available for play and there will normally be two match-ups, or games, offered for each available tournament, and multiple tournaments may be offered.

Turn to Page 5 to learn more about SPORT SELECT tennis, and turn to Page 6 for more on SPORT SELECT golf!

TENNIS

How is PRO•LINE tennis played?

Tennis wagering is available on PRO•LINE only, and it consists of a match play format between two tennis players. One player is designated on the PRO•LINE and OVER/UNDER Game List as "Visitor", and the other player is designated as "Home". Odds are assigned to each player by SPORT SELECT odds setters.

What wagering outcomes are available?

Two outcomes are available for wagering – "Visitor Win" (V) and "Home Win" (H).

How do tennis matches appear on the Game List?

Tennis matches are listed on the PRO•LINE and OVER/UNDER Game List, and their actual listing is similar to other sports. On the top line, the game number and sales cut-off time appear, followed by the date, the sport and the competing players. The "Visitor" player is listed first, followed by the term "at", and then the "Home" player. On the line below, beside VIS, odds for the "Visitor Win" outcome is listed, and beside HOME, the "Home Win" outcome is listed.

Designators used represent the tennis players' names and are two to five characters in length. The first character will normally represent the initial of the player's first name, and the remaining character(s) will represent the last name.

SPORT SELECT

PRO•LINE & OVER/UNDER
WAGERING IS
AVAILABLE AT
ALL TIMES ARE NOT

#	DATE	SPT	VIS	HOME	ODDS			
21	12:00	AUGER	BS	GAZ	BLDNI	AT	POKUP	2.00
		VIS	1.00	THE	4.75	HOME		
22	12:00	POKUP	BS	GAZ	THOOD	AT	YSNG	1.90
		VIS	2.50	THE	4.75	HOME		
71	2:00	AUGER	BS	YEN	ANGAS	AT	RHSD	1.80
		VIS	1.80	THE	5.00	HOME		

THOSE LISTED ARE
CUT-OFF TIMES FOR
WAGERING AND SUBJECT TO
CHANGE WITHOUT NOTICE

SAMPLE GAME LIST

When can winning PRO•LINE tickets that include tennis wagers be cashed?

Winning PRO•LINE and DOUBLE PLAY tickets that contain a tennis wager(s) can be cashed the day after the scheduled commencement of the match.

What if a match commences and one player is subsequently disqualified or withdraws?

As long as the match has commenced, the player who has not been disqualified or withdrawn is the winner.

Can tennis wagers be made on DOUBLE PLAY Selection Slips?

Yes, tennis wagers can be made on DOUBLE PLAY Selection Slips. Wagers must be made on PRO•LINE outcomes, however, as tennis will not be available on OVER/UNDER.

How will tennis outcomes appear on the PRO•LINE Game Results list?

For tennis matches that are completed, outcomes will be based on the sets won. For example, if a match is based on the 'best of five sets' – and one player wins three sets and the other player wins one – the outcome will be listed as 3 - 1 for the player who wins three sets. There are occasions where tennis matches may not be completed, and in such instances, different results will appear. These include:

- If a player withdraws, or is disqualified, after the match has commenced, the outcome will be listed as three sets to none (3 - 0) for the player who has not withdrawn or been disqualified.
- If a match is cancelled before it commences because of weather conditions, or a player withdrawing, or otherwise, or if a match commences but cannot be completed by 3:00 am CT on the day following the scheduled commencement of the match, a 1.00 value will be assigned to each of the PRO•LINE "Visitor Win" and "Home Win" outcomes. This 1.00 value will be represented on the Game Results list as an "X".

What if one player is only several points away from winning the match, but the match is then delayed and completed the next day?

Regardless of the score at the point of delay, unless the match is completed prior to 3:00 am CT on the day following the scheduled day of commencement, a 1.00 value is assigned to all wagering outcomes.

How are the final results determined?

Provided a PRO•LINE tennis match is completed by 3:00 am CT on the day following the scheduled day of commencement, the player who wins the match is the PRO•LINE winner. A "Visitor Win" is a "Visitor Win", and a "Home Win" is a "Home Win". There are no "Ties" and results include extra play.

What is considered "extra play" on tennis?

For the purposes of PRO•LINE, extra play includes any tiebreakers or additional, extra games required to decide the winner of a match. These tiebreakers or extra games must be completed by 3:00 am CT on the day following the scheduled day of commencement of the match.

What if one, or both, of the players cannot begin a match?

If one or both players cannot begin a match, the match is considered cancelled and a 1.00 value is assigned to all wagering outcomes for that match.

How are delays, or interruptions, to tennis matches treated on PRO•LINE?

If a selected match is delayed, yet completed prior to 3:00 am CT on the day following the scheduled day of commencement, the match is considered complete for the purposes of PRO•LINE.

If a selected match is delayed, postponed, suspended, cancelled or called resulting in that match not being considered a completed match prior to 3:00 am CT on the day following the scheduled day of commencement, an odds value of 1.00 is assigned to each of the "Visitor Win" and "Home Win" outcomes for that match.

Where can the designators, and corresponding players, for tennis be found?

Tennis designators, which range from two to five characters in length, and the corresponding player for each designator, can be found at www.wclc.com, and may be available at retail.

During regular business hours, consumers can also call 1-800-665-3313 for information on designators.

*What is PRO•LINE golf and how is it played?*

Golf wagering is available on PRO•LINE only, and results are based on tournament play. A golf tournament is a series of 18-hole rounds played over several days. In a PRO•LINE golf game, two golfers are selected by WCLC odds setters to compete against one another during a tournament. One golfer is designated on the Game List as the "Visitor", and the other as "Home".

