

Table of Contents

1.	<i>HORSERACING BETS</i>	3
2.	<i>DEFINITIONS</i>	4
3.	<i>GENERAL</i>	4
4.	<i>EQUIPMENT FAILURE</i>	5
5.	<i>CARRYOVERS</i>	5
5.1	PICK 6	5
5.2	JACKPOT (PICK 4), PLACE ACCUMULATOR, BIPOT	5
5.3	TRIFECTA.....	6
5.4	QUARTET	6
5.5	PICK 3, DAILY DOUBLE, ROLLING DOUBLE.....	6
6.	<i>SOUTH AFRICAN RACING POLICIES</i>	7
6.1	WIN POOL.....	7
6.2	PLACE POOL	7
6.3	TRIFECTA POOL	7
6.4	QUARTET POOL	7
6.5	PICK 3 POOL	7
6.6	JACKPOT POOL (PICK 4)	7
6.7	PICK 6 POOL	7
6.8	PICK 7 POOL	7
6.9	PICK 8 POOL	7
6.10	PICK 9 POOL	7
6.11	PICK 10 POOL (“EASY 10”)	7
6.12	PLACE ACCUMULATOR.....	8
6.13	ALL-TO-COME POOL.....	8
6.14	QUICK 6 POOL.....	8
6.15	BIPOT POOL.....	8
7.	<i>SOCCER</i>	8
7.1	SOCCER WIN POOL	8
7.2	SOCCER 1 POOL	9
7.3	SOCCER 2 POOL	9
7.4	SOCCER 4 POOL	9
7.5	SOCCER 6 (Fast play option).....	9

7.6	SOCCER 6 (Classic play option)	10
7.7	SOCCER 10 POOL	10
7.8	SOCCER 13 POOL	10
8.	MOTOR RACING	10
8.1	RACING CAR OR MOTORBIKE TRIFECTA (WHEELS 3)	10
8.2	RACING CAR OR MOTORBIKE QUARTET (WHEELS 4) [FORMULA 1 MOTOR RACING QUARTET].	11
9.	RUGBY.....	11
9.1	RUGBY WIN POOL	11
9.2	RUGBY 1 POOL	11
9.3	RUGBY 2 POOL	11
9.4	RUGBY 4 POOL	12
9.5	RUGBY 4 (FAST PLAY)	12
9.6	RUGBY 5 POOL	12
10.	SHOW JUMPING	12
10.1	SHOW JUMPING WIN POOL	12
10.2	SHOW JUMPING TRIFECTA POOL.....	13
11.	SPORTS COCKTAIL POOL.....	13
11.1	SPORTS COCKTAIL POOL	13
12.	SOCCER GG RULES.....	13

1. HORSERACING BETS

- 1.1 Couplings and Jackpot first-timer rules do not apply to any bet on any race. Pick 6 first-timer rule applies only to races run in South Africa. Note in BLITZ Race Meetings, it shall apply only to South African races within the meeting.
- 1.2 If a horse is incorrectly shown as a first-timer in the official race card for whatever reason, it shall be treated as a first-timer for result and dividend purposes.
- 1.3 TAB accepts no responsibility nor liability if form and horse details supplied by International operators and displayed in the official race card are incorrect.
- 1.4 Barring certain exceptions, carryovers arising from pools hosted by TAB in South Africa on South African and International races are accumulated in same-bet-type stockpiles and added to selected same-bet-type pools at the operators' discretion.
- 1.5 The operators reserve the right to vary carryover policy and in terms of this, may utilise a portion not exceeding 30% of the total Pick 6 carryover money stockpiled annually for carryovers to other bet-type pools.
- 1.6 Should incorrect results/dividends be declared for any event or race for whatever reason, TAB reserves the right to correct such incorrect results/dividends and to adjust account balances of TAB accountholders to reflect the correct result/dividends.
- 1.7 Multi-race bets on South African race meetings are offered according to the table below:

