



PRO*PICKS LOTTERY GAME CONDITIONS

These Game Conditions apply, until amended or revised, to the PRO*PICKS lottery game.

1.0 Rules

- 1.1 PRO*PICKS is also governed by the Rules Respecting Lottery Games of the Ontario Lottery and Gaming Corporation.
- 1.2 Words used in the PRO*PICKS Game Conditions which are used in the Rules Respecting Lottery Games shall have the same meaning as words in the Rules Respecting Lottery Games.
- 1.3 Results of the event are as and when determined solely by the Corporation. The Corporation, in its sole discretion, in order to ensure the integrity of this lottery game, reserves the right to amend results.
- 1.4 The Corporation does not recognize protests, overturned decisions or amended results, after the Corporation has entered the final result of the event into the on-line system.
- 1.5 PRO*PICKS is not associated with, sponsored by or authorized by, any sports league, member teams, team players, athletes, personalities, or other affiliates in any way.
- 1.6 PRO*PICKS and CASINO PROPS are two separate and distinct lottery games offered by the Corporation. CASINO PROPS is governed by the CASINO PROPS Lottery Game Conditions.

2.0 Interpretation

“card” means an individually numbered card, consisting of a listing of up to 16 events with participant(s)/team(s) from a specific sport competing in a game or series of games and offered for wagering on the PRO*PICKS List; “extra play” means additional innings, periods, or overtime of games, but does not include shoot-outs, if any; “game” means a sport competition between two or more teams on a scheduled start date at a scheduled start time; “odds” means, for the PICKS and PROPS card type, the return offered on a wager on that result, as determined and published by the Corporation in accordance with these Game Conditions, and expressed as a number which shall be considered as a ratio to one; “play period” means the date or the range of dates, that the game(s) within a card are scheduled to be played; “PRO*PICKS List” means the periodic schedule of cards and other information associated with these cards and made available by the Corporation for wagering on the PRO*PICKS lottery game. For convenience and due to space limitations, some PRO*PICKS Lists may contain more information than others, but all such information applies to all such PRO*PICKS Lists unless otherwise stated by the Corporation to apply only to specific PRO*PICKS Lists; “regulation play” means the period of play in a game prior to extra play, whether or not extra play is played, as determined by the rules and regulations governing that game;

3.0 Game Participation

- 3.1 The Corporation shall make available a PRO*PICKS List for wagering, including:
 - 3.1.1 The “card type” (PICKS, PROPS or POOLS).
 - 3.1.2 The PRO*PICKS List number.
 - 3.1.3 The card description.
 - 3.1.4 Any other pertinent information as determined by the Corporation, such as the scoring rules for the card.
- 3.2 A player shall indicate his/her selection on a selection slip.
- 3.3 For PRO*PICKS:
 - 3.3.1 Regulation play is in accordance with the rules and regulations of the league or body governing that game.
 - 3.3.2 When two games between the same two teams are played in one day, in whole or in part, neither (the first or second) game will be considered the event originally scheduled for that date, and the event originally scheduled for that date will be considered an incomplete event.
- 3.4 PICKS card type
 - 3.4.1 The Corporation shall make available for wager:
 - 3.4.1.1 The sport.
 - 3.4.1.2 The game(s) the events will be based on.
 - 3.4.1.3 The date(s) the games will be played.
 - 3.4.1.4 The participant.
 - 3.4.1.5 The ranking for the participant, which shall correspond to the event number within the card. (“rank” or “ranking” means the order of the participants, with the rank of one being assigned to the participant with the most likely highest number of points at the end of the play period; the rank of two being assigned to the participant with the second most likely highest number of points at the end of the play period; and so forth).
 - 3.4.1.6 The odds for the events on the card.
 - 3.4.2 The player shall choose the play type, Top 1, Top 2 or Top 3.
 - 3.4.2.1 For a Top 1 play type, the player predicts the participant that will finish first by accumulating the most points compared to the other participants on the same card.
 - 3.4.2.2 For a Top 2 play type, the player predicts the two participants that will finish first and second, in any order, by accumulating the most points compared to the other participants on the same card.
 - 3.4.2.3 For a Top 3 play type, the player predicts the three participants that will finish first, second and third, in any order, by accumulating the most points compared to the other participants on the same card.
 - 3.4.3 In a hockey event, featuring a participant, an event is considered complete when:
 - 3.4.3.1 The game the event is associated with is completed within regulation play (or extra play, or

