"***APPROVED***"

Director of the Company
"AlMah"

October "05," 2026

RULES
for the Organization and/or Conduct
gambling (online sports betting, live card games, live roulette)
of the virtual gambling establishment "Winline"
AlMah Limited Liability Company

Dear Gamblers!

Before placing bets at the "Winline" virtual gambling establishment operated by AlMah LLC, please carefully review these Rules for the Organization and/or Conduct of Gambling (hereinafter referred to as the "Rules").

If you do not agree with these Rules, or if you do not understand them, you should refrain from placing bets and participating in gambling.

Any bet placed by a participant in a game of chance constitutes confirmation that the participant knows and understands these Rules and fully agrees with them.

These Rules have been developed in accordance with the current legislation of the Republic of Belarus governing activities in the gambling industry, namely:
Regulations on the Conduct of Activities in the Gambling Industry, approved by by Decree of the President of the Republic of Belarus No. 226 dated June 6, 2025;
the Regulations on the Procedure for Conducting Activities in the Gambling Industry Regarding the Operation of Virtual Gambling Establishments, approved by Resolution No. 764 of the Council of Ministers of the Republic of Belarus dated December 24, 2025, "On the Procedure for Conducting Activities in the Gambling Industry."

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These Rules for the Organization and Conduct of Gambling by AlMah Limited Liability Company (hereinafter referred to as AlMah LLC, the Gambling Organizer or the Organizer) set forth the procedure for accepting bets (placing wagers), the transfer of winnings (refunds for losing bets), the specifics of placing wagers on certain types (categories) of bets and sports, and the resolution of disputes on the Internet via the AlMah LLC website — winline.by (the "Winline" virtual gambling establishment).

1. GENERAL PROVISIONS

The gambling operator accepts bets on the outcomes of sporting and other events taking place within the territory of the Republic of Belarus and other countries, with the exception of events for which accepting bets is prohibited by the laws of the Republic of Belarus (results of elections, referendums, etc.). All bets placed through the betting line of the "Winline" Virtual Gambling Establishment (hereinafter referred to as the "Winline Line" or the "Line") are made in accordance with these Rules.

The Rules, approved by the director of AlMah LLC, are posted on the winline.by website on the next business day following their approval and take effect on the day of their publication on the website.

Gamblers may review the current version of these Rules on the official website winline.by (hereinafter referred to as the "Website").

The Organizer reserves the right, at its own discretion and unilaterally, to make changes and/or additions to these Rules at any time, including setting restrictions (limits) on the minimum and/or maximum bet amounts and the maximum winnings.

In the event of changes to the Rules, bets placed prior to such changes remain valid, while bets accepted from the effective date of the amended Rules must comply with the requirements of the new, amended version of the Rules.

Only individuals who are at least 21 years of age, who are not included in the List of Individuals Restricted from Visiting Gambling Establishments, Virtual Establishments, and from Participating in Gambling (hereinafter referred to as the "List"), and who have read and fully agree to these Rules are permitted to participate in gambling.

Gambling activities are conducted pursuant to a license to operate a virtual gambling establishment issued to the Organizer.

The venue for organizing and conducting gambling activities and accepting bets is the "Winline" virtual gambling establishment operated by AlMah LLC, which has the domain name winline.by.

The purpose of online betting is for a participant's prediction to partially or fully match the actual, documented outcome of an event, and, in the event of such a match, for the participant to receive a payout. Neither the gambling organizer nor the participant has information about the outcome of the event at the time the bet is placed; that is, the bet is not placed on a known outcome.

The objective of playing cards in live mode is to determine the winnings and their amount based on the deal.

The goal of the live version of roulette is to win by predicting combinations of numbers, symbols, and other marks using a spinning wheel.

1.1. Key Terms and Definitions

Gambling—a risk-based agreement regarding winnings entered into by a participant (or participants) in a gambling activity with the gambling operator.
Authentication data—unique data provided by the gambling operator to the participant upon identification, or generated by the participant independently upon identification.
Ownership authentication data—data intended to confirm a gambling participant's ownership of software or a device—an SMS code.
Knowledge-based authentication data—data known only to the gambling participant—username and password for the gaming account.

Gambler authentication—the procedure for verifying the authenticity of the data provided by a gambler by comparing it with the data recorded by the gambling operator during the gambler's identification.

Point – a notional unit used to award bonuses to gambling participants. Points may be depicted on the "Winline" Virtual Gambling Establishment website in any form (balls, spheres, etc.).

Bonus – funds (electronic money) provided by the gambling operator to a visitor of the virtual gambling establishment (gambler) provided that the visitor of the virtual gambling establishment (gambler) complies with the terms and conditions set forth in these Rules.

Bonus System – a system of additional winnings integrated into the virtual gambling establishment's platform.

Online Betting Game—a game of chance conducted through a virtual gambling establishment, in which a participant, using the global computer network known as the Internet, places a bet on the outcome of an event (enters into a wager with the gambling operator), including events occurring on the global computer network known as the Internet, and the amount of the winnings is determined before the start of the game and depends on whether the prediction partially or fully matches the documented facts or events that have occurred.

Verification—a set of measures to verify and/or supplement data on participants in a game of chance, their representatives, and other participants in a financial transaction, obtained during the identification process;

Virtual gambling establishment—an information system consisting of a website that allows, through the use of the global computer network known as the Internet, the organization and/or conduct of gambling, participation in gambling, as well as software and technical means that ensure the collection, processing, storage, transmission, and protection of information, audiovisual images, and other results, as well as the performance of calculations related to the organization and/or conduct of games of chance using the global computer network known as the Internet.

Virtual registration is a method of collecting identification data and verifying the identity of an individual upon their registration as a participant in a gambling activity by establishing a video session via the global computer network known as the Internet, during which the individual must remain in the video session and hold an identity document in front of them so that an employee of the gambling operator can verify the accuracy of the information provided by that individual and compare their face with the photograph in the identity document.

Refunded bet – a bet calculated using odds of "1."

Winnings—cash or electronic money to be transferred to the gambling participant upon the occurrence of the outcome specified in the Rules.

Bet Cashout – the option to collect the cashout amount for a bet, as offered to the participant by the Gambling Organizer, at any time before the outcome is determined (the occurrence of a single event for "parlay" and "system" bets). This option is available for bets placed both before the start of an event and during

the event. Bet cash-out is available for "single," "parlay," and "system" bets. Bet cash-out is a right of the Gambling Organizer, not an obligation. The gambling operator may accept or reject a player's request to cash out a bet without providing a reason.

A demo version of a gambling game is a prototype of a gambling game that allows a visitor to a virtual gambling establishment to familiarize themselves with the gambling game organized and/or conducted through the virtual gambling establishment, without the ability to place bets in the gambling game and/or receive bonuses, winnings (refunded unplayed bets);

Live card game—a gambling game conducted in live mode, in which participants determine the win and its amount based on the deal of playing cards.

Gaming Session – a session spent at a virtual gambling establishment, consisting of actions performed by a gambler during a period of time beginning when the gambler logs into the virtual gambling establishment's website using their username and password and ending when they log out of the virtual gambling establishment's website, regardless of the reasons.

Gaming Account – an account registered by a visitor to a virtual gambling establishment on the virtual gambling establishment's website for the purpose of participating in games of chance.

Gambler Identification – a set of measures to establish information about a gambler and to verify the accuracy of that information.

Outcome – the result of an event on which the gambling operator offers to place a bet.

Payout Odds, Odds – the number by which a gambling participant's wager amount is multiplied in the event of a win, when determining the amount to be paid out (transferred). The odds are set by the Gambling Organizer for the possible outcomes (results) of the upcoming event(s) and are reflected in the Line.

Electronic copy of an identity document—an electronic copy or image of an identity document created by scanning, photographing, or other means, allowing the information and data of that document to be fully reproduced in electronic-digital form.

Live mode – a method of organizing a game of chance conducted through a virtual gambling establishment using gaming tables and/or slot machines, in which the participant(s) interact with each other and/or with the organizer of the game of chance through the use of the virtual gambling establishment's technical solutions.

Line – a list of events, the dates and times of these events, and their possible outcomes with the odds offered by the gambling organizer for placing bets.

Limit – a value determined by the Organizer representing the maximum bet amount (maximum bet amount(s) or maximum winnings).

Gambler's Personal Account – an account in the form of a separate section of the virtual gambling establishment, access to which is granted to an individual after they register as a gambler at the virtual gambling establishment.

Login – the mobile phone number of a telecommunications operator in the Republic of Belarus provided by the gambling participant.

Multifactor authentication—authentication performed using at least two types of authentication credentials (possession-based, knowledge-based, or object-based) presented (entered) by the gambling participant.

Gambling Organizer, Organizer – AlMah LLC, which organizes and conducts gambling in accordance with the requirements of the Republic of Belarus and places bets with gambling participants.

Bet – a game of chance whose outcome depends on the result of an event, the occurrence of which is uncertain.

Personal Data – any information relating to an identified natural person or a natural person who can be identified.

Handicap (total) purchase—adding one point to a participant (team) in an event, while simultaneously reducing the value of the set odds.

Visitors to the virtual gambling establishment and participants in gambling—natural persons who have provided the Gambling Organizer with registration data, including personal data, and electronic copies of identity documents that allow for the identification of these natural persons, and who have been authorized to enter into a risk-based agreement regarding winnings.

A promo code is a set of characters provided to a gambling participant to receive bonuses in accordance with the terms and conditions for their provision, as defined by these Rules. At the Organizer's discretion, a promo code may be single-use (usable once) or multi-use (usable multiple times within a specified period) and may be offered to receive any of the available types of bonuses. A promo code may be provided by any means, including via text message, a notification in the user's account, etc. Entering a promo code entitles the gambling participant to have bonuses credited to their bonus account in accordance with the procedure set forth in these Rules.

Event—any public event of a competitive (such as a sports match) or other nature, the outcome of which is not predetermined, with the exception of those events on which, in accordance with the current legislation of the Republic of Belarus, bets may not be accepted.

Special Computerized Cash Register System (SKKS)—a hardware and software complex containing a suite of applications designed to monitor activities in the gambling industry through the automated transmission, receipt, registration, processing, recording, accumulating, and storing data on transactions performed and the transfer of funds to individuals.

Bet—funds (electronic money) transferred by a gambling participant to the Gambling Organizer, which constitute a condition for participation in the game of chance, in accordance with the Rules established by the Gambling Organizer.

Technical error—an error resulting from a software malfunction during the acceptance of bets or from the actions of a Gambling Organizer employee, resulting in one or more of the following occurrences:

● a technical omission of the decimal separator, resulting in two- or three-digit numbers appearing in the odds, handicap, or total;
● a violation of mathematical equilibrium in the event's outcomes, i.e., the total probability of all outcomes is not equal to 100%;

● the betting line includes outcomes that have already occurred (for example, "Winner of the Second Set," even though the second set has already ended and the third set is in progress);

● a difference in odds of more than 10 (ten) percent compared to the average market value of the odds for a given outcome (by "market values" we mean the

odds offered by alternative bookmakers licensed to operate in the gambling industry in the Republic of Belarus);

● The gambling operator has received incorrect information from the line provider regarding the results of events included in the lines (odds differing by 10% or more from Asian and European lines, the current score, the final outcome of the event, a change in the referee's decision—including the disallowing of a goal, points, etc.), which significantly affects the accuracy of the odds used to calculate bets;

● an incorrect handicap value (a positive value instead of a known negative one, and vice versa);

● a malfunction in the software, electronic, or mechanical equipment resulting from the actions or inaction of third parties, provided that such events occurred through no fault of the Gambling Organizer.

Total – the total number of points (goals, games, rounds) scored by the participants in the event.

Betting Terms – the set of odds, spreads, minimum bets, maximum bets, and conditions established by the Gambling Organizer under which bets are settled.

Favorite – one of the most likely winners of the event.

Handicap – the artificial granting of an advantage, either positive or negative, to one of the participants in an event.

Electronic log of a gambling participant's actions—a set of data regarding the actions performed by each of the gambling participants registered at the virtual gambling establishment during their gaming sessions and displayed in the gambling participant's gaming account in accordance with these Rules, as well as the IP addresses of the devices from which the players participated in the game.

Live bet – a bet placed by a gambler after the start of and during an event.

Live Roulette – a game of chance conducted in live mode, in which participants, by determining combinations of numbers, symbols, and other marks using a spinning device, win based on a predetermined ratio of the total amount of bets placed to the total winnings.

1.2. Restrictions for Gambling Participants

1.2.1. The gambling operator does not accept bets from visitors to the virtual gambling establishment:
- who are under 21 years of age;
- who have not completed identification;
- who are included in the List.

1.2.2. The gambling operator reserves the right to refuse participation in a gambling game if a visitor to a virtual gambling establishment:
- has participated in an online betting game and influenced the outcome of that gambling event (by affecting the random result of the game), and this fact has been documented and confirmed;
- used software and/or technical devices during the gambling activity that influenced the random outcome of the game or allowed it to be predicted, and this fact has been documented and confirmed;
- used software or other means to gain unauthorized access to the Organizer's information, including information contained in another gambling participant's personal account, for the purpose of destroying, blocking, modifying, or copying such information, as well as committing other unlawful acts with respect to such information at , and this fact was documented and confirmed;
- provided funds (electronic money) to another visitor of the virtual gambling establishment or a gambling participant for the purpose of participating in gambling, and this fact has been documented and confirmed;
- disclosed information about their gaming account and authentication credentials to other visitors or participants in games of chance

1.3. Procedure for Conducting Online Betting Games

1.3.1. Betting Lines

The gambling operator accepts bets based on betting lines for sports and other events, which specify: the event number, date, time, participants, event outcomes, and odds. Changes may be made to the line, including odds, total and spread values, minimum and maximum bet amounts, etc. The line is for informational purposes only. The match start date and time specified in the line represent the deadline for placing bets, not the actual start time of the match, which is determined by the Organizer for each specific event.