There will normally be two match-ups, or games, offered for each available tournament.

There are three possible wagering outcomes for each golf game listed – a "Visitor Win", "Tie" and "Home Win" – and WCLC odds setters assign odds to each outcome. Players choose one of the three outcomes when making their wager. Outcomes are determined by comparing the final results of the two golfers during the tournament, and final results do not include extra play (i.e. playoff holes).

On what days is golf wagering available?

Golf games are normally listed on the PRO•LINE and OVER/UNDER Game List, starting on the day before a tournament begins. Wagering is available until the sales cut-off time on the day the tournament is scheduled to start.

What is the purpose of having a third outcome, a "Tie", on golf?

Ties do not occur often in tournament golf. The PRO•LINE Tie Rule was established to allow three wagering outcomes to be offered: "Visitor Win", "Tie" and "Home Win". PRO•LINE players are provided with more attractive odds for three outcomes (as opposed to two), and each outcome occurs with regular frequency.

GOLF

When the score "999" appears on the Game Results list, what does it represent?

The total score "999" is assigned to represent a losing outcome. It appears on a PRO•LINE Game Results list in the following instances:

- a) If the golfers complete a different number of holes, the golfer who completes the greater number of holes will be the winner, provided the tournament is deemed complete by WCLC. The PRO•LINE Game Results list will list the total score of the winning golfer, and "999" will be listed as the total score for the losing golfer (i.e. the golfer who has completed a lesser number of holes).
- b) If one golfer is disqualified or withdraws, and each golfer has completed the same number of holes, the golfer that has not withdrawn or been disqualified is the winner. The Game Results list will list the total score of the winning golfer, and a total score of "999" will be listed for the golfer who has been disqualified or withdraws.



What if the minimum of fifty-four (54) holes for a seventy-two (72) hole tournament, or the minimum of thirty-six (36) holes for a fifty-four (54) hole tournament, cannot be completed within seven (7) days of the scheduled starting date of the tournament?

The golf tournament would be deemed incomplete, and a 1.00 value would be assigned to all outcomes.

Will both stroke and match play tournaments be offered on PRO•LINE?

All golf tournaments offered on PRO•LINE will be based on stroke play, and the tournaments will be either seventy-two (72), or fifty-four (54), hole events.

Can golf wagers be made on DOUBLE PLAY Selection Slips?

Yes, golf wagers can be made on DOUBLE PLAY Selection Slips. Wagers must be made on PRO•LINE outcomes, however, as golf will not be available on OVER/UNDER.

What if the final round of a golf tournament starts, but cannot be completed? Are strokes from the partial final round included in the outcomes?

No. Holes and strokes from the incomplete final round are not included in the outcomes.

PRO•LINE outcomes would be based on the total scores and number of holes completed at the end of the last completed round.

When can winning tickets that include golf wagers be cashed?

Winning PRO•LINE and DOUBLE PLAY tickets that include a golf wager can be cashed the day after the golf tournament is deemed complete by WCLC.

How do golf games appear on the Game List?

Golf games are listed on the PRO•LINE and OVER/UNDER Game List. The “date” listed beside each golf game represents the scheduled first day of tournament play. The actual listing of each golf game is similar to other sports. On the first line, the game number and sales cut-off time appear first, followed by the date, the sport and the two golfers selected by WCLC to compete against one another. The “Visitor” player is listed first, followed by the term “at”, and then the “Home” player. The odds for each possible wagering outcome for the golf game – “Visitor Win”, “Tie” and “Home Win” – appear beside each outcome on the next line. The designators representing the golfers’ names are from two to five characters in length. The first character will normally represent the player’s first name, and the remaining character(s) will represent the last name.

What if the first day of the golf tournament is postponed? Are refunds issued for all wagers?

No. As golf is based on competition during a tournament, the tournament is simply delayed until weather, or other conditions, allow it to begin. PRO•LINE golf wagers previously made on golf games within the tournament remain active and eligible for a prize, providing the tournament is deemed complete by WCLC. There can be no additional wagering, however, after the initial sales cut-off time passes.



Is extra play included in the outcomes for PRO•LINE golf?

No. Extra Play (i.e. playoff holes) is not taken into account in determining the outcomes.

Where can golf designators, and their corresponding players, be found?

Golf designators, which range from two to five characters in length, and the corresponding golfer for each designator, are found at www.wclc.com, and may be available at retail. Consumers can call 1-800-665-3313 during regular business hours for more information on designators.

GOLF (cont.)

What happens if one, or both, of the golfers do not make the cut (i.e. the mid-way elimination point in many tournaments)?

If one of the golfers makes the cut, and the other golfer does not, the golfer who makes the cut is the winner, providing that golfer completes at least one additional hole, and the tournament is subsequently deemed complete.

If both golfers do not make the cut, the total scores at the cut are compared to determine the outcome, provided neither golfer has been disqualified or withdraws, and the tournament is subsequently deemed complete.

What if all regularly scheduled holes within a golf tournament cannot be completed?

It is not uncommon to have one, or more, rounds of a golf tournament postponed and played later in the tournament. A golf tournament is considered complete, for the purposes of PRO•LINE, if all golfers not previously eliminated, disqualified or withdrawn, complete all regularly scheduled holes within seven (7) days of the scheduled first day of the tournament; or, with respect to a seventy-two (72) hole tournament, in the event that all regularly scheduled holes cannot be completed, the said golfers complete a minimum of fifty-four (54) holes within seven (7) days of the scheduled first day of the tournament; or, with respect to a fifty-four (54) hole tournament, in the event that all regularly scheduled holes cannot be completed, the said golfers complete a minimum of thirty-six (36) holes within seven (7) days of the scheduled first day of the tournament.