- shoot-out, if any).
- 3.4.3.2 The participant participates in at least one shift in the game (for the team the participant is associated with) in regulation play, or extra play, if any, but excluding shoot-out.
- 3.4.3.3 The participant will earn two points for a goal and one point for an assist, in regulation play, or extra play, if any, but excluding shoot-out.
- 3.4.4 If at the end of the play period two or more participants earned the same number of points, then the participant with the lower ranking (with 16 being the lowest possible ranking and one being the highest possible ranking) on the card, shall prevail.
- 3.4.5 When an event chosen by a player is considered incomplete, that event shall be considered a correct result, and the odds changed to 1.00.
- 3.4.6 A winning ticket is one that bears the correct results for all event outcomes selected.
- 3.4.7 The prize for a winning ticket is determined by the player's selection(s) for the event(s), together with the odds, and the player's wager. (The prize for a winning ticket is calculated by multiplying the odds for each correct result together, and then multiplying that total by the wager. Rounding will occur throughout the calculation process (for example, where the number of cents is less than five, the number shall be rounded down and where the number of cents is five or more, the number shall be rounded up). The Corporation may round at different points in the calculation process in order to ensure the integrity of this lottery game for the benefit of all players.)
- 3.5 PROPS card type
 - 3.5.1 The Corporation shall make available for wager,
 - 3.5.1.1 The sport.
 - 3.5.1.2 The game the events will be based on.
 - 3.5.1.3 The date the game will be played.
 - 3.5.1.4 The teams/participant(s).
 - 3.5.1.5 The "props" (an element of performance based on a game).
 - 3.5.1.6 The "over/under number" (the number, determined by the Corporation, which represents the points of a team/participant or the combined total points of each team in a completed game, and will be expressed as a number ending in ".5") for each of the events on the card.
 - 3.5.1.7 The odds for each predicted outcome ('over' and 'under') of the events.
 - 3.5.2 The player shall choose the play type from three to six events to play, or such minimum and such maximum number of events as the Corporation may from time to time specify.
 - 3.5.3 When an event refers to 'game' or 'total' it means the two teams playing in the game.
 - 3.5.4 "over" means the total points for the event will be higher than the over/under number.
 - 3.5.5 "under" means the total points for the event will be lower than the over/under number.
 - 3.5.6 In a football event,
 - 3.5.6.1 Featuring team(s),
 - 3.5.6.1.1 An event is considered complete when the game the event is associated with is completed within regulation play (or extra play, if any).
 - 3.5.6.1.2 A team will earn one point for each assessed measure of performance in regulation play and extra play, if any.
 - 3.5.6.1.3 The measure of performance shall be points or number of occurrences.
 - 3.5.6.1.4 All events that include the second half of the game shall be deemed to include extra play, if any.
 - 3.5.6.2 Featuring a participant,
 - 3.5.6.2.1 An event is considered complete when:
 - 3.5.6.2.1.1 The game the event is associated with is completed within regulation play (or extra play, if any); and
 - 3.5.6.2.1.2 The participant takes part in at least one play of the game, in regulation play or extra play (for the team the participant is associated with, as scheduled on the PRO*PICKS PROPS card).
 - 3.5.6.2.2 The participant(s) will be given one point for each assessed measure of performance in regulation play and extra play, if any.
 - 3.5.6.2.3 The measures of performance shall be one of the following, yards, points or 'number of' occurrences (such as number of field goals).
 - 3.5.6.2.4 All events that include the second half of the game shall be deemed to include extra play, if any.
 - 3.5.7 When an event chosen by a player is considered incomplete, that event shall be considered a correct outcome and the odds changed to 1.00.
 - 3.5.8 A winning ticket is one that bears the correct results for all event outcomes selected.
 - 3.5.9 The prize for a winning ticket is determined by the player's selections for the events, together with the odds, and the player's wager. The prize for a winning ticket is calculated by multiplying the odds for each correct result together, and then multiplying that total by the wager. Prizes will be rounded to the nearest 10 cents or multiple thereof. Rounding will occur throughout the calculation process (for example, where the number of cents is less than 5, the number shall be rounded down and where the number of cents is 5 or more, the number shall be rounded up). The Corporation may round at different points in the calculation process in order to ensure the integrity of this lottery game for the benefit of all players.
- 3.6 POOLS card type
 - 3.6.1 The Corporation shall make available for wager,
 - 3.6.1.1 The sport.
 - 3.6.1.2 The game(s) the events will be based on.
 - 3.6.1.3 The date(s) the game(s) will be played.
 - 3.6.1.4 The designated 'Visitor' and 'Home' team for each event.
 - 3.6.2 The player shall choose the play type.

