

CONTEST SCORING AND RULES

- 1. Contestants will make 15 individual \$20 win and \$20 place contest wagers per entry each day (\$40). All wagers must be \$20 win and \$20 place. Contest wagers may be made on more than one selection per race, but it may not be the same horse. Each \$20 win/place wager will count as one of the fifteen wagers for the day. Entries and fields go as a single wagering interest. No quarter horse race wager will be accepted.
- 2. Fifteen races must be played from the list of eligible contest tracks / races that will be offered at the Orleans during the tournament. In the event of a system failure / computer malfunction, Boyd Gaming / The Orleans will not be responsible for plays that cannot be accepted during the malfunction /computer failure. Only plays that are accepted into the system are valid tournament plays. Any contestant making more than the required number of plays per day may be disqualified. It is the contestant's responsibility to keep all tournament tickets until the completion of the tournament. Tournament officials may request to see your tournament tickets at any time.
- Contest officials will provide a list of eligible simulcast tracks and races at least one week prior to the contest. All tracks and times are subject to change each Tournament Day.
- 4. Scratches will be refunded (0 points) and must be re-bet. Any unused wagers at the end of the day will be 0 points and will not be credited, refunded or carried over. If a player has wagered on a race that is considered a non-race, that selection will be considered no action and returned to the player.
- Contest points will be based on full track odds for the first \$2 for both win and place. All amounts over \$2 for both win and place bets will be graded with a prize cap of 19-1 for win and 9-1 for place (or \$40 to win and \$20 to place.)
- 6. It is the contestant's responsibility to make sure that they can swipe their B-connected card at the Self Service race contest terminals before the start of the "Horse Player World Series" contest / tournament to confirm that your name is correct and you are able to make contest / tournament wagers. Boyd Gaming or "The Orleans" will not be responsible for entrants being shut out of a Contest / Tournament Play because they failed to check their Contest / Tournament account prior to the start of the first Contest / Tournament Track.
- 7. It is the contestant's responsibility to make sure that their contest ticket is accurate. Self-betting machines cannot void tickets if a ticket needs to be voided, you must go to the specified contest void window. No ticket will be changed or altered after the race is locked out. No points will be credited on a contest wager that has not been accepted into the computer system.
- 8. It is the contestant's responsibility to make sure they exit out of their account when they are finished making their selections. If contestant(s) fails to do this another contestant will be able to place selections on your account. Boyd Gaming will not be responsible if this should happen. All completed plays will stand.

- 9. All Disputes on daily pay-outs: Thursday daily must be registered by 9:00am Friday. Contest will be official at 9:15am barring any disputes. Fridays daily must be registered by 9:00am on Saturday. Contest is official at 9:15 barring any disputes. Saturdays / Overall / daily pay-outs will be official after the last tournament track of the day barring any disputes.
- 10. In the event of a tie for any position, the prize money will be divided equally among the tied contestants. For example: If there is a two-way tie for third place, the tied contestants will split third and fourth prize money and so on.
- 11. Winners of qualifying tournaments are non-transferable.
- 12. Partners, Corporations, LTD's, INC's and LLC's are not allowed.

 Contestants are signed up and entered into the contest/tournament as an individual person and must provide proper identification and social security number / TIN number for required payouts.
- 13. Contestants who have won/ or paid for their entry will have until Wednesday March 25, 2020 at 5pm to cancel their entry and get refunded. Contestants who have won an entry will need to contact the site who which they qualified with.
- 14. Contestants must be at least 21 years of age.
- 15. All Boyd Gaming house rules apply to the contest unless otherwise stated.
- 16. All contestants grant permission to Boyd Gaming to use their name and photograph for publicity purposes.
- 17. Management reserves all rights, including the right to modify or cancel this contest, at its sole discretion, and at any time. In the event of a cancellation, all entry fees and deposits will be refunded.
- 18. Any dispute or situation not covered by these rules shall be resolved by the properties management, in a manner that is fair to all parties. If the patron is not satisfied with management's decision, he or she may exercise their rights under NRS 463.361 ET eq. and request the Nevada Gaming Control Board to review the matter.
- 19. The B Connected card is your tournament card. Please have this card with you for all Boyd Gaming Horse Racing tournaments. If you do not have a B Connected card please go the B Connected slot club, before coming up to the Tournament area. It is the contestant's responsibility to have their B-Connected card while playing in the tournament and to ensure their B-Connected card works. It is recommended that you have 2 cards in case one is lost or gets demagnetized. Orleans / Boyd Gaming will not be held responsible should this happen and you are unable to get your plays in on time.
- 20. In the event a contestant plays an unpaid entry it will be considered void and therefore forfeit all winnings. If multiple entries are played their validity will be determined by the order they were paid. (I.E. Player A plays 2 entries but only paid for 1. Entry 1 will be valid but Entry 2 will be considered void. Or Player B plays 3 entries and only paid for 2. Entries 1 and 2 will be valid but entry 3 will be considered void.)

Name	Signature
Date	B Connected #