1.3.2. Bet Confirmation

A bet is considered accepted once the Gambling Organizer has confirmed it. In some isolated cases, delays may occur during the bet acceptance process. In the event of a dispute regarding the exact time a bet was placed, the time at which the bet was accepted by the Gambling Organizer shall be taken as the determining factor.

1.3.3. Accepted Bets

Placed and accepted bets cannot be changed or canceled. Therefore, the gambler bears sole responsibility for the accuracy of the specified parameters.

1.3.4. Valid Bets and Refundable Bets

A bet is considered valid if it is placed before the actual start of the event, except for “Live” bets.

The actual start time of events, odds, total scores, handicaps, and other information—including event results—contained in the betting line are determined based on information provided by betting line providers at . In the absence of such information, the Organizer’s own data or alternative sources selected at the Organizer’s discretion will be used.

A bet placed (accepted) for any reason after the start of an event (except for “Live” bets) will be refunded at odds of “1.”

“Live” bets placed by a gambler for any reason after the results of the relevant event have become known are settled at odds of “1.”

If, for any reason, the Organizer is unable to determine the outcome of a “Live” event, bets on such events will be settled at odds of “1.”

If a bet is refunded (for example, due to the cancellation of an event or of a competition on which the bet was placed), it will be settled at odds of “1.” For single bets (straight bets), this means that the bettor will receive a refund equal to the amount of the bet placed. For “parlay” bets, this means that the total winnings will be adjusted; the “parlay” bet itself may be settled as a winner if all other bets included in it also turned out to be winners.

System interruptions (“freezes,” shutdown of display monitors) do not constitute grounds for refunding bets accepted by the Organizer, including “Live” bets, regardless of whether the bet was placed before and/or during the technical failure (malfunction) or after it.

1.3.5. Early Information on the Outcome of an Event

If, during the betting period, information becomes available that makes it possible to determine the outcome of a bet, the Organizer will either set a new deadline for accepting bets or settle the bets at odds of "1."

1.3.6. Deadline for Placing Bets

The deadline for placing bets is determined by the gambling organizer for each specific event, subject to the provisions of subparagraph 1.3.4 of paragraph 1.3 of these Rules.

1.4. Procedure for a visitor to a virtual gambling establishment to register a gaming account

The Gambling Operator accepts bets via the global computer network known as the Internet on the Operator's official website with the domain name winline.by. To place a bet, a visitor to the virtual gambling establishment must register a gaming account on the Operator's website or mobile app.

To register a gaming account, a visitor to the virtual gambling establishment must provide their mobile phone number, an email address, and electronic of an identity document that meets the requirements of the Regulations on Identity Documents, approved by Decree No. 294 of the President of the Republic of Belarus dated June 3, 2008, an copy as well as other data and information as requested by the Organizer. Documents submitted for the registration of a gaming account must not contain tears, holes, scuffs, stains, corrections, or other defects that affect the legibility of the information. Images of the documents must be fully legible.

Upon registration, a visitor to the Virtual Gambling Establishment is assigned a unique gaming account number.

A gambling participant may have only one gaming account. Signs of opening duplicate gaming accounts include using a single bank card to deposit (or withdraw) funds from two (2) or more gaming accounts, reusing a phone number and/or email address, or other similar actions.

Duplicate gaming accounts identified by the Organizer are subject to blocking, subject to prior notification of the gambling participant who registered them. The gambling participant is notified by sending an email to the email address provided during registration at the online gambling establishment, or by sending an SMS message to the mobile phone number provided during registration at the online gambling establishment, or by sending an electronic notification to the participant's personal account.

The username and password for accessing a gaming account at a virtual gambling establishment are chosen by the visitor independently.
A gambling participant is prohibited from sharing (disclosing) information about their usernames and passwords at the online gambling establishment with other persons. The player is solely responsible for ensuring the securityof their username, password, gaming account number, and PIN. If the player suspects that their password has been compromised, they must change it immediately.
The player guarantees that all information and documents provided to the Organizer are true, accurate, up-to-date, and belong to him personally, and he is responsible, in accordance with these Rules, for the accuracy of this information.

1.5. Procedure for Identifying Visitors to a Virtual Gambling Establishment
1.5.1. To complete the identification procedure, a visitor to a virtual gambling establishment must provide the Organizer with:
– an electronic copy of an identity document;
– the email address used by the visitor to the virtual gambling establishment;
– the mobile phone number used by the visitor to the virtual gambling establishment, to which a confirmation SMS will be sent;
– a photograph (selfie) of the visitor to the virtual gambling establishment holding an open identification document, specifically the page with the photograph , of sufficient quality to identify the visitor to the virtual gambling establishment;
– other data and information.
After providing the information specified in this paragraph, the visitor to the virtual gambling establishment must complete virtual registration to finalize the identification process, during which they must not leave the video session and must hold their identification document in front of them so that an employee of the Organizer can verify the accuracy of the information provided and compare the visitor’s face with the photograph in the identification document.
The identification of visitors to the virtual gambling establishment is carried out to prevent the admission of persons specified in Section 1.2.1 of these Rules to the virtual gambling establishment.
1.5.2. After registering a gaming account, the Organizer creates a personal account for the gambling participant and grants access to it. The Organizer of gambling activities has the right to verify gambling participants if there is

suspicion of a violation of these Rules. The method of verification is determined by the Organizer itself.

1.5.3. If a gambling participant changes any personal data, they are responsible for ensuring that the Organizer has valid documents and that the provided data is accurate. If the Organizer determines that a gambling participant has changed their personal data, the Organizer has the right to conduct re-identification. The period for verifying and updating (revising) information about a gambling participant is 20 (twenty) business days.

1.5.4. While the identification (verification) process is underway, the gambling participant may not place bets or dispose of funds in their gaming account.

1.5.5. The Organizer verifies the gambling participant and updates their information at least once a year from the date of identification, as well as in the following cases:

– if there are suspicions regarding the authenticity and accuracy of previously established data about the gambling participant;
– if there are doubts that the gambling participant registered at the online gambling establishment and the person placing bets are the same person;
– if there is suspicion that the gambling participant has violated the Rules;
– in other cases, at the Organizer's discretion.

During the verification process, that the gambler provide an identity document or the Organizer has the right to request other documents (such as a driver's license, a utility bill, or a housing fee statement, etc.), and to take other necessary actions.

1.6. Procedure for Authenticating a Gambler at a Virtual Gambling Establishment

When a gambling participant subsequently accesses a virtual gambling establishment, authentication is performed using the login credentials (username and password) that the participant independently created at when registering their gaming account.

Gamblers are authenticated when placing bets, depositing funds into their gaming account, or transferring funds from their gaming account.

At the "Winline" online casino, access to a gaming account is granted through multi-factor authentication, which combines knowledge-based credentials (username and password) and possession-based credentials (SMS code).

To complete authentication, a player must enter their username, password, and the SMS code sent to the phone number provided during account registration.

Any transactions confirmed by the gambling participant's username and password are considered valid, performed by the respective gambling participant, and are legally binding. It is prohibited to log in to the "Winline" online casino using a third party's username and password, or to use a single device to log in to two or more personal accounts. The organizer is not liable for any losses incurred by a player due to a failure to maintain the confidentiality of their username, password, or other personal information.

1.7. Terms for Accepting Bets in Online Sports Betting

1.7.1. After completing the identification and authentication procedures, the gambling operator accepts bets from visitors to the virtual gambling establishment who have funded their gaming account balance. To subsequently withdraw funds from the gaming account balance, the gambling participant must place bets totaling the full amount deposited into the gaming account (100%). If necessary, the gambling participant may submit a written request to the Organizer to withdraw funds. The player confirms that the bank card (bank account, e-wallet) used to top up the gaming account balance or to transfer funds belongs to him or her personally. If a bank card (e-wallet) not belonging to the gambling participant is used, the gaming account balance will not be topped up.

1.7.2. Funds (electronic money) transferred to the gambling operator are credited to the player's gaming account as the gaming account balance. When a player places a bet, the gaming account balance is reduced by the amount of the bet placed. In the event of a win (or a refund of unsettled bets), the gaming account balance increases by the amount of the winnings (or refunded unsettled bets). If the participant's gaming account balance is positive, they may place bets.

1.7.3. To place a bet, a player must select the desired outcomes and add them to the betting slip. The player must then specify the bet amount, the type of bet, and confirm their decision to place the bet. The bet is considered accepted once the bet amount has been deducted from the player's gaming account balance. It is prohibited to collude with other players regarding joint and/or coordinated actions involving the use of a personal account and/or placing bets.

1.7.4. Once a bet has been accepted, it cannot be modified or canceled. By placing a bet, the player confirms their agreement to all terms of the bet, including the bet amount, the date and time of its acceptance, and these Rules.

The gambling organizer is not liable for the activities of banks and other payment infrastructure service providers, including electronic money operators. The organizer is not liable for delays in transfers, payments, and remittances that occur through no fault of its own.

1.7.5. In the event of an incorrect calculation of a bet (winnings) due to an erroneously entered result (technical error), the Organizer will recalculate the bet. If, as a result of the recalculation, a gambling participant has a negative balance in their betting account, their account will be blocked until it is replenished with an amount equal to or greater than the negative balance. The Organizer will not accept bets if the betting account has a negative balance.

1.7.6. Bets placed using winnings credited to a participant as a result of a technical error are considered by the Organizer to be unaccepted, and the balance of the betting account is restored to its original amount prior to the placement of such bets (regardless of whether such bets won or lost).

1.7.7. When accepting bets, the betting slip is generated electronically.

1.7.8. Methods for funding a gaming account are listed on the Organizer's official website, winline.by.

1.8. Procedure for Calculating Payout Rates. The outcome upon which a gambler is entitled to receive (be paid) winnings

1.8.1. Calculation

If all events specified in the accepted bet have occurred, the bet will be considered a winner. The winnings amount is determined by multiplying the bet amount by the odds specified on the betting slip and/or recorded in the betting history of the gambler's personal account. Bets are calculated based on information received from line providers, the bookmaker's own data, or alternative sources.

When calculating winnings, the amount is rounded to the nearest hundredth (two decimal places).

1.8.2. Betting Calculation Procedure. General Provisions for Calculating Bets Across All Sports.

If bets (lines) were placed (formed) after the result became known, the Gambling Organizer will refund such bets at odds of "1."

If a bet is accepted after the following events have already occurred (for example: a goal is scored, a red (or yellow) card is issued, or a penalty kick is awarded), the Organizer will settle bets on these events at odds of "1."

If, due to a typographical error, an incorrect score, event result, odds (for various markets), or event (match) time was displayed for an event (match), bets placed while the incorrect information was displayed may be settled at odds of 1.

If a team's name or category is listed incorrectly, the Organizer reserves the right to settle bets at odds of "1."

If interrelated events were added to a parlay bet, that bet will be settled at odds of "1" (see Section 1.8.9. for details).

If the Organizer suspects that a specific sporting event on which a bet was placed involves unsportsmanlike conduct, the bet may be settled at odds of 1. If this suspicion is based on the size, volume, or manner of bets placed through any (or all) methods, the Organizer reserves the right to declare the bets (or part thereof) invalid (in such cases, payouts are made at odds of "1").

If a match ends in a draw and bets on a draw were not offered, bets on the winner (outcome 12) are settled at odds of "1."

If the result of an event cannot be officially confirmed, bets will be settled based on the results recorded by the Organizer immediately after the event ends or on information obtained from alternative sources at the Organizer's discretion. In the event of disputed situations without precedent, bets may be refunded at odds of "1."

If the broadcast of an event was interrupted but the event was successfully completed, bets placed on that event will be settled according to the final result of the event.
If an event does not comply with the rules or the agreed-upon format (for example: incorrect duration of a period, scoring procedure, match format, etc.), the Organizer will refund bets on that event.

In the event of a change in one of the competing teams, the Organizer will settle bets on that event at odds of "1."

If a team fields its reserve or youth team instead of its main team, the Organizer will refund all pre-match bets at odds of "1."

In the event of a technical error when accepting a bet, the Organizer reserves the right to correct the odds (handicap value, total) to the correct value or to settle the bet at odds of "1."

In the event of the cancellation or alteration of an event's results, the Organizer will use the results it has recorded to settle bets.

If a game is terminated before its official end time, all bets placed on the Pre-Match line will be settled at odds of "1," except for events marked with the "Live" icon that have actually taken place, which will be settled in accordance with this section of the Rules. Exception: For certain sports (championships, matches), settlement (for both "Live" and Pre-match bets) may be delayed. The delay depends on the receipt of official information regarding the outcome of a specific match.

"Live" Bets:

These are settled immediately after the outcome on which the bet was placed is finalized (example: total 0.5 over; a goal is scored—settlement: Over 0.5). If a match is interrupted or postponed and does not resume within 48 hours of the scheduled time, bets will be settled at odds of 1 (except for those outcomes that were definitively determined at the time the game was stopped); see section 1.8.6. Postponement – the "48-hour" rule.