6-race card

Pick 6 = Races 1 to 6
Jackpot = Races 2 to 5

7-race card

PA = Races 1 to 7
Pick 6 = Races 2 to 7
Jackpot = Races 3 to 6

8-race card

Bipot = Races 1 to 6
PA = Races 2 to 8
Pick 6 = Races 3 to 8
Jackpot = Races 4 to 7

9-race card (or more)

Bipot = Races 2 to 7
PA = Races 3 to 9
Pick 6 = Races 4 to 9
Jackpot = Races 5 to 8

- 1.8 All bets R1 unit; minimum bet in TABs R6 (minimum EACHWAY Bet = R3 Win, R3 Place = R6; 3-horse EXACTA or TRIFECTA Box or 4-horse SWINGER Box @ R6 cost can be taken). Minimum bet online R1. TAB Rules PICK 6: If first-timer wins, first horse to finish of those to have run before also qualifies. PLACE: Less than 6 runners no Place betting; 6-7 runners payouts FIRST, SECOND; 8-15 runners FIRST, SECOND, THIRD; 16 or more FIRST, SECOND, THIRD, FOURTH.

2. DEFINITIONS

- 2.1 **Carryover:** shall mean that a pool or a portion of a pool has no winning combinations and the net pool is carried forward to be added to a pool/s at the operator's discretion.
- 2.2 **TRIFECTA BOOST, MAXIPOOL (Quartet) and MEGAPOOL (Pick 6):** the amalgamation of various Carryovers into a selected single pool.
- 2.3 **Jackpot QUICKMIX:** Jackpot (Pick 4) comprising events or races from different race meetings in order to increase interest and complete the bet quicker than usual.
- 2.4 **PA QUICKMIX:** Place Accumulator comprising seven events or races from different race meetings in order to increase interest and complete the bet quicker than usual.
- 2.5 **Bipot QUICKMIX:** Bipot comprising six events or races from different race meetings in order to increase interest and complete the bet quicker than usual.
- 2.6 **Double QUICKMIX:** Double combining races from different meetings.
- 2.7 **Pick 6 QUICKMIX:** Pick 6 comprising six events or races from different race meetings in order to increase interest and complete the bet quicker than usual.
- 2.8 **Pick 3 QUICKMIX:** Pick 3 comprising three events or races from different race meetings in order to increase interest and complete the bet quicker than usual.
- 2.9 **BLITZ Race Meeting bets:** A race meeting combining 7 of the best SA & international races in an afternoon timeframe. Bets on BLITZ Race Meeting comprise Place Accumulator (Races 1 to 7), Pick 6 (Races 2 to 7), Jackpot (Races 3 to 6), Pick 3 (Races 5 to 7) and Daily Double (Races 6 and 7).

3. GENERAL

- 3.1 TAB payouts for all bets on all races in South Africa are based solely on the official result declared following the National Horseracing Authority "All Clear" for a race. Any subsequent change to a result by the National Horseracing Authority, the body responsible for controlling horseracing, is for statistical and record purposes only and is usually disregarded in terms of TAB pay outs.
- 3.2 TAB follows the same policy for all races run outside South Africa's borders. If pools are commingled, TAB will follow the application of this rule as determined by the host operator.
- 3.3 In the event that a runner is scratched in error for a time by the host operator, and if a "field" bet is taken during the time frame that the runner is scratched, thereby omitting the scratched runner, customers will be compensated by a refund, providing the scratched runner is part of the winning combination and the customer completes a claim form.

4. EQUIPMENT FAILURE

- 4.1** In the event of breakdown in any equipment, device or means of communication employed by the operator for processing bets, the operator may declare the favourite for the race (based on the dividends at the time of such failure) and such dividend or refund as may be appropriate in the circumstances having regard to the information available. The customer shall not have any claim of any nature against operator and/or any of its employees arising from a failure to accept bets because of delays caused by a breakdown in the telephone system and/or other telecommunication system for whatever reason.
- 4.2** Bets can only be accepted while the approved wagering system is operative.
- 4.3** Should Pick 6 or Pick 4 commingled pools progressive scans from guest systems not be transmitted to the host operator for whatever reason, thus preventing the host operator from declaring remaining tickets, will-pays or dividends, the host operator has the option to exclude the pool total from the guest system concerned, thereby decreasing the final pool total displayed at the close of betting on the Pick 6 and/or Pick 4 pool.
- 4.4** Should data communications be interrupted to the host operator, due to technical equipment failure or any other reason, the following will apply:
- 4.5** Where a combination of local and commingle pools are offered on a race, host operator dividends and rules will be applied for the current race and thereafter all commingled pools will be switched to SA pools, thereby declaring TAB results and dividends as well as applying TAB local rules.
- 4.6** Where only commingled pools are offered on a race, commingled pools will be refunded.