How are disqualifications and withdrawals treated on PRO•LINE golf?

Disqualifications and withdrawals can occur in golf, but they are infrequent. Their effect on wagering outcomes depends on when the disqualification or withdrawal occurs. Possible instances follow:

One or both golfers withdraw before starting their first hole of the tournament.

Outcome • The golf game is considered “cancelled” and a 1.00 value is assigned to all wagering outcomes for that game.

One golfer is disqualified or withdraws, but completes more holes than the other golfer.

Outcome • The golfer who is disqualified or withdraws wins, providing the tournament is deemed complete.

One golfer is disqualified or withdraws, but completes the same number, or fewer, holes than the other golfer.

Outcome • The golfer who is disqualified or withdraws loses, providing the tournament is deemed complete.

Both golfers are disqualified or withdraw, but one golfer completes more of holes.

Outcome • The golfer who completes the greater number of holes wins, providing the tournament is deemed complete.

Both golfers are disqualified or withdraw, and complete the same number of holes.

Outcome • The golf game is considered “cancelled” and a 1.00 value is assigned to all wagering outcomes for that game.



How are outcomes for PRO•LINE golf determined?

8

Outcomes are determined by WCLC at the completion, or deemed completion, of the golf tournament, by comparing the final results of the two golfers during the tournament. Final results do not include extra play.

The outcomes for a game of golf will be determined by WCLC as follows:

- 1) If both golfers complete the same number of holes and neither golfer is disqualified or withdraws:
 - a) the golfer whose total score is three (3) or more strokes less than the other golfer will be the winner;

- b) if the total scores of the golfers are within two (2) strokes or less, the outcome will be a “Tie”.

For example, if the “Visitor” score is 270 and the “Home” score is 273, the “Visitor” is the winner and will appear as shown on the sample Game Results.

If the “Visitor” score is 274 and the “Home” score is 275, the outcome is a “Tie” and will appear as shown on the sample Game Results list.

- 2) If the golfers complete a different number of holes, the golfer who completes the greater number of holes will be the winner. The PRO•LINE Game Results list will list the total score of the winning golfer, and “999” will automatically be listed as the total score for the losing golfer.
- 3) If one golfer is disqualified or withdraws and each golfer has completed the same number of holes, the golfer who has not been disqualified or withdrawn is the winner. The PRO•LINE Game Results list will list the total score of the winning golfer, and “999” will be listed as the score for the golfer who has been disqualified or withdraws.
- 4) A 1.00 value will be assigned to each of the “Visitor Win”, “Tie” and “Home Win” outcomes in each of the following instances:
 - a) If one or both golfers do not start the tournament for any reason; or
 - b) If both golfers withdraw and/or are disqualified and each has completed the same number of holes.

An “X” will appear on the PRO•LINE Game Results list to represent the 1.00 value.

DOUBLE PLAY = PRO•LINE + OVER UNDER

ABOUT THE GAME

It's simple math: DOUBLE PLAY = PRO•LINE + OVER/UNDER on the same ticket!

Have you ever felt confident about a PRO•LINE Selection *and* an OVER/UNDER Selection and wished you could play both on the same ticket? Have you ever wanted to play PRO•LINE and OVER/UNDER on the same game? That's exactly what DOUBLE PLAY offers – the best of both!

NOTE a) All PRO•LINE games offered are based on single-day contests, with the exception of golf games, which are based on multiple-day tournament play.



PRO•LINE & OVER/UNDER WAGERING ALL TIMES ARE MST

#	DATE	SPT	HT	WH	AT	HT
17	17:00	OCTOBS	HT	WH	AT	HT
VIS	2.15	TIE	5.15	HOME	1.90	
OVR	3.5	OVER	1.70	UNDER	1.70	
18	18:00	OCTOBS	HKY	STL	AT	STL
VIS	1.70	TIE	5.75	HOME	2.20	
OVR	5.5	OVER	1.90	UNDER	1.90	
19	20:30	OCTOBS	HKY	HSH	AT	DET
VIS	3.70	TIE	6.00	HOME	1.15	
OVR	5.5	OVER	1.80	UNDER	1.70	
41	15:00	OCTOBS	F16	BC	AT	TOR
VIS	1.75	TIE	1.60	HOME	1.85	
OVR	3.5	OVER	1.70	UNDER	1.70	

ODDS LISTED ARE 137-OFF TIMES FOR WAGERING AND SUBJECT TO CHANGE WITHOUT NOTICE

b) The definitions for PRO•LINE wagering outcomes for all sports, with the exception of golf, are available on Page 2. The definitions for PRO•LINE wagering outcomes on golf are available on Page 8.

c) Some sports, such as tennis and golf, are not offered on OVER/UNDER. When wagering on these sports on DOUBLE PLAY, you may select PRO•LINE outcomes only.

WHAT YOU WIN WITH DOUBLE PLAY

If you predict all your games correctly, you win! The payout is your wager times the PRO•LINE and/or OVER/UNDER odds for each game you selected.

EXAMPLE If you wagered \$3 on three outcomes, and the odds were 1.75, 3.70 and 1.70, you would win:
 $\$3 \times 1.75 \times 3.70 \times 1.70 = \33.02

NOTE! For all sports except Golf, Hockey and Soccer, final PRO•LINE results include all extra play. For Hockey and Soccer, final PRO•LINE results include overtime but do not include shootouts. For all sports except Hockey, final OVER/UNDER results include all extra play. For Hockey, final OVER/UNDER results include overtime, but do not include shootouts.