"Pre-match" Bets:

Bets placed before the start of an event are settled immediately after the outcome on which the bet was placed is determined. If no "Live" bets were accepted for a given event, the bet will be settled after the event concludes. If a game is suspended before its official end time, all bets placed on the Pre-match line will be settled at odds of "1."

Exception: For certain sports, championships, or matches, settlement (for both "Live" and Pre-match bets) may be delayed. The delay depends on when official information regarding the result of a specific match is received.

Settled Bets

All bets that have already been settled (i.e., the result is already known) are valid and will be settled accordingly, regardless of any subsequent changes or the cancellation of the event or competition at any time, unless otherwise provided for in these Rules. The Organizer recognizes only those results that were obtained at sports venues or in sports facilities. Results resulting from disciplinary measures imposed by sports or other courts are not taken into account.

1.8.2.1. Soccer

Bets are placed on the regular time of the match (90 minutes + stoppage time), unless otherwise specified. Exceptions may include friendly matches and tournaments whose rules specify a match duration of 80, 70, 60 minutes, etc.

Over/Under for matches in a single round. If, on the specified day or round for which bets were placed, one or more matches in the same league or tournament were postponed or not completed, then all bets are void.

Total Goals. This type of bet includes penalty kicks and own goals scored during regular time (plus any stoppage time added by the referee). Unless otherwise specified, goals scored during extra time and in post-match penalty shootouts are not counted.

"First Half" Bets (1st Half). All bets on the first-half result are valid for the period between the start of the match and the end of the first half.

All bets on the result at halftime apply to the period between the end of the first half and the start of the second half.

All bets on the result of the second half are valid for the period between the start of the second half and the end of the second half of the match.

The start and end of a half are determined by the referee's whistle, which signals the start and end of the respective half of the match.

Yellow and red cards. Any cards shown after the referee's whistle signaling the end of regular playing time are not taken into account. Any cards shown during the halftime break are taken into account for all types of full-match outcomes but are not taken into account for individual half outcomes.

For betting purposes, only cards shown to players on the field are counted. Cards shown to substitutes, players who have been substituted out, as well as coaches and staff, are not counted.

Yellow and red cards in extra time: Cards shown between the end of regulation time and the start of extra time are not counted.

A yellow card counts as one card. A red card counts as two cards. If a player receives two yellow cards, resulting in a red card, the player is sent off. The total number of cards is three.

Referee's Decisions. All decisions made by the referee or assistant referees must be enforced in order to be considered valid for betting purposes.

Example 1: The referee changes his decision after consulting with one of the assistant referees. The decision that was ultimately enforced is used for bet settlement.

Example 2: A player kicks the ball out of bounds behind the goal line, and the referee ends the half/match before a corner kick is taken. In this case, the specified corner kick is not taken into account when settling bets. This rule applies to all types of events on which bets are placed.

Goals scored during a specific 15-minute extra time period: Bets will be settled based on the exact time the goals are scored.

Bets on events within specific time intervals.

Intervals:

- 1 minute. Example: (1-2) – the interval from 01:00 to 1:59 of game time.
- 5 minutes. Example: (6–10) – the interval from 05:00 to 09:59 of game time.
- 10 minutes. Example: (71–80) – the interval from 70:00 to 79:59 of game time.
- 15 minutes. Example: (46-60) – the interval from 45:00 to 59:59 of game time.

Bets on soccer match statistics. The following events that have occurred are taken into account when calculating the bet:

- Corner kick. A corner kick counts if the ball was kicked from the corner flag. The time of the corner kick is considered to be the moment the kick is taken from the corner flag.
- Throw-in. Counts if the ball was thrown in from the sideline. The time of the throw-in is considered to be the moment the throw-in is taken.
- Offside. Counts if a free kick was taken after an offside was called. The time of the offside is considered to be the moment the free kick was taken after the offside was called.
- Goal kick. Counted when a goal kick is taken. The time of the goal kick is considered to be the moment the goal kick is taken.
- Foul. Counted when a rule violation is actually called. The time of the foul is considered to be the moment the rule violation is called (the referee's whistle).
- Post or crossbar. Counted if, after hitting the post or crossbar, the ball remains in play (touches a player, a referee, the other post, or the other crossbar) or goes out of bounds.

  It does not count if play was stopped before the ball hit the post or crossbar, if the ball went out of bounds behind the goal line, or if it entered the goal (goal).
- Video review (consultation of the VAR system). *A goal* is awarded in either of the following cases:

- if the head referee personally reviewed a controversial play on the VAR monitor;
- if the referee signals a video review (by tracing a rectangle in the air).

- Assist. The final play (pass, shot, or any other touch of the ball) made by a player that results in the receiving player scoring a goal on the play. It does not count if the attempt is interrupted by an opposing player or the ball deflects off an opposing player. The following are not counted: an own goal; a penalty kick; a goal scored from a corner kick or directly from a free kick.
- Pass. An attempt to pass the ball (successful or unsuccessful) with the clear intention of one player to pass the ball to another player. A pass may be made with any part of the body, provided it is permitted by the rules of the game. Shots from the goal, free kicks, or corner kicks that are played as a pass attempt (played short) count. Throw-ins and goalkeeper throws do not count.
- Shot on goal. A player's shot attempt that directly results in a goal (with the clear intent to score a goal), in which the ball would clearly have entered the net had it not been neutralized by the goalkeeper (saved or caught) or stopped by the last defender (the goalkeeper was unable to save it). A shot may be taken with any part of the body, provided it is permitted by the rules of the game. The following do not count: shots that hit the post or crossbar if the ball does not enter the goal net from there; when the ball is stopped by a player who is not the last player in front of the goal ; attempts from set pieces (corner kicks or free kicks); and other attempts that do not have the clear intent to score a goal and do not directly lead to a goal.
- Shot (taken). Any obvious attempt by a player to score a goal (on target, off target, or blocked), including shots that go wide of the goal or are saved by the goalkeeper. Blocked shots by any player are counted. A shot may be taken with any part of the body, provided it is permitted by the rules of the game. Attempts from set pieces (corner kicks or free kicks) and other attempts that do not involve a clear intent to score a goal and do not directly result in a goal are not counted.
- Ball recovery. A player touches the ball during play, successfully taking possession from an opponent who is in possession of the ball. The opponent must be clearly in possession of the ball before the recovery occurs. All successful ball recoveries count. Unsuccessful attempts, fouls, and interceptions of passes do not count.

- Medical Team Entry. A medical team is considered to have entered the field only with the referee's permission and when actually providing assistance to a field player (bandaging, transporting a player, etc.). If the head referee simultaneously calls two medical teams to assist different teams, such entries are counted as a single medical team entry.

1.8.2.2. Ice Hockey

All bets are accepted on Regular Time unless otherwise specified (excluding bets on periods, overtime, and post-game shootouts).
All "Outcome 1 2" bets are settled based on the final result, including overtime and shootouts, unless otherwise specified.
Winner of the 1st, 2nd, or 3rd period. Only goals scored during the specified period are counted. Unless otherwise specified, goals scored in overtime are not counted when determining the result of the 3rd period.
In bets that include overtime and a shootout, the shootout counts as 1 (one) point.
Penalty bets. Bets on the number of 2-minute penalties are placed on regulation time. The number of 2-minute penalties is determined based on the official game report.
Bets are placed on the number of 2-minute penalties. A "2+2" penalty counts as two penalties.
A 2-minute penalty is counted toward the period in which it was incurred.
Long-term bets. "Conference Winner" bets are settled taking the playoffs into account, unless otherwise specified.

1.8.2.3. Tennis

If a tennis match is interrupted due to a withdrawal, injury to one of the players, or a player's failure to appear for the match, bets will be settled at odds of "1," except for outcomes that had already been determined by the time play was stopped. All bets on game handicaps for the match will be settled at odds of "1."
Bets on set handicaps for the match are settled after the end of the set, provided the outcome is clearly determined regardless of how the match proceeds at that score.
The total number of sets in a match refers to the number of full sets played.

If a tennis match is interrupted, not completed on the same day, or postponed, bets on it remain valid until the end of the tournament in which the match was played. Handicaps and totals for a tennis match are specified in games, unless otherwise indicated.
In team competitions, if one or more players from either team are substituted for any reason, bets on the outcome of the entire match remain valid; in doubles matches, if the pairings are specified, the payout odds for a bet will be "1" if at least one player is substituted; if the pairings are not specified, bets remain valid.
If a super tiebreak is played in a match, it will count as the third set, and the handicap and total are calculated based on a single point. Exception: Russia – Pro League. The third set is played as a super tiebreak. Points for the handicap and total are calculated based on the total number of points scored in that set.
In tennis tournaments, the match format may be changed as the tournament progresses: in both doubles and singles, the third set may be played as a super tiebreak.
Bets are offered in accordance with the tournament rules.
In the event of a change to the match format (number of sets), bets will be settled at odds of "1," except for outcomes that have been definitively determined by the time play is suspended.
Information regarding court surfaces is for reference only: if the surface is changed, all bets on the match remain valid.

1.8.2.4. Basketball

Game time. Unless otherwise specified, bets are accepted on the final result, including any extra quarters (overtime). This same condition applies to bets on the second half. Unless otherwise specified, points scored in overtime are not counted when determining the result of the 4th quarter.
If the official match result is a tie (X), all bets remain valid except for bets on the match winner (outcome 12); these bets are settled at odds of "1."
Field goal – a shot taken by a player during the game that is worth 2 or 3 points if the ball goes into the basket.
Long-term bets. "Conference Winner" bets are settled taking the playoffs into account.

1.8.2.5. Auto Racing and Formula 1

Winners of all qualifying bets are determined based on the results of the official qualifying results.

Head-to-Head Bets.

Qualifying. If at least one of the two drivers either does not start their session or does not complete their individual session within the officially allotted time for laps, all bets are void.

Race. If at least one of the two drivers does not start the race, all bets are void. If one or both drivers do not appear in the final race results, the winner is the driver who completed the greater number of laps. If both drivers do not appear in the final race results and have the same number of laps completed, all bets are void.

Will Driver X finish in the final race standings?

Bets are settled according to the official results.

"Winner" and "Top 3" bets (long-term bets).

If the race took place but a driver (team) did not participate in the race for any reason, bets on that driver (team) are considered lost (see Section 1.8.5 of these Rules).

1.8.2.6. American Football

If a game is suspended or postponed, all bets will be settled at odds of "1." Exception: Bets remain valid if the game resumes within the same NFL game week (from Thursday to Wednesday, local time).

Game time.

Unless otherwise specified, bets are placed on the final result, including any extra periods (overtime). The same rule applies to bets on the second half. Unless otherwise specified, points scored in overtime are not counted when determining the result of the 4th quarter. If the official result of the match is a tie (X), all bets remain valid except for bets on the match winner (outcome 12); this bet is settled at odds of "1."

Long-term bets. "Conference Winner" bets are settled taking the playoffs into account.

1.8.2.7. Baseball

Game Time. All bets are settled based on the final results, including extra innings, unless otherwise specified.

If bets on a tie were not offered, but a tie is possible under the tournament rules, the bet on one of the teams to win is settled at odds of "1."
Bets on the first half are accepted based on 4.5 innings (the first 4 innings and the top of the 5th inning).
"After 5 innings" outcomes imply that the 5th inning has been played in full.
LIVE Bets: All bets will be settled based on the final result after 9 innings (8.5 innings if the home team is leading at that point).
If bets on baseball games are offered with the starting pitcher specified, both pitchers must start the game and throw at least one pitch for the bets to be valid. If either pitcher is unable to start the game for any reason, all bets will be settled at odds of "1."
If a game is suspended, all bets on the game winner remain valid, and the winner is determined based on the umpire's ruling. All bets that have effectively been settled by the time the game is suspended remain valid. All handicap bets on a suspended game are void and settled at odds of "1."
Long-term bets. "Conference Winner" bets are settled taking the playoffs into account.

1.8.2.8. Water Polo

Bets are accepted on Regular Time (excluding overtime, penalty shootouts, etc.), unless otherwise specified.
All "Outcome 1 2" bets are settled based on the final results, including overtime and post-game penalty shots, unless otherwise specified.
Winner of the 1st, 2nd, 3rd, or 4th period. Only goals scored during the specified period are counted. Unless otherwise specified, goals scored in overtime are not counted when determining the result of the 4th period.

1.8.2.9. Volleyball

Exact Score Bets. Bets are placed on the exact score of the match by sets.
Set Winner. Bets are placed on the winner of a specific set. The relevant set must be completed for the bets to be valid.
The "Golden Set" is not taken into account when calculating the bet.
For Beach Volleyball only—if one of the participants withdraws, all outstanding bets will be settled at odds of "1."

1.8.2.10. Handball, beach handball, futsal, beach soccer, rugby, bandy, floorball, darts, badminton, cricket, table tennis, bowls, curling, Australian rules football, field hockey, beach volleyball, squash, chess, pesapallo

- **Handball, beach handball, futsal, beach soccer, rugby, bandy, floorball, field hockey, Australian football**

All bets are placed on regulation time unless otherwise specified.

- **Darts, badminton, cricket, table tennis, bowls, curling, beach volleyball, squash, chess, pesapallo, billiards, pool, wrestling, judo, fistfights**

Matches are played over a fixed number of sets, frames, etc.

In individual sports: if one of the participants withdraws, all unsettled bets will be settled at odds of "1."

Darts. The bullseye (center of the target) counts as red.