- 3.6.2.1 For a Single Play wager, choose either a Visitor Win or a Home Win, for all events listed in the card. The wager for a Single Play shall be set at \$5.00.
- 3.6.2.2 For a Box Play wager, a wager is placed on both the Visitor Win and Home Win, whereby all possible combinations of Visitor Win and Home Win for the Box Play events selected are made in combination with the remaining events on the card where either a Visitor Win or a Home Win must be selected.
 - 3.6.2.2.1 A Box 1 play type, shall constitute two separate and individual selections of the card, and the wager shall be set at \$10.00.
 - 3.6.2.2.2 A Box 2 play type, shall constitute four separate and individual selections of the card, and the wager shall be set at \$20.00.
 - 3.6.2.2.3 A Box 3 play type, shall constitute eight separate and individual selections of the card, and the wager shall be set at \$40.00.
 - 3.6.2.2.4 A Box 4 play type, shall constitute 16 separate and individual selections of the card, and the wager shall be set at \$80.00.
- 3.6.3 In a baseball event featuring teams,
 - 3.6.3.1 An event is considered complete when the game the event is associated with is completed within regulation play (or extra play, if any).
 - 3.6.3.2 A team will earn one point for each run the team scores in the game in regulation play and extra play, if any.
- 3.6.4 In a football or college football event featuring teams,
 - 3.6.4.1 An event is considered complete when the game is completed within regulation play (or extra play, if any).
 - 3.6.4.2 A team will earn one point for each point the team scores in the game in regulation play, and extra play, if any.
- 3.6.5 In a hockey event featuring teams,
 - 3.6.5.1 An event is considered official when the game the event is associated with is completed in regulation play (or extra play or shoot-out, if any).
 - 3.6.5.2 A team will earn one point for each goal the team scores in the game, in regulation play and extra play, if any.
 - 3.6.5.3 If, at the end of extra play, both teams have the same number of point(s) (are tied), and the game's result is determined by a shoot-out, the team that is the winner of the shoot-out will earn one additional point, regardless of the result of the shoot-out.
- 3.6.6 In a soccer event featuring teams,
 - 3.6.6.1 An event is considered complete when the game the event is associated with is completed within regulation play (or extra play, or a shoot-out, if any).
 - 3.6.6.2 A team will earn one point for each goal the team scores in the game in regulation play, excluding extra play and excluding shoot-out, if any.
- 3.6.7 In a car racing event featuring teams,
 - 3.6.7.1 An event is considered complete when the game the event is associated with is completed within regulation play and both teams have started the race.
 - 3.6.7.2 A team that is in position on the starting grid of the race at the race's scheduled start time is deemed to have started the race.
 - 3.6.7.3 The team is identified by a driver of the team. The driver indicated on the POOLS card must start the race, and that driver may then be replaced with another driver.
 - 3.6.7.4 "Finishing position" means the team's order of finish in the race.
 - 3.6.7.5 The winner of the event shall be the team with the higher finishing position in the race (with one being the highest finishing position) and will be given one point, regardless of whether either team finishes the entire race.
 - 3.6.7.6 Final points includes penalties or disqualifications incurred after the race by any driver(s) or team(s), if incurred in respect of that race and if verified by the Corporation by 11:00 p.m. Eastern Time (or such later time as the Corporation may determine in its sole discretion) on the day after the affected team completed (or was deemed by the Corporation to have completed) that race.
- 3.6.8 In a basketball and college basketball event featuring teams,
 - 3.6.8.1 An event is considered complete when the game the event is associated with is completed within regulation play (or extra play, if any).
 - 3.6.8.2 A team will earn one point for each point the team scores in the game, in regulation play and extra play if any.
- 3.6.9 An incomplete event is considered to be a correct result for both the 'Visitor' and 'Home' team.
- 3.6.10 The winner of an event is the team with the higher number of points. If the two teams within an event have the same number of points, the team designated as the 'Visitor' team shall be declared the winner of the event.
- 3.6.11 A winning ticket is determined by having the most number of correct results in the card, in the PRO*PICKS List, among all other players' valid selections for the same card, from the same PRO*PICKS List.
- 3.6.12 The prize structure is determined by the POOLS prize pool for that card, divided by the number of winning selections based on that card. If there is only one winning selection, he/she shall be solely entitled to the amount of the prize pool.
 - 3.6.12.1 The POOLS prize pool shall be 60% of the sales for that POOLS card, in dollars, as calculated by the Corporation, of all valid selections issued for all POOLS selections issued for that POOLS card, for that PRO*PICKS List, subject to paragraph 3.6.12.4.
 - 3.6.12.2 In making the calculations, the Corporation shall express the quotient resulting from such division in dollars and cents with the number of cents being rounded to the nearest 10 cents or multiple thereof. Where the number of cents is less than 5, the number shall be rounded down