HOW TO PLAY

STEP 1 Mark the number of "Picks" you will make – a minimum of three and a maximum of six.

NOTE A "Pick" is the prediction of one PRO•LINE or OVER/UNDER outcome.

STEP 2 Mark the game numbers you want to wager on (1 – 90). For example, to select Game 5, mark box 5; to select Game 25, mark box 20 and box 5 on the same board.

EXAMPLE From the sample Game List, to choose the BC at Toronto game, mark box 40 and box 1 on the same board.

STEP 3 Mark your predictions to the right of the game numbers. You may select PRO•LINE outcomes (mark "V" for Visitor Win, "T" for Tie, or "H" for Home Win) and/or OVER/UNDER total scores (mark "O" for Over or "U" for Under).

Predicting both the PRO•LINE outcome and the OVER/UNDER total score for the same game represents two picks.

EXAMPLE To predict both a "Tie" and "Over" on the BC at Toronto football game, mark under the (T) and under the (O) beside Game 41 on your Selection Slip.

You may select a maximum of four ties.

NOTE The PRO•LINE Tie Rule applies to any PRO•LINE outcomes selected (see Pages 2, 8 & 13).

STEP 4 Select the amount you wish to wager, from \$2 to \$100, as shown on the Selection Slip.

ABOUT THE GAME

COMBO PLAY lets you wager on a series of combinations of the same games. This allows you to “hedge” the bet – in other words, you can win a prize even if not all of your predictions are correct.

For example, if you choose to predict four games on the 3-Game Combo, you are wagering on every combination of those four games, taken three at a time. Think of it as purchasing four separate tickets, each with three games. The four combinations of Game 1, Game 2, Game 3 and Game 4, along with a Standard Play, would look like this:

- Combination A • Game 1, Game 2, Game 3
- Combination B • Game 1, Game 2, Game 4
- Combination C • Game 1, Game 3, Game 4
- Combination D • Game 2, Game 3, Game 4
- Standard Play • Game 1, Game 2, Game 3, Game 4

To win a prize for any given Combination, you must correctly predict all the games in that Combination.

- If you get three games correct – for instance, Games 1, 2 and 3 – you would receive a prize only for Combination A.
- If you get all four predictions right, you receive prizes for all four combinations as well as the Standard Play.

WHAT YOU WIN IN COMBO PLAY

COMBO PLAY involves a series of wagers, so the potential payout is the total of the prizes for all winning combinations.

A winning combination is any individual combination where all the predictions are correct.

For all sports except Golf, Hockey and Soccer, final results include all extra play. For Hockey and Soccer, final results include overtime but do not include shootouts.

COMBO PLAY

HOW TO PLAY

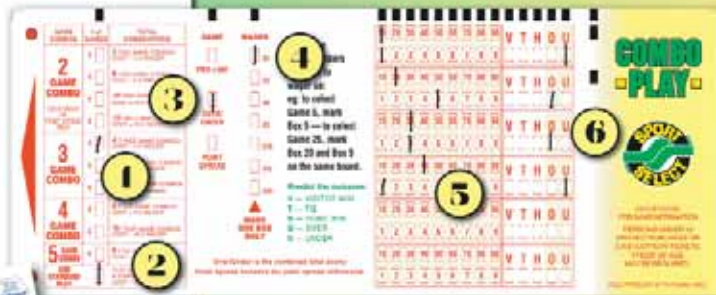
10

STEP 1 Choose which Combo you will play: 2-Game, 3-Game, 4-Game or 5-Game. Then choose the number of games you will predict.

NOTE A 2-Game Combo is not available on PRO•LINE.

STEP 2 Choosing Standard Play adds a regular Selection of all the games you predict.

All predictions must be correct to win a Standard Play.



SPORT SELECT

PRO LINE & OVER/UNDER
WED OCTO 05
ALL TIMES ARE PST

#	DATE	DATE	SPT	WAG	AT	PHI	WAG	AT	PHI
11	17:00	OCTO 05	NFL	WAS	AT	PHI	HOME	1.40	1.70
				O/U	5.3	OVER	1.70	UNDER	1.70
12	18:00	OCTO 05	NFL	WAS	AT	PHI	HOME	2.05	1.50
				O/U	5.5	OVER	1.50	UNDER	1.50
13	20:30	OCTO 05	NFL	WAS	AT	PHI	HOME	1.35	1.30
				O/U	5.3	OVER	1.40	UNDER	1.30
14	15:00	OCTO 05	NFL	WAS	AT	PHI	HOME	2.05	1.70
				O/U	5.3	OVER	1.70	UNDER	1.70

TIMES LISTED ARE
CUT-OFF TIMES FOR
WAGERING AND SUBJECT TO
CHANGE WITHOUT NOTICE

SAMPLE GAME LIST

STEP 3 Mark the SPORT SELECT game you will play: PRO•LINE, OVER/UNDER or POINT SPREAD.

STEP 4 Select the amount you wish to wager, from \$2 to \$20, as shown on the Selection Slip.

Calculate the ticket cost by multiplying the wager by the number of combinations

EXAMPLE A 3-Game Combo with four games predicted includes four combinations: $\$2 \times 4$ Combos = \$8
To add Standard Play, add the wager amount again:
 $\$8 + \$2 = \$10$

STEP 5 Mark the game numbers you want to wager on (1 – 90). For example, to select Game 5, mark box 5; to select Game 25, mark box 20 and box 5 on the same board.