Table Tennis. Settlement rules for **Setka Cup** tournaments:

If a match was interrupted, or if one of the teams refused to continue the game for any reason or was disqualified, then:

if at least one set has been played in full:

all bets on the match winner are considered valid, and the match winner is determined in accordance with the referee's decision;

all bets that had effectively been settled by the time the match was interrupted are considered valid;

all bets on the match with a game or set handicap are voided and refunded regardless of the score.

if the first set has not been completed:

All bets on outcomes whose results have been determined by the time the match is suspended are settled based on those results, while bets on outcomes whose results have not been determined are settled at odds of "1."

1.8.2.11. Golf

Bet on the winner.

If a player does not take the first shot, they are not considered a participant. Bets on players who are not considered participants are voided. If a player took the first shot but failed to complete the course, the player is considered to have lost. The winner may also be determined based on the results of a playoff. If the competition takes place under adverse weather conditions, bets are settled based on the official result , regardless of the number of holes played; if, after bets have

been placed, play is suspended or if the course of play subsequently has no bearing on the official result, all bets are void. These rules apply to all golf bets offered.

Tournament Winner Bets ("Head-to-Head" Bets).

A bet is placed on the player who will finish in the higher position based on the tournament results. Odds for a tie are always offered in tournament winner bets. The winner may also be determined by a playoff if one of the players wins the tournament. If a player fails to advance past the qualifying round and does not reach the final round, they are considered to have lost. If both players fail to advance past the preliminary stage, the player with the lower number of strokes will be considered the winner. If one player is disqualified either before the preliminary stage or after both players have advanced to the final round, the second player in the bet is considered the winner. If one player is disqualified after advancing to the final round, and the other player did not advance past the preliminary round, the disqualified player who advanced past the preliminary round is considered the winner.

Tournament Results.

Bets are settled based on who finishes in first and second place in the group. Playoff rules also apply. If one of the players withdraws before the match begins, all bets on outcomes involving that player are void. If one of the players takes the first shot but fails to clear the table, all bets on that player are considered lost.

1.8.2.12. Snooker

If a match has started but has not been completed for any reason, all bets on the match outcome will be voided.

When settling bets, only balls pocketed according to the rules are counted. This means that if a ball is pocketed with a foul, it is not counted. All bets will be settled accordingly.

Bets on frames (Exact Score).

These bets are placed on the exact final score by frame.

Winner of a frame.

These bets are placed on the winner of a specific frame. The frame in question must be completed before bets can be settled.

If a re-rack occurs in one of the frames, the following rules apply:

Frame Winner: All bets remain valid and will be settled after the official winner of the frame is announced.

Settled bets: All bets that had already been settled before the re-rack occurred remain valid. Events that occur after the re-rack will not affect the settlement of these bets.
Unsettled bets: Bets that had not yet been settled before the re-rack occurred will be settled only after the events that take place following the re-rack. Any events that occurred before the re-rack began will not affect the settlement of these bets.
All bets on the final outcome of a frame (e.g., totals, even/odd bets) will be settled after the official results of the frame are announced.
Frame/Match Duration.
Bets are settled based on the amount of time that has elapsed from the start to the end of the frame or match, regardless of whether the frame or match ends in the usual manner or one of the players concedes.

1.8.2.13. Winter sports , cycling, biathlon, bobsled, gymnastics, speed skating, track and field, summer sports, cross-country skiing, swimming, diving, ski jumping, luge, synchronized swimming, skeleton, snowboarding, speedway, weightlifting, figure skating, short track.

“Who Finishes Higher (Comparison)” Bets.
In these bets, you must select the athlete (or team) who will finish in a higher position in the final standings. If both athletes finish in the same place, the payout odds for the bet are considered to be “1” ( ). If athletes are eliminated at different stages of the competition, the stage reached by the athlete is used as the basis for calculating the bet.
The final results of the race participants are determined according to the official race results published immediately after the race concludes on the official website. Any subsequent disqualifications of participants and any changes to the final results are not taken into account.
If an athlete (team) did not participate in any stage of the competition, the odds for the bet are considered to be “1.”
If an athlete (team) participated in the competition (started) but did not finish, bets on them are considered lost.
“Winner” and “Top 3” bets (long-term bets).
The winner is the athlete (team) who finished in first place in the final results. If more than one participant or team is declared the winner of the competition, the odds on bets placed on those participants are divided by the number of winners.

For example, if two participants are declared winners, the odds on bets placed on them are divided by two (see Section 1.8.7 of these Rules).
If a competition took place but an athlete (or team) did not participate for any reason, bets on that athlete (or team) are considered lost (see Section 1.8.5 of these Rules).
"Best Representative: Which Country Will Rank Higher" Bets.
In these bets, you must select the country whose top finisher will be higher in the final race results.

1.8.2.14. Esports:
Esports refers to gaming competitions using computer technology, in which a computer simulates a virtual space where the competition takes place.

Esports includes the following games: Counter-Strike 2, Dota 2, Overwatch, Rainbow 6, StarCraft: Brood War, StarCraft 2, Valorant, Warcraft 3, Fortnite, Hearthstone, League of Legends, Rocket League, Arena of Valor, King of Glory, Quake, Call of Duty, Heroes of the Storm, Mortal Kombat, Smite, Age of Empires, Artifact, Brawl Stars, Crossfire, DCL The Game, Halo, Halo Infinite, KOFXV, PUBG, Soulcalibur VI, Street Fighter V, Tekken 7, Mobile Legends, Magic: The Gathering, League of Legends Wild Rift.

1) All bets are settled based on the final results, including extra rounds, unless otherwise specified.

2) In the event of incorrect odds and/or scores, the Organizer reserves the right to settle the bet at odds of 1.

3) In the event that a team fails to show up or refuses to continue playing, if a match or map is not completed, or if a match or map is replayed due to a connection loss or technical issues not related to the players, bets will be settled at odds of "1," except for outcomes that have been unequivocally determined by the time the game is stopped.

4) If the number of maps changes or differs from those offered for betting, the Organizer reserves the right to settle the bet at odds of 1.

5) Self-kills, as well as kills of a teammate by a player, do not count toward the round; only kills of enemies are counted.

6) “Quick” bets. If a map ends but the time period has not yet expired, all bets for that period are settled at odds of 1, regardless of the map’s outcome.

Dota 2 / League of Legends

• Players are invited to place bets on hero kills and map outcomes, taking into account totals and handicaps. “First Blood” bet.

You are asked to predict which opposing team’s hero(s) will secure the first kill on a game hero (champion). The first kill on the map by neutral units or the opponent’s creeps/minions does not count. The bet remains valid until the first kill of a hero is made specifically by heroes from the opposing team.

• "Will take first 10 kills on the map" bet. The bet is to predict which team will be the first to "score" 10 kills on the opposing team’s heroes (champions) on the map.

• - First “Aegis” on the map – the bet will be settled based on which team is the first to pick up the “Aegis,” not which team kills “Roshana.”
- 1st “TOWER” on the map – the bet will be settled based on any method of tower destruction (destruction by an opponent, “Creep,” or “Finishing Blow”).
- The first “Barracks” on the map – the bet will be settled based on any method of destroying the barracks (destruction by an opponent, “Crip,” or “Finish”). All kills in the game count until the end of the map (the fall of the Ancient).

• The final settlement is based on the data recorded immediately after the destruction of one of the opponents’ main structures (Base/Nexus). If one of the teams surrenders in this case, the base/nexus is not destroyed by direct enemy action, and victory is awarded to the opposing team of the surrendering team.

• In the event of a technical loss in a round (on the map) or in the entire match, bets on outcomes that are undetermined at the time the technical loss is announced are settled at odds of “1.”

• A technical defeat is defined as a DDoS attack, a team or player being late, a player substitution during the match, or a decision by the referees or organizers declaring a technical defeat. Settlement at odds of “1” is only possible before the start of the game (when creeps/minions emerge from the barracks on the lane). Subsequent bets in the event of a technical loss or any unplanned situations

(disconnection, players from either team leaving the game, etc.) are settled according to the actual results.

• A technical defeat on a map is taken into account for "win," "handicap," and "total" bets on the entire match. Map numbering in the line, in the event of a technical defeat, also includes the round (map) won due to the technical defeat.

• If, before the start of the match, one of the teams is awarded a "default" victory in one map by decision of the rules or the referees, then for bets on the total number of rounds (maps) or on a victory in a specific (sequential) map, the "default" map is not counted. The first map in the betting line is considered to be the first map actually played by the participants.

• In the event of a re-host, where the game situation is rolled back to the point of auto-save at a specific moment in time (in the event of a server crash, network issues, DDoS attacks, or similar incidents), bets are not settled at odds of "1."

• If one or more players on a team drop out during a match but the game continues, all bets remain active.

Counter-Strike 2

• Bets are offered on handicaps and totals, covering rounds, maps, and kills within a specific time period.

• Bets are available on standard wins/draws as well as handicaps (kills, maps, rounds), and specific outcomes, such as "Winner of Round N on Map N" or "Tournament Winner," etc.

• Conditions for determining the result: a round is won by eliminating all opponents on the map, planting or defusing the bomb, or when the round timer expires.

• A match is considered to have started after the first kill in the "pistol" round.

• Victory on a map is achieved by winning at least 13 rounds (or as specified in the tournament rules). In the event of a tie on a map (when the round score is 12–12), the organizers may schedule 6 additional rounds, known as "overtime" (OT). Victory in overtime is awarded to the team that achieves a 2-round lead, or if one team cannot "catch up" to its opponent within the allotted number of rounds (for example, with a score of 16–12). In the event of another tie (15–15), another 6 additional rounds are scheduled.

• If the event begins with one team holding a lead, either according to the rules or by the referees' decision, all bets are settled at odds of "1," except in cases where this information was specified in the betting line.

• In the event of a change in the match format (number of rounds, rounds, or other regulated rules), bets are settled at odds of "1," except for bets on outcomes whose results have already been determined.

• Payouts for all bets on outcomes whose results have been determined by the time the game is suspended, a team withdraws, or a technical defeat is declared ( ) are calculated based on those results, while bets on outcomes whose results have not been determined are settled at odds of "1."

StarCraft 2

• In this game, you can bet on a straight win by one of the participants.

• Various handicap and total values are offered.

• All bets are considered valid after the start of the game and confirmation by the players and/or referees.

• In the event of a technical defeat awarded before the start of the game, bets are settled at odds of "1." If a technical defeat is awarded after the start of the game, all bets remain valid provided that the outcome can be determined at the time of interruption and the announcement of the technical defeat for one of the participants.

Hearthstone

• In this game, you can bet on a straight win by one of the participants.

• Various handicap and total values are offered.

• The game is considered to have started when both players have played their first card from the deck.

• In the event of a complete stoppage or interruption of the game with no possibility of resuming play, or a technical loss, all bets on outcomes whose results are determined by the time of the interruption are settled based on those results, while bets on outcomes whose results are not determined are settled at odds of "1," provided that the game is not resumed in accordance with these Rules.

• A participant who does not complete a match for any reason (DDoS attack, network disconnection) is considered to have lost the current and subsequent games, and all bets on the match are settled based on the result obtained.

Overwatch

• In this game, you can bet on a straight win by one of the teams, a draw, or a spread bet.

• Various handicap and total values are offered.

• In the event of a complete stoppage or interruption of the game with no possibility of resuming or continuing play, or in the event of a technical forfeit, all bets on outcomes whose results were determined by the time of the interruption will be settled based on those results, while bets on outcomes whose results were not determined will be settled at odds of "1," provided that the game is not resumed.

World of Tanks

• In this game, you can bet on a straight win by one of the teams, a draw, or a handicap bet.

• Various handicap and total values are offered.

• In the event of a complete stoppage or interruption of the game with no possibility of completion or continuation, or a technical forfeit, all bets on outcomes whose results have been determined by the time of the interruption are settled based on those results, while bets on outcomes whose results have not been determined are settled at odds of "1," provided that the game is not resumed.

PUBG

• In this game, you can place bets on the total number of kills made by a player or team, as well as bets on a player or team finishing in the top positions, as listed in the betting line. "TOP" refers to the number of surviving players or teams on the map.

• If a player's game is interrupted due to their withdrawal, all bets on outcomes whose results have been determined by the time of the interruption are settled based on those results, while bets on outcomes whose results have not been determined are settled at odds of "1."

• If the game is interrupted due to technical issues on the server or technical problems on the player's end, all bets on outcomes whose results have been determined by the time of the interruption will be settled based on those results, while bets on outcomes whose results have not been determined will be settled at odds of "1."

Dota 2. Auto Chess

In this game, you can place bets on:

- the streamer's position in the game's leaderboard at the time their game ends;
- the total number of rounds played by the streamer by the time their game ends. If 30 rounds have been played and the player finishes the game on the 31st round, the total number of rounds is 31;
- the spread—the difference between rounds won and lost.

• The game is considered to have taken place at the start of the 5th round. If the game did not take place (4 rounds were not played), bets are settled at odds of "1."

• Any technical malfunctions (lack of an Internet connection, technical issues on the provider's end, etc.) result in bets being settled at odds of "1." The following cases are exceptions:

- 20 rounds were played, a bet was placed on the total being over 15, and a technical failure occurred. The total bet will be settled;
- 20 rounds have been played, a bet was placed on the "Handicap +2.5" outcome, and a technical failure occurred. The bet on the "Handicap +2.5" outcome will be settled at odds of "1";
- A technical glitch occurred when the Player reached the Top 3, while the bet was placed on the Player reaching the Top 5. In this case, the bet will be settled if a place in the Top 3 is guaranteed (i.e., it is impossible for the Player to fall out of the Top 5 due to the other participants losing).