and where the number of cents is 5 or more, the number shall be rounded up.

- 3.6.12.3 The Corporation, in its sole discretion, may at any time change the percentages comprising any prize pool.
- 3.6.12.4 The minimum prize payout for any winning selection shall be \$5.50.
- 3.7 An event is considered incomplete when one or more of the following criteria is met:
 - 3.7.1 Except for car racing, the game is not completed in regulation play (or extra play, or a shoot-out, if any) prior to 5 a.m. Eastern Time, on the day following the original scheduled date.
 - 3.7.2 For car racing, the game is not completed in regulation play prior to 5 a.m. Eastern Time, two calendar days from the originally scheduled date.
 - 3.7.3 The teams or participants listed for the event on the PRO•PICKS card did not play a game on the date listed.
 - 3.7.4 The participant(s) listed for the event did not participate for the team(s) with whom they were listed in the game.
- 3.8 Any game that has commenced prior to the issuance of a ticket which included a wager on that event based on that game may, with respect to such ticket, be considered an incomplete event. This application will be based on the impact to all parties and will be applied at the Corporation's discretion.
- 3.9 The Corporation will cancel a card (PICKS, PROPS or POOLS) for any PRO*PICKS List if six or fewer events on that card are considered complete by the Corporation; and the player's wager amount shall be refunded and none of the tickets based on that card will be considered winning tickets.

4.0 Liability Limit for PICKS and PROPS card type

- 4.1 The maximum prize amount available to be won on a PICKS or PROPS ticket is \$600,000.
- 4.2 The card's "net prize liability" shall be the total of all prizes won on all winning tickets, less the wagers made on such winning tickets.
- 4.3 The "card benchmark" shall be \$1 million plus twice the sales of all valid tickets for that card.
- 4.4 If the card's net prize liability is greater than the card benchmark, then the prize amount won on a winning ticket shall be adjusted to the adjusted prize amount per ticket, which shall be calculated as follows:

$$\text{Adjusted prize per ticket} = ((A - B) \times (C/D)) + B$$

- A = prize amount (before adjustment) for that ticket
- B = wager amount for that ticket
- C = card benchmark
- D = card's net prize liability

5.0 Miscellaneous

- 5.1 The Corporation may amend the Game Conditions at any time and in any manner.
- 5.2 The headings in these Game Conditions are for convenience of reference only and do not affect the interpretation of these Game Conditions.
- 5.3 Unless otherwise specified by the Corporation, these Game Conditions are effective on April 3, 2009 and supersede previous PRO*PICKS Lottery Game Conditions.

ONTARIO LOTTERY AND GAMING CORPORATION
April 3, 2009

Ce document est aussi disponible en français en composant le 1 800 387-0098.