STEP 6 Mark your predictions to the right of the game numbers.

You may select a maximum of four ties.

NOTE The PRO•LINE Tie Rule (see Pages 2, 8 & 13) applies to any PRO•LINE outcome selected.

WHAT YOU WIN IN COMBO PLAY (cont.)

When playing a 2-Game Combo (available for OVER/UNDER and POINT SPREAD only) you must have at least two correct picks to win any prize, regardless of how many games you are playing. For a 3-Game Combo, you need at least three correct picks, etc.

For PRO•LINE and OVER/UNDER

For PRO•LINE and OVER/UNDER, multiply the odds for each game in a combination by your wager. Then add the totals of every winning combination to find the total prize.

Using the example of a 3-Game Combo with four games:

Combo A potential prize = Game 1 Odds x Game 2 Odds x Game 3 Odds x Wager

Combo B potential prize = Game 1 Odds x Game 2 Odds x Game 4 Odds x Wager

Combo C potential prize = Game 1 Odds x Game 3 Odds x Game 4 Odds x Wager

Combo D potential prize = Game 2 Odds x Game 3 Odds x Game 4 Odds x Wager

Standard Play potential prize = Game 1 Odds x Game 2 Odds x Game 3 Odds x Game 4 Odds x Wager

If you were right about Games 1, 2 and 3, but wrong about Game 4, add the prizes of every combination that does not contain Game 4. This is your total prize.

For POINT SPREAD

Calculate the payout for each winning combination by multiplying your wager by the payout factor for the number of games in that combination (see the table on Page 3.) Add the totals of all the winning combinations – this is your prize.



- If you are playing a 2-Game Combo, use the payout factor for two games; if you are playing a 3-Game Combo, use the payout factor for three games; and so on.

EXAMPLE If you correctly predicted three out of four basketball games on a 2-Game Combo, you have three winning combinations.

- The payout factor for two basketball games is 2.5 times your wager, so the prize for each winning combination is: $2.5 \times \$2 \text{ wager} = \5
- Add the prizes for all three winning combinations: $(\$5 + \$5 + \$5 = \$15)$

COMBO CHARTS

2-GAME COMBO *(Not available on PRO•LINE)*

# Games Predicted	# Combos Played	# Correct Picks	# Wins
3	3	2	1
3	3	3	3
4	6	2	1
4	6	3	3
4	6	4	6
5	10	2	1
5	10	3	3
5	10	4	6
5	10	5	10
6	15	2	1
6	15	3	3
6	15	4	6
6	15	5	10
6	15	6	15

3-GAME COMBO

# Games Predicted	# Combos Played	# Correct Picks	# Wins
4	4	3	1
4	4	4	4
5	10	3	1
5	10	4	4
5	10	5	10
6	20	3	1
6	20	4	4
6	20	5	10
6	20	6	20

4-GAME COMBO

# Games Predicted	# Combos Played	# Correct Picks	# Wins
5	5	4	1
5	5	5	5
6	15	4	1
6	15	5	5
6	15	6	15

5-GAME COMBO

# Games Predicted	# Combos Played	# Correct Picks	# Wins
6	6	5	1
6	6	6	6

FREQUENTLY ASKED QUESTIONS

Are all games offered on SPORT SELECT based on single-day contests?

Recognizing some games may not be completed until the early hours of the next morning (e.g. 1:00 am or 2:00 am), all games offered on SPORT SELECT are based on 'single-day' contests, with the exception of golf. PRO•LINE golf games are based on multiple-day tournament play. The golf dates on the PRO•LINE and OVER/UNDER Game List represent the scheduled first day of the tournament.

Where can the team and player designators be found?

Designators, which range from two to five characters, and the corresponding team or player for each designator, can be found on www.wclc.com, and may be available at retail. Consumers can also call 1-800-665-3313 during regular business hours for designator information.

What do the times on the Game List represent?

The times on Game Lists are intended as wagering cut-off times only. While often reflective of the approximate starting times of games offered, it should always be recognized that the starting time of a sporting event is subject to change without notice (e.g. the times for games in an unscheduled baseball doubleheader).

What happens if one of the SPORT SELECT games on a ticket is postponed or cancelled?

SPORT SELECT players base their picks on the odds available for wagering on a particular day. For tickets to remain valid and prizes to be paid out, except for golf that is based on tournament play (see below), games that are postponed, or for any other reason are considered incomplete, are not carried over. An odds value of 1.00 is assigned for each of the "Visitor Win", "Tie", "Home Win", "Over" and "Under" outcomes for the postponed game. Where games are cancelled, or for any other reason considered incomplete, on POINT SPREAD, the number of games on the ticket would be reduced by one and the potential payout reduced to the next lowest prize category if all other predictions are correct. If all games selected are considered incomplete, the amount wagered will be refunded.

For tournament golf, one or more days of a golf tournament may be postponed or cancelled. However, if all regularly scheduled holes within the tournament, or at least fifty-four (54) holes within a seventy-two (72) hole tournament, or at least thirty-six (36) holes within a fifty-four (54) hole tournament, are completed within seven (7) days of the scheduled first day of the tournament by all golfers not previously eliminated, disqualified or withdrawn, the tournament will be deemed complete. If the minimum fifty-four holes (54) for a seventy-two (72) hole tournament, or the minimum thirty-six (36) holes for a fifty-four (54) hole tournament, are not completed within seven (7) days of the scheduled first day of the tournament, the tournament will be considered incomplete and a 1.00 value is assigned to each of the "Visitor Win", "Tie" and "Home Win" outcomes for all golf games based on that tournament.