• The official source of data is a video recording or an online broadcast from streaming and/or video services.

Cyber FIFA

• Bets are accepted on real players participating in the FIFA video game.

• If a match is suspended for technical reasons (computer malfunction, connection loss, etc.) and a rematch is scheduled, bets on the suspended match will be settled in accordance with these Rules. Bets on the replay match are accepted as a new event. If the video broadcast of the event is interrupted for technical reasons (connection loss , DDoS, etc.), this does not constitute grounds for canceling bets, except in situations where it is impossible to determine the final result of the match.

Cyber NHL

• Bets are accepted on real players participating in the NHL video game. If a match is suspended for technical reasons (computer malfunction, connection loss, etc.) and a rematch is scheduled, bets on the suspended match will be settled in accordance with these Rules. Bets on the rematch are accepted as a new event. If the live broadcast of the event is interrupted for technical reasons (connection loss, DDoS attack, etc.), this does not constitute grounds for canceling bets, except in situations where it is impossible to determine the final result of the match.

Cyber NBA

• Bets are accepted on real players participating in the NBA Live computer game.

• If a match is suspended for technical reasons (computer malfunction, connection loss, etc.) and a rematch is scheduled, bets on the suspended game will be settled in accordance with these Rules. Bets on the rematch are accepted as a new event. If the video broadcast of the event is interrupted for technical reasons (connection loss, DDoS attack, etc.), this does not constitute grounds for canceling bets, except in situations where it is impossible to determine the final result of the match.

Cyber Tennis

• Bets are accepted on real players participating in the AO Tennis computer game. If a match is suspended for technical reasons (computer malfunction, connection loss, etc.) and a replay is scheduled, bets on the suspended match will be settled in accordance with these Rules. Bets on the replay match are accepted as a new event. If the video broadcast of the event at is interrupted for technical

reasons (connection loss, DDoS attack, etc.), this does not constitute grounds for canceling bets, except in situations where it is impossible to determine the final result of the match.

Video Game Fighting (Mortal Kombat)

• Bets are accepted on real players competing in the video game Mortal Kombat.

• If a match is halted for technical reasons (computer malfunction, connection loss, etc.) and a rematch is scheduled, bets on the halted match will be settled in accordance with these Rules. Bets on the rematch are accepted as a new event. If the live video broadcast of the match is interrupted for technical reasons (connection loss, DDoS attack, etc.), this does not constitute grounds for canceling bets, except in situations where it is impossible to determine the final result of the match.

Cyber Formula 1

• Bets are accepted on real players participating in the Formula 1 computer game.

• If an event is suspended for technical reasons (computer malfunction, connection loss, etc.) and a replay is scheduled, bets on the suspended game will be settled in accordance with these Rules. Bets on the replay event are accepted as if it were a new event. If the live broadcast of an event is interrupted for technical reasons (connection loss, DDoS attack, etc.), this does not constitute grounds for canceling bets, except in situations where it is impossible to determine the final result of the race.

Cyber Volleyball

• Bets are accepted on real players participating in a computer game.

If a match is suspended for technical reasons (computer malfunction, connection loss, etc.) and a replay is scheduled, bets on the suspended match are settled in accordance with these Rules. Bets on the replay match are accepted as a new event. If, according to , the video broadcast of the event is interrupted for technical reasons (connection loss, DDoS, etc.), this does not constitute grounds for canceling bets, except in situations where it is impossible to determine the final result of the match.

1.8.2.15. Boxing and MMA

Boxing Bets

Bets on the total number of rounds: - Rounds are counted only if at least half of the round's time has elapsed since the start of the round.

Example: The "Over 2.5 rounds" bet wins when the first half of Round 3 ends (1 min 30 sec).

MMA Betting

Bets on total rounds in tournaments organized by the UFC, KSW, and PFL: - Rounds are counted starting from the moment at least half of the round's duration has elapsed (round duration depends on the tournament rules).

Example: The "Over 2.5 Rounds" bet wins when the first half of Round 3 ends (1 min 30 sec or 2 min 30 sec, depending on the tournament rules).

In all other tournaments (EFC, ACA, and others), only rounds that have been fully completed are counted.

Example: The "Over 2.5 rounds" bet wins when Round 3 is fully completed.

1.8.2.16. Padel

If a padel match is interrupted due to a withdrawal, injury to one of the players, or a player's failure to appear for the match, bets will be settled at odds of "1," except for outcomes that had already occurred by the time the match was stopped. All bets on game handicaps for the match will be settled at odds of "1."

Bets on set handicaps for a match are settled after the end of the set, provided the outcome is definitively determined regardless of how the match proceeds at that score.

The total number of sets in a padel match refers to the number of complete sets played. Handicap and total bets on a padel match are specified in games, unless otherwise indicated. In team competitions, if one or more players from either team are substituted for any reason, bets on the outcome of the entire match remain valid; in doubles matches, if the pair lineup is specified, the odds for a win will be "1" if at least one player is substituted; if the lineup is not specified, bets remain valid.

If a super tiebreak is played in a match, it will count as the third set, and the handicap and total are calculated based on one point. Exception: Russia – Pro League. The third set is played in a super tiebreak format. Points in the handicap and total are calculated based on the number of points scored in that set.

In padel tournaments, the match format may be changed depending on the tournament schedule: in both doubles and singles, the third set may be played as a super tiebreak.
Bets are offered in accordance with the tournament rules.
In the event of a change to the match format (number of sets), bets will be settled at odds of "1," except for outcomes that have been definitively determined by the time play is suspended.
If a padel match is interrupted, not completed on the same day, or postponed, bets on it remain valid until the end of the tournament in which the match was held.
Exception: Russia - Pro League. Bets are settled according to the "48-hour" rule.

1.8.2.17. Cricket

Handicaps and totals are specified in runs, unless otherwise indicated. Bets on balls in cricket are accepted on regular (legal) and additional designated deliveries. There can be only 6 balls in each over. A delivery in cricket is defined as each attempt to deliver the ball. There may be more than six balls in a single over. For example, if the result of the first ball is a wide, and the result of the second ball is a four, then the result of the first ball is 1 run, and the result of the first over is 5 runs (1 run for the wide and 4 runs for the four).

1.8.2.18. 3x3 Basketball

▪ Bets are not accepted on extra periods (overtime) unless otherwise specified.
▪ If a match is interrupted but resumed within 48 hours of the scheduled start time, bets placed on this event will be settled according to the final result of the event.
▪ If odds for an event are offered and valid for a bet with an incorrect match time, the Organizer will refund such bets.
▪ If the score of a basketball game is displayed incorrectly and this affects the betting odds, and bets on that event remain valid, the gambling operator will refund bets placed on that event.

1.8.3. Match Postponement

PRE-MATCH BET: If a match is rescheduled for any reason and the new start time is within 48 hours of the originally scheduled time, all bets on the match remain valid. If it is confirmed that the match will not begin within 48 hours of the originally scheduled start time, all bets will be voided. If a match is suspended

and does not resume within 48 hours of the scheduled time, bets will be voided (except for those outcomes that have been definitively determined by the time the game was stopped); see section 1.8.6 Postponement – the "48-hour" rule. In all other cases, bets will be settled at odds of "1."
LIVE Bets: These are settled immediately after the outcome on which the bet was placed is determined (example: total over 0.5; a goal is scored—the bet is settled as "Over 0.5"). If a match is suspended and does not resume within 48 hours of the scheduled time, bets will be settled at odds of "1" (except for outcomes that were definitively determined at the time the game was suspended) see section 1.8.6. Postponement – the "48-hour" rule.

1.8.4. Special Bets

Which team will advance to the next round: if a game offered as part of a specific round is postponed, the bet remains valid.
Championship (Division) Champions: If the season is shortened for any reason, all bets will be settled based on which team the relevant governing body declares the championship (division) champion.
Declared Finalists: The finalists are the players (teams) who actually compete in the final, regardless of how they qualify, including situations where they advance to the final by decision of any governing body.
Tournament winner: If a team on which bets were placed fails to qualify, is eliminated from the tournament, or is disqualified, all bets placed on that team are considered lost.
Exact Score in a Match: If a match ends with a score for which no bets were offered, all bets on the exact score are considered "losing."

1.8.5. All types of bets are considered valid

Unless otherwise specified—in the exceptions below, in the Betting Appendices, or in these Rules—the principle "All types of bets are considered valid" applies to all bets. This means that if an athlete (team) on whom a bet was placed does not participate in the event (competition)—for any reason—the bet on that athlete (team) is lost if the event (competition) takes place.
In exceptional cases, bets will be settled at odds of "1," specifically:
- The event (competition) is canceled;
- The event (competition) is declared invalid by its organizers;
- The venue of the event (competition) has been changed;

– “Live” bets: the event (competition) is interrupted or postponed and is not resumed within 48 hours after the original start date; In other cases provided for by these Rules;
– “Live” Bets: In “Live” bets, if there are athletes who do not participate, all bets on them will be settled at odds of “1”;
– “Head-to-Head” Bets: if one or more participants (athletes) withdraw before the start of the event (competition);
– Other grounds set forth in these Rules.

1.8.6. Postponement – the “48-hour” rule

“Live” Bets: If the event (competition) on which a bet is placed is postponed or canceled but then resumes no later than within 48 hours of the event’s original start time, the bets placed are considered valid for the resumed event (competition).

If the event (competition) on which a bet is placed resumes later than 48 hours after the original start time, the corresponding bets are settled at odds of “1” (except for bets on tennis and padel; see sections 1.8.2.3. and 1.8.2.16 of these Rules).

1.8.7. Tie-Breaking and Draws

Placings are determined on an equitable basis when more than one athlete or team finishes in the same place. Unless otherwise specified, if placings are determined on an equitable basis or the event results in a tie (“draw”),
If “Tie” was not offered as a bet type to participants in gambling, the following rules apply regarding the determination of the winning bet amount: the odds of the winning bets (calculated based on European decimal odds) will be divided by the number of winning bets and then multiplied by the amount of the corresponding initial bet. Unless otherwise specified, this rule applies in all cases where two or more betting options are considered winning.
Example: A ski race ends with two athletes winning:
A (odds = 2.0) and B (odds = 4.30). Bettors who wagered 500 BYN on athlete A win 250 BYN: ((odds – 1) / (number of winners) × 2 × stake amount = (2.0 – 1) / 2 × 500) = 250 BYN. Bettors who wagered 500 BYN on Athlete B win 825 BYN: (4.3 – 1) / 2 × 500 = 825 BYN.

1.8.8. Team competitions: home and away

In team competitions, the terms “home team” (host team) and “visiting team” (guest team) are used, with the following exceptions:
– tournaments are held in a single city (in international competitions—a single country),
– the event is the final of a cup competition and consists of a single match (game),
– the competition is held on neutral ground (indicated in the line as “N.G.”).

In the betting line, competition participants are designated as follows: the symbol “1” represents the home team and is listed in the 1st position; the symbol “2” represents the visiting team and is listed in the 2nd position. In all other cases (competitions in tennis, table tennis, badminton, auto and motorcycle racing, boxing, chess, etc.), the numbering of participants in the line is arbitrary, and information about the venue is provided for reference only.

If an event is moved to a neutral venue, bets remain valid. If the event is moved to the opposing team’s home field, all bets are settled at odds of “1.” If an international match is moved to another country, the odds for bets on that event and related events (such as advancing to the next round) are set at “1.” If the terms “home team” and “visiting team” do not apply to a particular event, then if the venue is changed, all bets on that event remain valid. If the format of a competition is changed from the original rules, all bets on that competition are settled at odds of “1.”

1.8.9. Linked Bets

A participant in the gambling activity at may not combine (by exploiting circumstances) linked bets on the same event. Linked bets are two or more different bets that have become linked due to unforeseen circumstances.
Example:
Bet 1: “Match Total” offers the following betting options: “Over” and “Under.”
Bet 2: “Total Corners” includes the following betting options: “Over” and “Under.”
Linked bets do not necessarily have to include the same outcome or relate to the same event. Since the connection between bets is not always as obvious as in the example above, the Organizer reserves the right to determine which specific bets are linked to one another. If an “accumulator” bet containing two or more interrelated events is accepted in error, the gambling operator reserves the right to void the bet.

1.8.10. Game Time

In all sports competitions with a time limit, the decisive factor is the regular playing time (including time added for medical treatment or stoppage time). Any extra time (overtime), post-match penalty shootouts, etc., are not taken into account when calculating bets, unless otherwise specified on the Organizer's website or provided for in the special rules for individual sports.

1.8.11. Grounds for Recalculating Bets

The gambling operator is not liable for typographical errors, transmission errors, and/or other errors, including technical malfunctions on the website and/or in the mobile app (including, but not limited to, errors in the betting line), when accepting and settling bets. In particular, the Organizer reserves the right to correct obvious typographical errors that occur when entering information regarding betting odds, handicap values, totals, etc. and/or when calculating bet amounts (for example, typos in odds, incorrectly listed teams, or incorrectly listed events), even after the event has concluded, or to refund the corresponding bets. The Organizer is also not liable for the accuracy, completeness, or timeliness of the information provided if, for example, for "Live" bets, information on results is transmitted via email or SMS. A bet is always considered valid only if the amount has been confirmed and registered by the Organizer. If an event (or bets) with typographical errors in the information about them is canceled, all bets are settled at odds of "1." In the event of the cancellation of betting results or the settlement of bets at odds of "1," the Organizer has the right not to provide evidence of errors and/or otherwise justify the existence of errors. The gambling organizer is not liable for the accuracy of the names of competition participants, including the accuracy of the translation of participants' (players') surnames, team names, and the names of cities where events will take place on , the outcomes of which are the subject of bets. The results displayed in Live Betting and Live Results are for informational purposes only, and their absolute accuracy is not guaranteed. If a bet wins as a result of a technical error, the Gambling Organizer will subsequently recalculate such bets. In any of the aforementioned cases, the Gambling Operator will settle bets at odds of "1." In cases of incorrect bet settlement (due to technical glitches, incorrectly entered event results, odds, etc.), erroneously settled bets are subject to recalculation.