5. CARRYOVERS

5.1 PICK 6

5.1.1 Pick 6 Carryovers on all South African race meetings and BLITZ race meetings are accumulated in a Pick 6 Stockpile and added to selected Pick 6 pools at the sole discretion of the operators, regardless of the meeting/s from which such Carryovers originated. The operators reserve the right to vary this policy and to utilise monies in the Pick 6 Stockpile to create Carryovers to other bet-type pools from time to time.

5.1.2 Pick 6 Carryovers from Zimbabwe, Mauritius and Kenya will be accumulated by the country and carried forward to a Mega Pool on a meeting selected at the sole discretion of the operators, except it shall be a meeting in the country from which the Carryover/s originated. The operators reserve the right to vary this policy.

5.2 JACKPOT (PICK 4), PLACE ACCUMULATOR, BIPOT

5.2.1 Jackpot (including QUICKMIX, BLITZ), Place Accumulator (including BLITZ) and Bipot (including BLITZ) Carryovers on all South African and International race meetings (except Dubai) are accumulated into Jackpot, Place Accumulator and Bipot Stockpiles and added to selected Jackpot, Place Accumulator and Bipot pools at the sole discretion of the operators, regardless of the meeting/s from which such Carryovers originated.

5.2.2 All Dubai Jackpot, Place Accumulator and Bipot Carryovers go into a Jackpot, Place Accumulator or Bipot pool at a selected Dubai race meeting, unless they originate at the last Dubai meeting of the Dubai racing season in which case they shall be added to the same-bet Stockpile.

5.3 TRIFECTA

5.3.1 With one exception Trifecta Carryovers on all South African and international race meetings are accumulated in a Trifecta Stockpile and added to selected Trifecta pools at the sole discretion of the operators, regardless of the meeting/s from which such Carryovers originated.

5.3.2 Exception: Trifecta Carryovers on Dubai race meetings are accumulated and go into a Trifecta pool on a selected race at a Dubai race meeting. In the case of the final Dubai meeting of the season, any monies in the Dubai Trifecta Carryover Stockpile and any Trifecta carryovers arising during the meeting go to the Trifecta pool on the last race at the meeting. Should a Carryover arise from this race, it will be added to the Trifecta Stockpile.

5.4 QUARTET

5.4.1 With one exception Quartet Carryovers on all South African and international race meetings are accumulated in a Quartet Stockpile and added to selected Quartet pools at the sole discretion of the operators, regardless of the meeting/s from which such Carryovers originated.

5.4.2 Exception: Quartet Carryovers on Dubai race meetings are accumulated and go into a Quartet pool on a selected race at a Dubai race meeting. In the case of the final Dubai meeting of the season, any monies in the Dubai Quartet Carryover Stockpile and any Quartet carryovers arising during the meeting go to the Quartet pool on the last race at the meeting. Should a Carryover arise from this race, it will be added to the Quartet Stockpile.

5.5 PICK 3, DAILY DOUBLE, ROLLING DOUBLE

5.5.1 Excluding Dubai, Pick 3 Carryovers on all South African and international race meetings are accumulated in a Pick 3 Stockpile and added to selected Pick 3 pools at the sole discretion of the Operators, regardless of the meeting/s from which such Carryovers originated. Daily Double/Rolling Double Carryovers on all South African and international race meetings are accumulated in a Daily Double/Rolling Double Stockpile and added to selected Daily Double/Rolling Double pools at the sole discretion of the operators, regardless of the meeting/s from which such Carryovers originated.