Is extra play included in all final results on SPORT SELECT?

12

For all sports except Golf, Hockey and Soccer, final results include all extra play. For Hockey and Soccer, final results include overtime but do not include shootouts. Extra play (i.e. playoff holes) is not included in tournament golf results.

How are Ties determined for PRO•LINE hockey and PRO•LINE soccer?

If the score of a hockey or soccer game is tied at the completion of regulation time and overtime, the PRO•LINE outcome is a Tie.

NOTE Hockey and soccer shootouts are not included in the determination of any PRO•LINE outcome.



How are odds for SPORT SELECT games determined?

WCLC odds setters, who consider previous match-ups and performances of teams and players, as well as latest streaks, trends, injuries and other factors, set odds for games.

Is injury (stoppage) time included in final PRO•LINE results for soccer?

Yes, final PRO•LINE results for soccer include any injury time and overtime, if applicable. However, shootouts are not included in the final results.

PRO•LINE TIE RULE

Ties do not naturally occur in hockey, baseball and basketball, and they seldom occur in football and golf. The PRO•LINE Tie Rule was established to allow three possible wagering outcomes to be offered on PRO•LINE: “Visitor Win” (V), “Tie” (T), and “Home Win” (H). The three outcomes provide players with more attractive odds, and each outcome occurs with regular frequency.

NOTE For more details on the PRO•LINE Tie Rule, and for the definitions of a “Visitor Win”, “Tie” and “Home Win” for each sport *except golf*, see Page 2, and *for golf* see Page 8.

SELECTION RESTRICTIONS

WCLC may, at all times and at its discretion, refuse to issue tickets bearing any selection, as WCLC determines. The aggregate amount that may be wagered on any selection, by any person(s) or at any terminal, may be limited by WCLC. A maximum of four ties may be selected on any one PRO•LINE or DOUBLE PLAY ticket.

DOUBLEHEADER RULE

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 one – 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.

NOTE If the first game of a doubleheader is played and it is the continuation of a suspended game, and the second game is subsequently postponed, a 1.00 value is assigned to all wagering outcomes for the game listed on the Active PRO•LINE and OVER/UNDER Game List.

CHECK YOUR TICKETS & VALID SELECTIONS

Before leaving the retail location, check the information on your ticket to make sure it is consistent with your Selections. Only the Selections recorded by the WCLC computer system participate in the game and are eligible for prizes.

What is the purpose of the PRO•LINE Tie Rule?

Of the SPORT SELECT products, only PRO•LINE offers players a third wagering outcome on some sports – a “Tie”. This makes the game more attractive to players and allows the odds on each outcome to be higher.

The PRO•LINE Tie Rule allows a percentage of PRO•LINE hockey, basketball and football games to end in a “Tie”, making the “Tie” outcome a reasonable wagering prediction for our players.

Definitions of the wagering outcomes for all sports except golf appear on Page 2, and for golf on Page 8.

What is the purpose of the Doubleheader Rule?

Doubleheaders, scheduled and unscheduled, are common in baseball, and the doubleheader rule defines which of the two games played is the SPORT SELECT game of record. It should be noted that “unscheduled” doubleheaders are often added the evening before the two games. As a result, sales cut-off times published on the original SPORT SELECT Game Lists are, on occasion, subject to change.



DAILY WAGERING LIMITS ON SPORT SELECT

The maximum amount an individual can wager on any SPORT SELECT product per day at any Retail location is \$250. For COMBO PLAY, the maximum daily wager per product per day is \$420.

RESULTS

Except for golf, final results are the outcomes of the games on the Active PRO•LINE and OVER/UNDER or POINT SPREAD Game List, as determined by WCLC by 3:00 am CT on the day following the scheduled commencement of the game listed. For all sports except Golf, Hockey and Soccer, final results include all extra play. For Hockey and Soccer, final results include overtime but do not include shootouts.

Golf is based on multiple-day tournament play and results do not include extra play (i.e. playoff holes). Final results are the outcomes of the games on the Active PRO•LINE and OVER/UNDER Game List, as determined by WCLC by 3:00 am CT on the day after the golf tournament has been deemed complete by WCLC. Find details on golf results on Page 8.

NOTE If a SPORT SELECT game is not completed by 2:00 am CT, prize claims for winning tickets will be delayed twenty-four (24) hours. Late results do not allow sufficient time for overnight processing and next-day payment.

ISSUANCE OF TICKETS

For the published odds to apply to all selections in the case of PRO•LINE and OVER/UNDER, and for all selections to qualify in the case of POINT SPREAD, a person must present a completed PRO•LINE, OVER/UNDER, DOUBLE PLAY or POINT SPREAD Selection Slip for the games selected from the Active SPORT SELECT PRO•LINE and OVER/UNDER or POINT SPREAD Game List available at Lottery Ticket Centres, and must pay the authorized retailer the amount wagered before the actual commencement of the earliest game chosen. A ticket will be issued showing the applicable purchase date, particulars of selections, associated odds, point spread lines, potential payout, amount wagered, control number(s) and other relevant information. An Active PRO•LINE and OVER/UNDER Game List, or POINT SPREAD Game List, is the PRO•LINE and OVER/UNDER, or POINT SPREAD, Game List entered in WCLC's computer containing those games available for wagering at the time of purchase. Only one such list is an Active PRO•LINE and OVER/UNDER or POINT SPREAD Game List at any given time.