1.8.12. Bet Buyout

"Bet buyout" is an individual offer initiated by the gambling operator, addressed to a participant in a gambling game, aimed at changing one or more material terms of the bet (odds, event settlement time, etc.) in order to lock in a new result and settle the bet at the current moment in time (hereinafter referred to as "Bet Buyout"). A Bet Buyout offer may be either accepted or rejected by the participant. By selecting "Buy Out," the participant confirms their acceptance of the new material terms of the bet. A Bet Buyout may be offered for both Pre-Match and "Live" bets. The Organizer reserves the right to change the Bet Cash-Out offer over time or to refrain from making a Bet Cash-Out offer without providing a reason.

The term "Bet Buyout" and its derivatives refer to the betting procedure described above, whereby the material terms of a wager are modified with the consent of the bettor, without the actual placement (acceptance) of bets or the conclusion of a wager.

1.8.13. Calculation of Statistical Indicators

All bets on statistical indicators are calculated based on information received from a sports data provider and/or based on video recordings of the sporting event. The Organizer has the right to independently determine the source of information when calculating bets on the statistical indicators of an Event. In the event of a disputed outcome (an ambiguous conclusion regarding the statistical indicator of the event), the Organizer reserves the right to settle the bet at odds of 1. In the event of disagreement with the bet settlement, the participant has the right to file a written complaint accompanied by evidence regarding the outcome of the disputed Event, as listed in this section of the Rules.

1.8.14. Exact time of the event

Goal – the time shown on the timer when the goal is scored (when the ball crosses the goal line). Out-of-bounds – the time shown on the timer at the moment the throw-in is actually taken.

Foul – the time shown on the timer at the moment the rule violation is actually recorded (the referee's whistle).

Goal kick—the time on the timer at the moment the goal kick is actually taken.

Corner kick—the time on the timer at the moment the corner kick is actually taken.

Card – the time on the timer at the moment the referee actually shows the offender a yellow or red card.
Offside – the time on the timer at the moment the free kick is actually taken after the offside is called.

1.9. Procedure for Crediting (Transferring) Winnings (Refunds for Unplayed Bets)

Winnings are paid out (transferred) only within the maximum permissible winning limits.

1.9.1. Transfer of winnings (refund of unplayed bets) via non-cash transfer

Winnings (refunds of unplayed bets) are transferred via non-cash means to the bank account from which the gambling participant transferred funds to place the bet, no later than the next banking day.

In the event of circumstances arising for reasons beyond the control of the Organizer and/or the gambling participant (bank liquidation, expiration of a bank payment card, or other reasons), winnings (or refunds of unplayed bets) may be transferred by other means at the Organizer's discretion (as agreed with the participant), with the reason for such a decision specified at .

If it is not possible to transfer winnings (or refund lost bets) to the bank account from which the gambler funded their gaming account, the gambling operator shall notify the gambler by any available means of communication.

If it is not possible to transfer funds to the bank account from which the gambling participant originally transferred funds, the transfer of winnings (refund of unplayed bets) shall be made no later than the banking day following the day the gambling participant submits the relevant request, which may be submitted in writing or electronically (by attaching it to the personal account):
– to a bank account belonging to the gambling participant, as specified in their request;
– to an e-wallet belonging to the gambler (in accordance with Section 1.9.2.).

The transfer of winnings (or refunds of unplayed bets) to a gambling participant via non-cash means shall be made no later than the banking day following the day therequest participant's is received gamblingfor the transfer of winnings (or refund of unplayed bets) by the gambling operator, except in cases where the

transfer of winnings (refund of unplayed bets) is suspended, not carried out, or blocked.

A gambling participant's request for the transfer of funds to another bank account must specify:
– the name of the gambling operator;
– the last name, first name, and patronymic (if any) of the gambling participant;
– identification number, if the gambling participant is a citizen of the Republic of Belarus, a foreign citizen, or a stateless person holding a residence permit in the Republic of Belarus;
– the type of identity document, its series (if applicable) and number, date of issuance, and the name (code) of the government agency that issued the document (if the document was issued by a government agency of the Republic of Belarus), the official name of the foreign country in which the document was issued, if the participant in the game of chance is a foreign citizen or a stateless person who does not hold a residence permit in the Republic of Belarus, or a refugee
– the amount of the winnings (or refund of unplayed bets);
– bank account number (if necessary);
– date of application;
– other necessary information.

A copy or image of an identity document in electronic form must be attached to the application. The Organizer has the right to verify the identity of the gambling participant when reviewing such an application, as well as to request other documents necessary for reviewing the application.

If the request does not meet the listed requirements, the Organizer has the right to disregard it, notifying the gambling participant of this decision by any available means of communication.

1.9.2. Transfer of winnings (refund of losing bets) via e-money.

Winnings (refunds of unplayed bets) are transferred via e-money to the e-wallet from which the e-money was originally transferred (provided this payment method is available on the website), except in cases where circumstances arise for reasons beyond the control of the Organizer and/or the gambling participant (such as the liquidation of the issuing bank, a malfunction in the software or hardware containing the electronic money and/or providing access to it, or other circumstances), winnings (refunds for unplayed bets) may be transferred

(credited) in a different manner by decision of the Organizer, as agreed with the gambling participant. The decision to transfer funds in a different manner shall specify the reason for such a decision.

If it is impossible to transfer funds to the e-wallet from which the electronic money was transferred to participate in the bet, after the Organizer notifies the gambling participant, the transfer of winnings (or refund of unplayed bets) shall be carried out no later th s of the banking day following the day the Organizer receives the relevant request from the gambling participant in writing or electronically:
– to the gambling participant's current (settlement) or other bank account (in accordance with Section 1.9.1.);
– to the gambling participant's other e-wallet (upon their request).

The gambling participant's request to transfer funds to another e-wallet must specify:
– the name of the gambling operator;
– the last name, first name, and patronymic (if any) of the gambling participant;
– identification number, if the gambling participant is a citizen of the Republic of Belarus, a foreign citizen, or a stateless person holding a residence permit in the Republic of Belarus;
- the type of identification document, its series (if applicable) and number, date of issuance, and the name (code) of the government agency that issued the document (if the document was issued by a government agency of the Republic of Belarus), the official name of the foreign country in which the document was issued, if the participant in the game of chance is a foreign citizen, a stateless person without a residence permit in the Republic of Belarus, or a refugee;
– the amount of the winnings (or refund of unplayed bets);
– the date the application was submitted;
– e-wallet details required to transfer the winnings (refund of unplayed bets);
– other necessary information.

A copy or image of an identity document in electronic form must be attached to the application. The gambling organizer has the right to verify the participant's identity and request any additional documents when reviewing this application.

If the request does not meet the listed requirements, the Organizer has the right to disregard it without consideration, notifying the gambling participant in writing.

The transfer of winnings (or refunds of lost bets) via e-money is subject to the identification of the e-wallet owner. The gambling participant is required to confirm that the e-wallet used to fund the gaming account, transfer winnings (or refund unplayed bets) belongs to them personally; that is, the personal data of the gaming account holder must fully match the data of the e-wallet owner.

1.9.3. Procedure and Grounds for Suspending or Failing to Transfer Winnings (Refunds of Unplayed Bets)

1.9.3.1. The transfer of winnings (refund of unplayed bets) may be suspended by decision of the Organizer's director or his or her deputy for the duration of an investigation (review), for a period not exceeding 30 business days from the date the gambling participant requests the transfer of winnings (refund of unplayed bets). The suspension shall take effect if the Organizer suspects that the gambling participant has used:
– software and/or technical devices that influence the random outcome of the game or allow it to be predicted;
– software or other means to gain unauthorized access to the gambling operator's information, including information contained in another gambling participant's personal account, for the purpose of destroying, blocking, modifying, or copying such information, as well as committing other unlawful acts with respect to the gambling operator's information.

1.9.3.2. The expert examination (investigation) is conducted to establish the facts regarding a gambling participant's use of software and/or technical devices or other means, as well as the circumstances listed in section 1.9.3.1.

1.9.3.3. During the expert examination, the Organizer also has the right to verify the gambling participant's identity.

1.9.3.4. The gambling Organizer shall inform the gambling participant of the suspension of the payment (transfer) of winnings (or the refund of unplayed bets) by sending a corresponding electronic notification to the participant's personal account.

1.9.3.5. Based on the results of the investigation (examination), the gambling organizer shall prepare a report confirming (or not confirming) the fact that the gambling participant used software and/or technical devices or other means, the content of which must comply with legal requirements.

1.9.3.6. If the gambling organizer establishes that a participant has used software and/or technical devices or other means specified in paragraph 1.9.3.1, the winnings will not be paid out (nor will unplayed bets be refunded). An electronic copy of the relevant report is generated using the SKKS and sent to the participant no later than the day it is prepared.

1.9.3.7. If the gambling organizer fails to establish that a gambling participant used software and/or technical devices or other means, or the circumstances specified in section 1.9.3.1, the transfer of winnings (or refund of unplayed bets) shall be made no later than the banking day following the day the relevant conclusion is drawn up, in accordance with the procedure and within the timeframes established in clauses 1.9.1–1.9.2.

1.9.3.8. Only the participant who registered the gambling account is authorized to fund it. If the gambling organizer has reason to doubt that a deposit to the gaming account was made from a bank account (or e-wallet) that does not belong to the account holder, the organizer has the right to verify the gambling participant's identity.

1.9.3.9. The Organizer has the right to suspend the transfer of winnings (or the refund of unplayed bets) in accordance with legislation on the prevention of money laundering, the financing of terrorist activities, and the financing of the proliferation of weapons of mass destruction .

1.9.4. Procedure for transferring funds (electronic money) to a gambling participant (including winnings (refunded bets) on settled bets after their calculation) when the gambling organizer blocks duplicate gaming accounts
If the Organizer blocks duplicate gaming accounts, the funds (electronic money) in those accounts (including winnings (refunded unplayed bets) from bets placed after they have been settled) shall be returned to the gambler in accordance with the procedure set forth in sections 1.9.1.-1.9.2. of these Rules, based on a written request.

1.10. Betting Restrictions and Winning Limits

1.10.1. Minimum and Maximum Bets

The minimum and maximum bet amounts are set by the Gambling Organizer and may be revised at any time at the Organizer's discretion.

The minimum and maximum bet amounts may vary for individual events included in the Line. The maximum winnings per bet are 1,500,000 (one million five hundred thousand) Belarusian rubles.
If a participant places a bet resulting in winnings that exceed the maximum limit, the Organizer shall not be liable for such winnings. In this case, the Organizer shall pay out only the specified maximum allowable amounts. This rule also applies in situations where, upon accepting the bet, the Organizer failed to warn the participant about the possibility of exceeding the maximum allowable amounts.

1.10.2. Betting Limits

Each participant in the game of chance determines the size of their bets independently, in accordance with the expected winnings and possible limits, with the exception of those restrictions imposed on the amounts of winnings.

1.10.3. Reduced Winnings in the Event of Exceeding the Limit.

If a participant places several equal bets on one or more events (this also applies to combinations of single bets and parlays), and the total winnings from these bets exceed the established limits, the gambling organizer will pay out winnings only within the established limits.

1.10.4. Restrictions on including certain outcomes in “parlay” and “system” bets

The minimum number of outcomes in an “accumulator” is 2 (two); the maximum number of outcomes is 20 (twenty).
The maximum payout odds for an “accumulator” are 5,000 (five thousand). If this limit is exceeded, the bet is settled at odds of 5,000 (five thousand).
The minimum number of outcomes in a “system” bet is 3 (three), and the maximum number of outcomes is 20 (twenty).
The maximum number of possible outcomes in a “system” bet cannot exceed 1,140 (one thousand one hundred forty).
Events in “parlay” and “system” bets cannot be interrelated.
When betting on “group qualification/elimination” in accumulators and systems, bets may only be placed on one team from a given group. If an accumulator or system includes “group qualification/elimination” bets on teams from the same group, such bets are subject to refund, even if the Gambling Operator has accepted the bet.

If an accumulator includes multiple events with different maximum bet limits, the maximum bet amount for that accumulator is set equal to the lowest limit.

1.10.5. Other Limits

The Organizer has the right to set a maximum number of bets accepted for a specific event.

1.11. Rights and Obligations of the Gambling Operator and Gambling Participants

1.11.1. The gambling organizer is prohibited from:

– admit to a virtual gambling establishment persons under the age of 21 and/or included in the List;

– allow individuals whose information is included in the List to participate in gambling;
– provide a gambling participant with funds (electronic money) to participate in gambling if the participant does not have the necessary amount of funds (electronic money).