5.5.2 Exception: All Pick 3 pools on Dubai racing are “must-win” pools and as such no Carryovers can occur.

6. SOUTH AFRICAN RACING POLICIES

6.1 WIN POOL

6.1.1 Bracketing of runners rule does not apply.

6.2 PLACE POOL

6.2.1 5 runners or less: No Place Betting

6.2.2 6 to 7 runners: Pays out first and second placed runners.

6.2.3 8 to 15 runners: Pays out first, second and third placed runners.

6.2.4 16 to 20 runners: Pays out first, second, third and fourth placed runners.

6.3 TRIFECTA POOL

6.3.1 Bracketing of runners rule does not apply.

6.3.2 First timer rule does not apply.

6.4 QUARTET POOL

6.4.1 Bracketing of runners rule does not apply.

6.4.2 First timer rule does not apply.

6.5 PICK 3 POOL

6.5.1 Bracketing of runners rule does not apply.

6.5.2 First timer rule does not apply.

6.6 JACKPOT POOL (PICK 4)

6.6.1 Bracketing of runners rule does not apply.

6.6.2 First timer rule does not apply.

6.7 PICK 6 POOL

6.7.1 Bracketing of runners rule does not apply.

6.7.2 First timer rule does apply.

6.8 PICK 7 POOL

6.8.1 Bracketing of runners rule does not apply.

6.8.2 First timer rule does apply.

6.9 PICK 8 POOL

6.9.1 Bracketing of runners rule does not apply.

6.9.2 First timer rule does apply.

6.10 PICK 9 POOL

6.10.1 Bracketing of runners rule does not apply.

6.10.2 First timer rule does apply.

6.11 PICK 10 POOL ("EASY 10")

6.11.1 Fractional betting is not available to the Pick 10 pool.

6.11.2 Bracketing of runners rule does not apply.

6.11.3 First timer rule does apply.

6.12 PLACE ACCUMULATOR

6.12.1 Bracketing of runners rule does not apply.

6.12.2 First timer rule does not apply.

6.13 ALL-TO-COME POOL

6.13.1 Bracketing of runners rule does not apply.

6.13.2 5 runners or less: No All-To-Come Place Betting

6.13.3 6 to 7 runners: Pays out first and second placed runners.

6.13.4 8 to 15 runners: Pays out first, second and third placed runners.

6.13.5 16 to 20 runners: Pays out first, second, third and fourth placed runners.

6.13.6 The All-To-Come bet is offered on all South African and selected International venues.

6.13.7 All races must be from the same meeting unless otherwise specified by the Operators.

6.13.8 All to come bets will be added to the Win and Place pools as selected.

6.13.9 The maximum reinvestment cannot exceed R15, 000.

6.14 QUICK 6 POOL

6.14.1 Fractional betting is not available to the Quick 6 pool.

6.14.2 Bracketing of runners rule does not apply.

6.14.3 First timer rule does not apply.

6.15 BIPOT POOL

6.15.1 Fractional betting available to the Bipot pool.

6.15.2 Bracketing of runners rule does not apply.

6.15.3 First timer rule does not apply.

7. SOCCER

7.1 SOCCER WIN POOL

7.1.1 Purpose:

The purpose is to select the winning team and score in a specified soccer match as designated in the official soccer fixtures card for each Event. There are 12 possible results for each match:

- 7.1.1.1 Team A to win by 1 goal
- 7.1.1.2 Team A to win 2 goals
- 7.1.1.3 Team A to win 3 goals
- 7.1.1.4 Team A to win by 4 or more goals
- 7.1.1.5 Teams A and B to draw 0-0
- 7.1.1.6 Teams A and B to draw 1-1
- 7.1.1.7 Teams A and B to draw 2-2
- 7.1.1.8 Any other draw
- 7.1.1.9 Team B to win by 1 goal
- 7.1.1.10 Team B to win by 2 goals
- 7.1.1.11 Team B to win by 3 goals
- 7.1.1.12 Team B to win by 4 or more goals
- 7.1.1.13 No fractional betting will be permitted.