NOTE All times shown on Game Lists are cut-off times for wagering on that particular game, and are subject to change without notice. Golf game dates on PRO•LINE and OVER/UNDER Game Lists represent the scheduled first day of tournament play.

CANCELLED OR INCOMPLETE GAMES – ALL SPORTS EXCEPT GOLF

For all sports except golf, a SPORT SELECT game which is delayed, postponed, suspended, cancelled or called resulting in that game not being considered a completed game by WCLC prior to 3:00 a.m. CT on the day following the scheduled day of commencement of the game on the Active PRO•LINE and OVER/UNDER or POINT SPREAD Game List, shall have its odds value changed.

For PRO•LINE and OVER/UNDER, wagers will have an odds value of 1.00 assigned to each of the "Visitor Win", "Tie", "Home Win", "Over" and "Under" outcomes for that game. If all selections are assigned an odds value of 1.00 for each of "Visitor Win", "Tie", "Home Win", "Over" and "Under", the ticket holder(s) shall be entitled to a refund of the amount wagered.

For POINT SPREAD, the potential payout will be reduced to the next lowest prize category if all other predictions are correct. This applies to all POINT SPREAD selections including those involving a potential subsidiary prize. For example, if one makes a 10-game selection for which a subsidiary prize is available for correctly predicting 9 out of 10 games and one game is cancelled or incomplete, the 10-game selection becomes a 9-game selection, in which event all predictions must be correct, and for which no subsidiary prizes are available. If all games selected are considered incomplete, the ticket holder(s) shall be entitled to a refund of the amount wagered.

For COMBO PLAY, the cancellation rules pertaining to PRO•LINE, OVER/UNDER and POINT SPREAD will apply, depending on the SPORT SELECT game played. If all games selected are considered incomplete, the ticket holder(s) shall be entitled to a refund of the amount wagered.

PRO•LINE AND OVER/UNDER LIMITATIONS OF PRIZE LIABILITY

In all cases, the prize that shall be available to be won on any one PRO•LINE ticket or on any one OVER/UNDER ticket shall, in each case, be limited to the lesser of: a) fifty thousand (50,000) times the amount wagered; or b) two hundred and fifty thousand (\$250,000) dollars as such amount may be modified by the following paragraph.

The aggregate amount of prizes for all players that may be won on any one day on PRO•LINE using PRO•LINE Selection Slips shall be limited to a maximum of two million (\$2,000,000) dollars. The aggregate amount of prizes that may be won on any one day on OVER/UNDER using OVER/UNDER Selection Slips shall be limited to a maximum of one million (\$1,000,000) dollars. The aggregate amount of prizes that may be won on any one day on PRO•LINE and OVER/UNDER, together, when purchased using DOUBLE PLAY Selection Slips shall be limited to a maximum of two million (\$2,000,000) 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) dollars in the case of OVER/UNDER when the ticket was purchased using an OVER/UNDER Selection Slip and, in all other cases, would exceed two million (\$2,000,000) dollars, then the aggregate amount of prizes payable on all winning tickets for that day shall automatically be reduced, and the amount payable as a prize in respect of each winning ticket for that day shall be equal to:

a) the amount wagered by such ticket, plus b) the amount that would have been payable as

a prize before any reduction less the amount of the wager multiplied by a fraction, having, in the case of an OVER/UNDER ticket purchased using an OVER/UNDER Selection Slip, a numerator of one million (\$1,000,000) dollars and, in all other cases, having a numerator of two million (\$2,000,000) dollars, less, in the case of PRO•LINE, the aggregate of all amounts wagered on PRO•LINE using a PRO•LINE Selection Slip, in the case of OVER/UNDER, the aggregate of all amounts wagered on OVER/UNDER using an OVER/UNDER Selection Slip and, in the case of DOUBLE PLAY, the aggregate of all amounts wagered on OVER/UNDER and PRO•LINE using a DOUBLE PLAY Selection Slip for that day and, as its denominator, the aggregate amount of prizes that would have been payable on all winning tickets for that day before any reduction, less the aggregate of all amounts wagered.

For PRO•LINE and DOUBLE PLAY:

$$\text{amount payable after adjustment} = \text{amount wagered} + \left(\frac{\text{amount payable before adjustment less amount wagered} \times \$2,000,000 \text{ less total wagers}}{\text{total prizes payable before adjustment less total wagers}} \right)$$

For OVER/UNDER only:

$$\text{amount payable after adjustment} = \text{amount wagered} + \left(\frac{\text{amount payable before adjustment less amount wagered} \times \$1,000,000 \text{ less total wagers}}{\text{total prizes payable before adjustment less total wagers}} \right)$$

CANCELLED OR INCOMPLETE GAMES – GOLF

For the sport of golf, PRO•LINE wagers are based on multiple-day tournament play.

A golf tournament is considered official if all golfers not previously eliminated, disqualified or withdrawn have completed all regularly scheduled holes within seven (7) days of the scheduled first day of the tournament; or, with respect to a seventy-two (72) hole tournament, in the event all regularly scheduled holes cannot be played, if the said players have completed a minimum of fifty-four (54) holes within seven (7) days of the scheduled first day of the tournament; or, with respect to a fifty-four (54) hole tournament, in the event all regularly scheduled holes cannot be played, if the said

players have completed a minimum of thirty-six (36) holes within seven (7) days of the scheduled first day of the tournament.

NOTE Holes and strokes from an incomplete final round are not included in the determination of outcomes for golf games based on that tournament.