1.11.2. Visitors to a virtual gambling establishment are prohibited from:
– participate in an online betting game if such visitors to a virtual gambling establishment influence or may influence the outcome of the event in that game (affecting the random outcome of the game);
– use software and/or technical devices during gambling that influence the random outcome of the game or allow it to be predicted;
– use software or other means to gain unauthorized access to information belonging to the gambling operator that operates the virtual gambling establishment, for the purpose of destroying, blocking, modifying, or copying such information, or committing other unlawful acts with respect to such information;
– provide another visitor to a virtual gambling establishment or a participant in a game of chance with funds (electronic money) to participate in a game of chance;
- to transfer (disclose) information about one’s gaming account and authentication credentials to other visitors or participants in games of chance;
- maintain more than one gaming account at a virtual gambling establishment;
- provide, when registering as a participant in a game of chance, subsequently accessing the virtual gambling establishment, receiving winnings, or receiving

refunds for losing bets, personal and other data or identity documents that do not belong to them;
- use bank payment cards or e-wallets that do not belong to them when placing bets, receiving winnings, or receiving refunds for unplayed bets;
- place bets using funds transferred from accounts held by other persons at banks, non-bank credit and financial institutions, or foreign banks;
- to specify, in an application for the payment of winnings or the refund of lost bets, accounts held by other persons at banks, non-bank credit and financial institutions, or foreign banks;
- participate in gambling in accordance with the instructions of third parties.

1.11.3. Visitors to a virtual gambling establishment are required to:
– provide personal and other data, as well as a copy or image of an identity document in electronic form, enabling the gambling operator to collect identification data, identify and verify the identity of an individual, and/or register a financial transaction subject to special control;
– comply with the requirements of these Rules;
– to deposit funds into the gaming account and transfer funds from the gaming account only using a payment method (bank card, bank account, e-wallet) that belongs personally to the gambler registered on the winline.by online gambling site;
– comply with the lawful requests of the gambling operator’s employees.

1.11.4. Visitors to the online gambling establishment have the right to:
– review the Rules in one of the official languages of the Republic of Belarus and in any foreign language at the discretion of the gambling operator;
– submit a written request to block a registered gaming account on the winline.by website for a specified period or indefinitely, as well as a subsequent request to reactivate the blocked gaming account on the winline.by website (these actions will be carried out exclusively at the “Winline” online casino);
– receive winnings (refunds of unplayed bets) in accordance with the procedures and within the timeframes established by these Rules.
Written requests must be sent in hard copy to the Organizer at its address listed on the website, accompanied by a copy of an identity document, and/or by uploading the specified documents to the gambler’s personal account (if this option is available).
1.11.5. The gambling operator has the following rights:

– to set the maximum bet amount for any event in the Line without notifying visitors to the virtual gambling establishment;
– to refuse to accept bets on any events in the Line and to resume accepting bets at any time without notifying visitors to the virtual gambling establishment;
– to block gaming accounts for the reasons described in these Rules;
– to refuse participation in gambling:
- if a visitor to the virtual gambling establishment has previously violated at least one of the requirements set forth in Section 1.11.2 of these Rules and such violation has been documented and confirmed;
– participate in an online betting game if such visitors to the virtual gambling establishment influence or may influence the outcome of the event in that game (affecting the random outcome of the game);
– used software and/or technical devices during the conduct of a game of chance that influence the random outcome of the game or allow it to be predicted;
– used software or other means to gain unauthorized access to information belonging to the gambling operator that maintains the virtual gambling establishment, with the intent to destroy, block, modify, or copy such information, or to commit other unlawful acts in relation to said information;
– provided another visitor to a virtual gambling establishment or a participant in a game of chance with funds (electronic money) to participate in a game of chance;
- disclosed information about their gaming account and authentication credentials to other visitors or participants in games of chance;
provided, during registration as a participant in a game of chance, subsequent access to the virtual gambling establishment, receipt of winnings at , or refund of unplayed bets, personal and other data or identity documents that do not belong to him;
- used bank payment cards or e-wallets that do not belong to him when placing bets, receiving winnings, or receiving refunds for unplayed bets;
- placed bets using funds transferred from accounts held by other persons at banks, non-bank credit and financial institutions, or foreign banks;
- listed, in an application for the payment of winnings or the refund of unplayed bets, accounts held by other persons at banks, non-bank credit and financial institutions, or foreign banks;
- participate in gambling in accordance with the instructions of third parties.

1.11.6. The organizer of games of chance is required to ensure:
– the legality of conducting gambling activities;
– the competence and professionalism of employees involved in organizing and/or conducting gambling;
– the organization and/or conduct of gambling through a virtual gambling establishment connected to the SKKS;
– the transfer of funds to gambling participants in the form of winnings (or refunds of unplayed bets) in accordance with these Rules;
– when registering a gaming account and/or accepting a bet, verifying through the SKKS whether the individual participating in the game of chance is included in the List;
– timely remittance to the budget of personal income tax on funds (electronic money) accrued and transferred to gambling participants in the form of winnings (refunded unplayed bets);
– storing copies of documents verifying the identity of gambling participants in electronic form, as well as data—including personal data—provided by visitors to the virtual gambling establishment, and a log of gambling participants' actions; and the IP addresses of the devices from which gambling participants engage in gambling, for at least five years from the date the gambling activity took place;
– the use of information networks, systems, and resources, as well as hierarchical names within the national segment of the global Internet;
– the electronic transmission to the SKKS of information regarding bets placed and winnings (or refunded losing bets) paid out for each type of gambling game conducted by the virtual gambling establishment;
– identification of an individual participating in a game of chance upon their registration as a participant in the game;
– recording the participant's actions and the IP address of the device from which the participant took part in the game of chance in an electronic log of the participant's actions;
– organizing and conducting games of chance through websites whose domain names are specified in a special permit (license) to operate in the gambling industry;
– posting information on the virtual gambling establishment's website regarding restrictions on access to gambling for individuals under the age of 21 who are included in the List;

– the use of technical solutions that prevent visitors to a virtual gambling establishment or participants in gambling from providing funds (electronic money) to another visitor to the virtual gambling establishment or participant in gambling through the use of the virtual gambling establishment for the purpose of participating in gambling.

2. PROCEDURE FOR RESOLVING DISPUTES

In the event of a dispute arising between a gambling participant and the Organizer regarding any matters related to the performance of the risk-based winnings agreement concluded between the gambling participant and the Organizer at , including matters concerning the transfer of winnings, the parties are required to follow the claims procedure for resolving such disputes (pre-litigation procedure). As part of the pre-litigation dispute resolution procedure, the party that believes its rights have been violated must submit a written claim to the other party.

Written claims against the gambling organizer must be sent in hard copy to its registered address (Minsk, Rakovskaya St., 25/2, Rooms 5, 6, 7). A claim against a gambling participant must be filed at the participant's place of residence (or place of stay) as provided during identification. A claim may be filed within 15 (fifteen) calendar days from the date on which the person became aware or should have become aware of the violation of their rights.

Verbal claims from gambling participants are accepted by the Organizer within 24 hours after the end of the event on which the participant placed a bet.

A written claim must be accompanied by documents confirming and substantiating the claims set forth therein. If there are insufficient documents to substantiate the claims specified in the claim, the claim will not be considered and will be returned to the claimant.

To have a written claim considered, the gambling participant must also submit the following to the Organizer:

- copies of the pages of an identity document containing the participant's full name and photograph, date and place of birth, and registered address (place of residence);

- information about the bet: the bet number and terms, and the date of the event.

A valid claim accompanied by all the specified documents shall be reviewed within a period not exceeding 15 (fifteen) calendar days. If the claim is not reviewed by the receiving party within the specified period, the party that believes its rights have been violated has the right to file a lawsuit.

The Organizer assumes no liability and will not consider claims regarding inaccuracies in the Russian-language transcription of the surnames and first names of event participants, team names, or the names of cities where events take place, on the outcome (result) of which bets are placed.

The Organizer is not liable for any consequences arising from a participant in a game of chance disclosing their username, password, or other personal data — including that displayed in their personal account on the "Winline" virtual gambling platform—to third parties.

3. MAIN TYPES OF BETS

Single Bet – a bet on a single outcome of an event. The payout for a single bet is equal to the product of the bet amount and the odds set for that outcome.

Parlay – a bet on several independent event outcomes. To win an accumulator bet, you must correctly predict all outcomes included in it. A loss on any single outcome in the accumulator means a loss on the entire accumulator. The payout for an accumulator bet is equal to the product of the stake amount and the odds of all outcomes included in the accumulator.

A system bet is a set of parlay bets that exhausts all possible combinations of parlay bets of the same size from a fixed set of outcomes. It is characterized by the same stake amount for each parlay (system variant) and the same number of outcomes in each parlay. When placing a system bet, you must specify the total number of outcomes and the size of the accumulator (system variant). The payout for the system is equal to the sum of the payouts for the accumulators included in the system.
Examples of bet types are provided in Appendix No. 1.

4. "LIVE" BETS

“Live” bets are bets accepted during the course of an event, only on outcomes whose results have not yet been determined. Odds for events may change every second in real time. Odds may increase or decrease between the time a bet is selected and the time it is accepted, which may affect the amount of the winnings. “Live” bets are offered both before and during a match, exclusively on outcomes whose results are not yet determined, in the special “Live” betting section. For “Live” betting outcomes whose results become known during the course of the event (competition), “Live” bets may be settled either at the conclusion of the outcome or at the end of each segment of the match (half, period, set, etc.) or event (match). Any subsequent changes (for example, changes to results based on a jury’s decision after the game) are not taken into account when settling the proposed “Live” bets. The organizer calculates “Live” bets independently based on its own statistical data regarding the actual course of the game. Unless otherwise specified, in “Live” betting, all bets on athletes who are “not participating” in the competition are settled at odds of “1.”
If a match is interrupted, not completed, or the duration of the match is changed, bets settled up to that point are not subject to recalculation. For events (competitions) whose outcome is not definitively determined, that did not take place, and/or were not fully completed, bets are settled at odds of “1.” For “Live” bets, the “General Rules for Determining Results” also apply when evaluating the game. The exception is special bets, which are settled before the game is actually interrupted. Such bets are considered valid.

5. MAIN TYPES OF OUTCOMES

1X2 Bets

- “1” – First team wins.
- “X” – Draw
- “2” – Second team wins.

“Double Chance” Bets

- “1X” – First team wins or a draw. To win a bet on this outcome, the first team must win or the match must end in a draw.
- “12” – Team 1 wins or Team 2 wins. To win a bet on this outcome, one of the teams must win; in other words, there must be no tie.
- “X2” – Team 2 wins or a draw. To win a bet on this outcome, Team 2 must win or the match must end in a draw.

Total – Over, Under, Even
Bets on the number of goals (points, games, etc.) scored (earned, played, etc.) by a participant in the event. In the betting line, for brevity, this number is referred to as the "total." To win, you must correctly predict whether more, fewer, or exactly the number specified in the line will be scored (scored, played, etc.). When determining the result at , the playing time specified in these rules is taken into account, unless otherwise stated in the betting line. When determining individual totals, only goals scored against the opponent's goal are counted.

Two betting options are offered for the total: two outcomes ("under," "over") or three outcomes ("under," "over," or "exactly"). In the first option, if the result matches the total set by the gambling operator, the payout odds for "over" and "under" bets are set to "1." If total bets are offered with three possible outcomes and the result exactly matches the total specified in the betting line, bets on "under" and "over" are considered lost, while a bet on "exactly" is considered a win.

Exact Score
In these bets, you must predict the exact score of the match.

Handicap
– A competitor's victory, taking the handicap into account.
– Handicap: a conditional advantage or disadvantage for a competitor, expressed in goals (points, sets, seconds, etc.), which is granted by the gambling operator to a bettor placing a wager on that competitor.
The outcome of the event, taking the handicap into account, is determined as follows: The handicap given to the participant is added to the corresponding result achieved by the participant in the competition. If the result obtained in this way favors the selected participant, they are considered the winner, and bets placed on their victory, taking the handicap into account, win. Bets are settled using the odds specified in the bet description. If the result favors the opponent, the bets lose. If the result, taking the handicap into account, is a tie, the odds for that outcome will be "1." There is also the Asian handicap.

The Asian handicap is a variation of the handicap system and differs from the original bet in that it involves two predetermined values for the initial conditional advantage or deficit.

The total bet amount for a win with an Asian handicap is divided into two equal parts. Half of the bet amount is placed with the first handicap value, and the other half is placed with the second handicap value. Each half is calculated separately according to the specified odds. The winnings from the bet will be the sum of the winnings from each half of the bet.

Handicap (Asian Handicap)	Note
0	You win if your team wins the match. If the match ends in a tie (goal difference 0), your bet is refunded.
+0.25	You win if your team wins the match. If the match ends in a tie, your bet is split in half—one half is considered a win, and the other half is considered a tie, and that portion is refunded.
+0.5	You win if your team wins or ties the match.
+0.75	You win if your team wins or ties. If your team loses by a one-goal margin, you lose 50% of your bet.
+1.0	You win if your team wins or ties. If your team loses by exactly one goal, your stake is returned.
+1.25	You win if your team wins or ties. If your team loses by exactly one goal, your bet is split in half—one half is treated as a win, and the other half is treated as a tie, with that portion refunded.
+1.5	You win if your team wins, ties, or loses by exactly one goal.
+1.75	You win if your team wins, ties, or loses by exactly one goal. If your team loses by two goals, you lose 50% of your bet.
+2	You win if your team wins, ties, or loses by exactly one goal. If your team loses by two goals, your stake is returned.
+2.25	You win if your team wins, ties, or loses by a one-goal margin. If your team loses by a two-goal margin, your bet is split in half—one half is considered a win, and the other half is considered a tie, and that portion is refunded.