7.2 SOCCER 1 POOL

7.2.1 Purpose:

The purpose of the soccer 1, is to select the result of one soccer match as designated in the official soccer 1 fixtures card. There are six possible results for each match:

- 7.2.1.1 Team A to win by difference of 1 goal
- 7.2.1.2 Team A to win by difference of 2 or more goals
- 7.2.1.3 a no score draw (0 -0 only)
- 7.2.1.4 a score draw (example 1- 1; 2- 2; etc.)
- 7.2.1.5 Team B to win by difference of 1 goal
- 7.2.1.6 Team B to win by difference of 2 or more goals

7.3 SOCCER 2 POOL

7.3.1 Purpose:

The purpose of the soccer 2 is to select the result of two soccer matches as designated in the official soccer 2 fixtures card for each Event. There are six possible results for each match:

- 7.3.1.1 Team A to win by 1 goal
- 7.3.1.2 Team A to win by 2 or more goals
- 7.3.1.3 a no score draw (0- 0 only)
- 7.3.1.4 a score draw (example 1- 1; 2- 2; etc.)
- 7.3.1.5 Team B to win by 1 goal
- 7.3.1.6 Team B to win by 2 or more goals.
- 7.3.1.7 No fractional betting will be permitted.

7.4 SOCCER 4 POOL

7.4.1 Purpose:

The purpose of the soccer 4, is to select the result of four soccer matches as designated in the official soccer 4 fixtures card for each Event. There are six possible results for each match:

- 7.4.1.1 Team A to win by 1 goal
- 7.4.1.2 Team A to win by 2 or more goals
- 7.4.1.3 a no score draw (0-0 only)
- 7.4.1.4 a score draw (example 1- 1; 2- 2; etc.)
- 7.4.1.5 Team B to win by 1 goal
- 7.4.1.6 Team B to win by 2 or more goals.
- 7.4.1.7 No fractional betting will be permitted.

7.5 SOCCER 6 (Fast play option)

7.5.1 Purpose:

The purpose of the soccer 6 is to select the result of six soccer matches as designated in the official soccer 6 fixtures card for each Event. There are three possible results for each match:

- 7.5.1.1 Team A to win
- 7.5.1.2 a draw
- 7.5.1.3 Team B to win
- 7.5.1.4 No fractional betting will be permitted.

7.6 SOCCER 6 (Classic play option)

7.6.1 Purpose:

The purpose of the soccer 6 (classic play) is to select the result of six soccer matches as designated in the official soccer 6 fixtures card for each Event. There are six possible results for each match:

- 7.6.1.1** Team A to win by 1 goal
- 7.6.1.2** Team A to win by 2 or more goals
- 7.6.1.3** a score draw (example 1- 1; 2- 2; etc.)
- 7.6.1.4** Team B to win by 1 goal
- 7.6.1.5** Team B to win by 2 or more goals.
- 7.6.1.6** No fractional betting will be permitted.

7.7 SOCCER 10 POOL

7.7.1 Purpose:

The purpose of the soccer 10 is to select the result of ten soccer matches as designated in the official soccer 10 fixtures card for each Event. There are three possible results for each match:

- 7.7.1.1** Team A to win
- 7.7.1.2** a draw
- 7.7.1.3** Team B to win.
- 7.7.1.4** No fractional betting will be permitted.

7.8 SOCCER 13 POOL

7.8.1 Purpose:

The purpose of the soccer 13 is to select the result of thirteen soccer matches as designated in the official soccer 13 fixtures card for each Event. There are three possible results for each match

- 7.8.1.1** Team A to win
- 7.8.1.2** a draw
- 7.8.1.3** Team B to win.
- 7.8.1.4** No fractional betting will be permitted.