If fifty-four (54) holes for seventy-two (72) hole tournaments, or thirty-six (36) holes for fifty-four (54) hole tournaments, are not completed by all golfers who have not been previously eliminated, disqualified or withdrawn within seven (7) days of the scheduled first day of the tournament, the PRO•LINE tournament will be deemed incomplete by WCLC and a 1.00 value will be assigned to all “Visitor Win”, “Tie” and “Home Win” outcomes for each game of golf based on that tournament.

POINT SPREAD LIMITATIONS OF PRIZE LIABILITY

The aggregate amount of prizes for all players that may be won on any day on POINT SPREAD shall be limited to a maximum of one million (\$1,000,000) 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) dollars, then the aggregate amount of prizes payable on all winning tickets for that day shall automatically be reduced, and the amount payable as a prize in respect of each winning ticket for that day shall be equal to:

a) the amount wagered by such ticket, plus b) 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) dollars, less the aggregate of all amounts wagered on POINT SPREAD for that day and, as its denominator, the aggregate amount of prizes that would have been payable on all winning tickets for that day before any reduction, less the aggregate of all amounts wagered.

For POINT SPREAD:

$$\text{amount payable after adjustment} = \text{amount wagered} + \left(\frac{\text{amount payable before adjustment less amount wagered}}{\text{total prizes payable before adjustment less total wagers}} \times \frac{\$1,000,000 \text{ less total wagers}}{\text{total prizes payable before adjustment less total wagers}} \right)$$

GOVERNING RULES

The official Game Conditions and Prize Structure Statements, and the Rules and Regulations Respecting Lotteries and Gaming, of WCLC, which are available upon request, govern PRO•LINE, OVER/UNDER, POINT SPREAD, DOUBLE PLAY and COMBO PLAY and supersede any information within this publication.

WINNING SELECTIONS

A Winning Selection is one that bears the final results, as determined by WCLC, for either:

- (i) All games selected from the Active PRO•LINE and OVER/UNDER Game List; or
- (ii) The minimum number of games selected from the Active POINT SPREAD Game List, which entitles the holder of a ticket to a prize in accordance with the applicable POINT SPREAD Game Conditions.

WINNING TICKETS

Any valid ticket bearing a Winning Selection is a Winning Ticket and entitles its holder(s) to claim a prize.



PAST POSTING AND INCORRECT GAME LIST RULES

In the event that a PRO•LINE, OVER/UNDER, DOUBLE PLAY or POINT SPREAD ticket contains a selection(s) of a game(s) that has actually commenced or been completed prior to the issuance of such ticket, such a game(s) shall, with respect to such ticket, have the value of the odds changed or the number of selections reduced. In PRO•LINE and OVER/UNDER, a value of 1.00 will be assigned to each of the "Visitor Win", "Tie", "Home Win", "Over" and "Under" outcomes of that game.

If all selections are assigned an odds value of 1.00 for each of "Visitor Win", "Tie", "Home Win", "Over" and "Under", the ticket holder(s) shall be entitled to a refund of the amount wagered. In POINT SPREAD, such selection(s) will be deemed deleted and the number of games selected on such ticket shall be deemed reduced by one for each such game(s). If the number of selections is deemed reduced to zero (0), the ticket holder(s) shall be entitled to a refund of the amount wagered.

If a SPORT SELECT Game List contains a game(s) with an incorrect date(s) or designator(s), such game(s) shall be assigned an odds value of 1.00 for each of the "Visitor Win", "Tie", "Home Win", "Over" and "Under" outcomes.

PRIZES

Subject to the aggregate daily prize limit, and the assignment of 1.00 values when required, Winning Tickets will be redeemed in the amount determined by the size of the wager, the odds set by WCLC for each predicted outcome (PRO•LINE and OVER/UNDER) and the number of correct predictions (POINT SPREAD). To win on PRO•LINE, OVER/UNDER and DOUBLE PLAY, all predictions must be correct. To win on POINT SPREAD, all predictions must be correct, or you must correctly predict 9 out of 10 games, 10 out of 11 games, 10 out of 12 games, or 11 out of 12 games.

OTHER INFORMATION

Additional information can also be found on the back of PRO•LINE, OVER/UNDER, POINT SPREAD, DOUBLE PLAY and COMBO PLAY Selection Slips.

SPORT SELECT is not associated with, sponsored by, or authorized by any professional or amateur sports league or association, member teams, players or other affiliates in any way. SPORT SELECT team and player designators can be found at www.wclc.com, and may be available at WCLC Lottery Retailers. Consumers can also call 1-800-665-3313 during regular business hours for designator information.

Persons under 18 years of age may not purchase or cash lottery tickets.

Proof of age may be required.

PROBLEM GAMBLING HELP LINES

Lottery games are intended as recreational. Please play responsibly. If gambling is a problem for you or someone you know, call toll-free:

Alberta	1-866-332-2322
Saskatchewan	1-800-306-6789
Manitoba (rural)	1-800-463-1554
Winnipeg	(204) 944-6382

Lottery results and game information are not available at the above numbers.

PRIZE CLAIMS

SPORT SELECT prizes must be claimed by the date indicated on the SPORT SELECT ticket purchased.

If you have any questions regarding claiming a prize, please call 1-800-665-3313 toll-free during regular business hours.

CONTACT INFORMATION

If you have inquiries, or require additional information, contact us at:

Western Canada Lottery Corporation
Corporate Communications
Postal Bag 649
Stettler, Alberta T0C 2L0
1-800-665-3313
www.wclc.com

17