8. MOTOR RACING

8.1 RACING CAR OR MOTORBIKE TRIFECTA (WHEELS 3)

8.1.1 Purpose:

The purpose of the Racing Car or Motorbike Trifecta (Wheels 3) is to select three cars or bikes to finish first, second and third in that order in an official grand prix race as designated in the official race sheet as a Trifecta pool race

- 8.1.1.1** For the trifecta to operate, 3 or more participants are required to start the race.
- 8.1.1.2**

8.2 RACING CAR OR MOTORBIKE QUARTET (WHEELS 4) [FORMULA 1 MOTOR RACING QUARTET]

8.2.1 Purpose:

The purpose of the Racing Car or Motorbike Quartet (Wheels 4) [Formula 1 Quartet] is to select four cars or bikes to finish first, second, third and fourth in that order in an official grand prix race as designated in the official race sheet as a quartet pool race.

8.2.1.1 For the quartet to operate, 4 or more participants are required to start the race.

9. RUGBY

9.1 RUGBY WIN POOL

9.1.1 Purpose:

The purpose is to select the winning team and score in a specified rugby match as designated in the official fixtures card. There are 11 possible results for each match:

- 9.1.1.1** Team A to win by 1 to 6 points
- 9.1.1.2** Team A to win by 7 to 12 points
- 9.1.1.3** Team A to win by 13 to 18 points
- 9.1.1.4** Team A to win by 19 to 25 points
- 9.1.1.5** Team A to win by 26 points or more
- 9.1.1.6** Team A to Draw with Team B
- 9.1.1.7** Team B to win by 1 to 6 points
- 9.1.1.8** Team B to win by 7 to 12 points
- 9.1.1.9** Team B to win by 13 to 18 points
- 9.1.1.10** Team B to win by 19 to 25 points
- 9.1.1.11** Team B to win by 26 points or more.

9.2 RUGBY 1 POOL

9.2.1 Purpose:

The purpose of the Rugby 1 is to select the result of a single rugby match as designated in the official Rugby 1 fixtures card. There are seven possible results for each match:

- 9.2.1.1** Team A to win by 5 to 12 points
- 9.2.1.2** Team A to win by 13 to 19 points
- 9.2.1.3** Team A to win by 20 or more points
- 9.2.1.4** Draw or Team A or Team B to win by 4 points or less
- 9.2.1.5** Team B to win by 5 to 12 points
- 9.2.1.6** Team B to win by 13 to 19 points
- 9.2.1.7** Team B to win by 20 or more points.

9.3 RUGBY 2 POOL

9.3.1 Purpose

The purpose of the Rugby 2 is to select the result of a two rugby matches as designated in the official Rugby 2 fixtures card. There are seven possible results for each match:

- 9.3.1.1** Team A to win by 1 to 7 points

- 9.3.1.2 Team A to win by 8 to 18 points
- 9.3.1.3 Team A to win by 19 or more points
- 9.3.1.4 Team A to draw with Team B
- 9.3.1.5 Team B to win by 1 to 7 points
- 9.3.1.6 Team B to win by 8 to 18 points
- 9.3.1.7 Team B to win by 19 or more points.

9.4 RUGBY 4 POOL

9.4.1 Purpose:

The purpose of the RUGBY 4 is to select the result of four rugby matches as designated in the official rugby 4 fixtures card. There are seven possible results for each match:

- 9.4.1.1 Team A to win by 1 to 7 points
- 9.4.1.2 Team A to win by 8 to 18 points
- 9.4.1.3 Team A to win by 19 or more points
- 9.4.1.4 Team A to draw with Team B
- 9.4.1.5 Team B to win by 1 to 7 points
- 9.4.1.6 Team B to win by 8 to 18 points

9.5 RUGBY 4 (FAST PLAY)

9.5.1 Purpose:

The purpose of the RUGBY 4 is to select the result of four rugby matches as designated in the official RUGBY 4 fixtures card. There are five possible results for each match:

- 9.5.1.1 Team A to win by 1 to 10 points
- 9.5.1.2 Team A to win by 11 or more points
- 9.5.1.3 Team A to draw with Team B
- 9.5.1.4 Team B to win by 1 to 10 points
- 9.5.1.5 Team B to win by 11 or more points.

9.6 RUGBY 5 POOL

9.6.1 Purpose:

The purpose of the RUGBY 5 is to select the result of five rugby matches as designated in the official RUGBY 5 fixtures card. There are five possible results for each match:

- 9.6.1.1 Team A to win by 5 to 12 points
- 9.6.1.2 Team A to win by 13 or more points
- 9.6.1.3 Draw or Team A or Team B to win by 4 points or less
- 9.6.1.4 Team B to win by 5 to 12 points
- 9.6.1.5 Team B to win by 13 or more points.

10. SHOW JUMPING

10.1 SHOW JUMPING WIN POOL

10.1.1 Purpose:

The purpose of the Show Jumping Win Pool is to select the winner of a Show Jumping Event as designated in the official Show Jumping Event sheet as a win pool.

10.2 SHOW JUMPING TRIFECTA POOL

10.2.1 Purpose:

The purpose of the Show Jumping Trifecta Pool is to select three horses to finish first, second and third in that order in an official show jumping Event as designated in the official race sheet as a trifecta pool.

10.2.1.1 The trifecta shall only operate where there are 3 or more starters.

11. SPORTS COCKTAIL POOL

11.1 SPORTS COCKTAIL POOL

11.1.1 Purpose:

The purpose of the Sports Cocktail Pool is to select the winner (s) of sporting and other Events as designated in the official sports cocktail fixtures card which shall be based on existing bet types, including multiple bet types, that is, betting on any lawful contingency or a combination of some other lawful Events. Unless specified in this Rule or official sports cocktail fixtures card, the rules of the various sporting Events shall be specified in the relevant section of these rules dealing with a specific pool or sporting Event, as the case may be.

12. SOCCER GG RULES

12.1 Purpose:

The purpose of Soccer GG is to predict the outcome of 5 soccer matches and a winner of one horse race as designated in the official Soccer GG fixtures list. The 5 soccer matches are labelled M1 to M5. In each match one team is shown as Team A and the other as Team B. You must predict the results of the 5 matches, choosing from three options:

12.1.1 1 = Team A to win

12.1.2 2 = Draw

12.1.3 3 = Team B to win

12.1.4 In the horse race (M6) you must predict the winning horse.

12.2 Unit of Bet and Minimum:

12.2.1 The unit of bet shall be R3 and that is also the minimum.

12.3 Result

12.3.1 Match Result:

12.3.2 The result of a match shall be the score at the end of the normal 90minute playing period plus any injury time that may be played. It shall not include extra time nor penalty shootouts.

12.3.3 Horse Race Result:

Official result as declared by the Tote.

12.3.4 Dead Heat:

In the event of a dead heat between two or more horses in M6 for the first place in the Soccer GG Pool resulting in more than one winning combination, the net pool shall be divided into as many equal portions as there are winning combinations, and each such portion shall then be divided by the number of unit bets on each of the combinations.

12.3.5 Bracketing of Horses:

The bracketing of horses shall not apply to Soccer GG pools.

12.3.6 First Timer Rule:

First timer Rule shall not apply to Soccer GG pools.

12.3.7 Calculation of Dividend:

The dividend shall be determined by dividing the net pool by the total number of unit bets on the winning combination/s.

12.3.8 Matches Abandoned/Not Completed:

Any match or horse race in a Soccer GG pool not completed by 9am on the day after the last day on which matches in the pool were scheduled, shall be deemed abandoned and all choices shall qualify. The times at which matches are completed will be as supplied by the operator's official source, notwithstanding the operator's decision in terms of when a match has not been completed shall be final and binding. The operator reserves the right to extend the time for a match to be completed provided this does not unduly hamper the declaration of results and dividends.

12.3.9 Refunds:

If all the matches, as designated in the TAB official fixtures list, are abandoned, all bets shall be refunded.

12.3.10 Carry Forward:

Should there be no winning tickets on a Soccer GG pool, the net pool shall be carried forward and added to a net soccer pool, selected at the sole discretion of Operator Management, provided that such carry forward is made within one month of the original pool or, in the case where it is the last event of a particular season, it shall be carried forward and added to a net soccer pool within one month of the commencement of the new season.