+2.5	You win if your team wins, ties, or loses by fewer than three goals.
-0.25	You win if your team wins the match by one or more goals. If the match ends in a tie, you lose 50% of your bet.
- 0.5	You win if your team wins the match.
- 0.75	You win if your team wins the match by a margin of two or more goals. If your team wins by a margin of one goal, your bet is split in half—one half is considered a win, and the other half is considered a draw, and that portion is refunded.
- 1.0	You win if your team wins the match by a margin of two or more goals. If your team wins by a margin of one goal, your bet is refunded.
-1.25	You win if your team wins the match by a margin of two or more goals. If your team wins by a margin of one goal, you lose 50% of your bet.
- 1.5	You win if your team wins the match by a margin of two or more goals.
-1.75	You win if your team wins the match by a margin of three or more goals. If your team wins by a margin of two goals, your bet is split in half—one half is considered a win, and the other half is considered a draw, and that portion is refunded.
- 2.0	You win if your team wins the match by a margin of three or more goals. If your team wins by a margin of two goals, your bet is refunded.
-2.25	You win if your team wins the match by a margin of three or more goals. If your team wins by a margin of two goals, you lose 50% of your bet.
- 2.5	You win if your team wins the match by a margin of three or more goals.

Half-Time/Full-Time

In this bet, you must correctly predict both the outcome of the first half and the outcome of the entire match. The betting line uses the following initials to denote these outcomes: W – win, D – draw; the first half's outcome is listed first, followed by the match's outcome. For example, W2W1 means a win for the second team (W2) in the first half and a win for the first team (W1) in the match.

Even or Odd
You must predict whether the total number of goals (points, games) at the end of the match will be even or odd. If the result is "0" (a scoreless tie), bets will be settled as "even."

Home Team – Away Team
A win for the home team (host team) or the away team (visiting team), taking the spread into account. The winner is determined by the difference in goals (points) scored by the home and away teams, respectively, taking the spread into account.

"Head-to-Head" Bets
Single-player competition:
This rule applies to all sports where competitors are pitted against one another. If one or more participants withdraw from the competition before it begins, all bets are settled at odds of "1." If a participant is disqualified or fails to finish the competition for any reason, bets on that participant are considered "lost." If all participants on whom "Head-to-Head" bets were placed are disqualified or fail to finish the competition, all bets are settled at odds of "1." If two or more participants finish the competition with the same result, the following rule applies: the winning odds are divided by the number of such participants and multiplied by the stake amount ("Tie Rule").

Championship:
This rule applies to all types of championships played under a round-robin, knockout, or mixed system. The winner is the participant who finishes in the highest position in the final. If there is no officially recognized record of the championship's results, the final standings for the athletes will be determined by the standings after the last successfully completed match (competition). If two or more participants finish the championship with the same number of points or in the same place, the "Tiebreaker Rule" applies. If one or more participants are eliminated from the championship before the start of their matches, all bets are settled at odds of "1."

Medal Bets
All bets on the number of medals are settled in accordance with the official medal table upon the conclusion of the event (e.g., the Olympic Games, World

Championships, etc.). Any changes made by the governing body at a later date do not affect the settlement of bets.
Team medals: Any medal won by a team (national team) counts as one medal, regardless of the number of team members.

Designated Finalists
Finalists are the players (teams) who actually compete in the final, regardless of how they qualified, including decisions made by governing bodies.

Asian Total
When betting on the Asian total, the bet amount is split in half: one half on the nearest whole number total and the other half on the nearest half-number total. The payout for the bet is determined as the sum of the payouts for both of these bets.
Examples:
If you place a “Over 3.25” bet:
A 100 BYN bet on “total over 3.25 goals.” The 100 BYN bet is split into a 50 BYN bet on total over 3.0 goals and a 50 BYN bet on total over 3.5 goals.
If you place a “Total Under 3.25” bet:
A 100 BYN bet on “total under 3.25 goals.” The 100 BYN bet is split into a 50 BYN bet on total under 3.0 goals and a 50 BYN bet on total under 3.5 goals.
If you place a bet on “Over 3.75”:
A 100 BYN bet on “over 3.75 goals.” The 100 BYN bet is split into a 50 BYN bet on over 3.5 goals and a 50 BYN bet on over 4.0 goals.
If you place a bet on “Under 3.75”:
A 100 BYN bet on “Total Under 3.75 Goals.” The 100 BYN bet is split into a 50 BYN bet on “Total Under 3.5 Goals” and a 50 BYN bet on “Total Under 4.0 Goals.”

Player-Specific Bets
Which player will “Come on and score a goal in the match” (regular time): Bets in this category are placed on a player who will score a valid goal. If the player on whom the bet was placed did not take the field or was not on the roster, this bet is settled as a loss.
A player will make at least “X” actions (e.g., passes, assists, interceptions, etc.) and the total (over or under “X” goals). All these bets will follow the same refund

rules: the player must appear only in the starting lineup; if the player is not in the starting lineup, the bet will be settled at odds of "1" ( ) (for soccer); if the player is not on the roster (for other sports), the bet will be settled at odds of "1."
If a match is abandoned prematurely, all bets are settled at odds of "1." Own goals are not taken into account.

Any Other
Bet options such as "any other," "any other not on the list," etc., imply a bet on all participants except those listed by name in the list of available options, regardless of whether odds are offered for these participants or not.
A complete list of outcomes available in the betting line, as well as an explanation of bets on yellow and red cards, is provided in Appendix 2.

6. TERMS AND CONDITIONS FOR BONUSES

6.1. General Terms and Conditions for Granting Bonuses

6.1.1. The gambling operator has the right to grant bonuses to visitors of the virtual gambling establishment who are registered and have completed the identification and authentication procedures in accordance with these Rules.
6.1.2. Bonuses are granted (credited) at the discretion of the Gambling Operator, who, in accordance with these Rules and additional information posted on the Operator's official website, determines and establishes the frequency, validity periods, amounts, and conditions for crediting bonuses; the procedure and amount required to clear bonus wagering requirements; the grounds for canceling bonuses; the amount and frequency of bonus grants; and other relevant details. The amount of bonuses granted (credited) is reflected in the bonus account, separately from the funds transferred by the gambling participant to replenish the balance of their gaming account.
6.1.3. Bonuses credited to a gambling participant's bonus account may be used by the participant solely for placing bets. Withdrawals from the bonus account are not permitted.
6.1.4. The gambling operator may set a time limit for the use of bonuses. Upon expiration of the set period, the amount of unused bonuses (remaining in the bonus account) is reset to zero.
6.1.5. Bets placed using credited bonuses are accepted by the gambling operator only if the player has a positive balance in their gaming account.

6.1.6. Credited bonuses may be used to place one or more bets available in the Betting Line, subject to the terms and conditions established for the specific type of bonus.
6.1.7. The Organizer may impose restrictions on the use of bonuses, including restrictions on the number and types of bets, as well as the odds at which bets from the bonus account will be accepted in full or in part.
6.1.8. A gambling participant may hold several types of bonuses simultaneously if expressly provided for in these Rules. If a gambling participant does not wish to receive bonuses, they must submit a written statement to that effect to the Organizer. A bonus may be declined only before it is used.
6.1.9. Bets placed using bonuses cannot be cashed out.
6.1.10. Winnings from a bet placed using a bonus are credited to the participant's gaming account balance, minus the bet amount (if the odds are higher than "1"), unless otherwise specified by the terms of a specific type of bonus. Bets placed using a bonus and settled at odds of "1" are returned to the bonus account, unless otherwise specified in these Rules for a specific type of bonus.
6.1.11. All necessary information regarding the validity period (if applicable) and the procedure established by the gambling operator for the provision and use of bonuses is posted on the operator's official website, winline.by.
6.1.12. The gambling operator has the right to extend, terminate early, or modify the terms for granting bonuses in accordance with these Rules at any time without prior notice and without providing a reason. However, the terms of bonuses already granted (credited to the gambling participant's bonus account) remain unchanged.
6.1.13. If it is determined that a gambling participant has violated these Rules, the terms for receiving bonuses in accordance with these Rules, or the failure to use bonuses and/or the gaming account within a period specified by the Organizer, any bonuses previously credited to the gambler's bonus account and not used by them will be reset to zero (canceled) and/or a bonus of a smaller amount will be credited.
6.1.14. For all questions regarding bonuses, gambling participants may contact the Organizer using the contact information provided in the "Customer Support" section on the Organizer's official website.
6.1.15. Newly registered gambling participants are eligible for only one of the bonuses listed in these Rules. Information about the current bonus is posted on the Organizer's official website, winline.by.

6.2. "Sign-Up Bonus"

6.2.1. The "Sign-Up Bonus" (hereinafter referred to as the Sign-Up Bonus) is awarded to visitors of the "Winline" online casino who have registered on the winline.by website for the first time and have topped up their gaming account balance by the amount specified by the Organizer. The Sign-Up Bonus is provided subject to the restriction set forth in Section 6.1.5.

6.2.2. Bets placed using the Registration Bonus and settled for any reason at odds of 1 or less will not be returned to the bonus account and are not subject to recalculation.

6.2.3. The Sign-Up Bonus is credited up to the amount set by the gambling operator.

6.2.4. During the period established by the Organizer, if a bet placed using the Sign-Up Bonus is lost, the Organizer has the right to credit an additional Sign-Up Bonus (hereinafter referred to as the "Additional Bonus"). All terms and conditions applicable to the Sign-Up Bonus also apply to the Additional Bonus.

6.2.5. At the Organizer's discretion, the Registration Bonus (Additional Bonus) is subject to wagering requirements during the specified period. Current information is posted on the website.

6.2.6. Winnings from a bet placed using the "Sign-up Bonus" may be credited to the main account after deducting the bet amount or, during the wagering period, returned to the bonus account.

6.3. "Deposit Free Bet" Bonus

6.3.1. The "Deposit Free Bet" bonus (hereinafter referred to as the "Deposit Free Bet") is credited to visitors of the "Winline" Virtual Gambling Establishment who have registered on the winline.by website and topped up their gaming account balance.

6.3.2. The amount of the Deposit Free Bet depends on the amount by which the participant replenishes their gaming account balance. The gambling operator sets a maximum value for the Deposit Bonus; the bonus is not credited if the deposit exceeds this amount. Detailed information is available on the website.

6.3.3. The deposit free bet may only be wagered as a single "Single" bet on events, within the timeframe and at the odds set by the Organizer. Bets placed using the "Deposit Free Bet" Bonus and settled for any reason at odds of 1.00 or

lower will not be returned to the bonus account and are not subject to recalculation.

6.3.4. Winnings from a bet placed using the "Deposit Free Bet" Bonus are credited to the gaming account after deducting the bet amount. The "Deposit Free Bet" bonus must be wagered by the player in accordance with the information provided by the Organizer on the website. During the bonus wagering period, funds may be withdrawn from the gaming account in accordance with the procedure set forth in Sections 1.9.1–1.9.2 of these Rules.

6.3.5. If the Organizer determines that a visitor to the "Winline" virtual gambling establishment has violated these rules, the "Deposit Free Bet" bonus will not be credited or will be revoked.

6.4. Bonuses under the "Bonus Club" Program

6.4.1. Gambling participants earn points, the number of which depends on the total amount of bets placed during a calendar month with odds of at least 1.3. For "parlay" and "system" bets, at least one event with odds of at least 1.3 must be selected.

6.4.2. The gambling operator awards points based on the total amount wagered from the main gaming account. Whether or not the participant wins has no bearing on the awarding of points.

6.4.3. The number of points is determined automatically at the time the bet is settled. The points awarded are displayed in the participant's personal account.

6.4.4. Gamblers may be assigned one of 7 levels.

To reach Level 1, a participant must earn 5 points, for which 5 rubles.

To reach Level 2, a player must earn 25 points, for which 15 rubles.

To reach Level 3, a player must earn 100 points, for which 50 rubles.

To reach Level 4, a player must earn 500 points, for which 200 rubles.

To reach the "SILVER" level, a player must earn 1,000 points, for which 500 rubles.

To reach the "GOLD" level, a player must earn 2,500 points, for which 1,000 rubles.

To reach the “PLATINUM” level, a player must earn 5,000 points, for which 2,500 rubles will be credited to their bonus account.
6.4.5. Points are accumulated over the course of a calendar month. Depending on the number of points accumulated, the player is awarded bonuses, which are credited to their bonus account.
6.4.6. Points earned during a calendar month are reset to zero at the beginning of the following month. Bonuses are credited to the bonus account on the first day of the month following the previous one.
6.4.7. For the “SILVER,” “GOLD,” and “PLATINUM” levels, points are exchanged for bonuses immediately upon reaching each of these levels.
6.4.8. The list of bets for which points are awarded is determined by the gambling operator. All provisions set forth in this section of the Rules apply to the “Bonus Club” bonus.
6.4.9. The gambling operator reserves the right to restrict a player’s access to the “Bonus Club” bonus if the player violates these Rules.

6.5. “Special Offer” Bonus
6.5.1. The “Special Offer” bonus is credited during its validity period to gambling participants who are registered and identified in the “Winline” VIZ system within 7 calendar days after fulfilling the conditions set by the Organizer.
6.5.2. To receive the “Special Offer” bonus, one or more of the following conditions must be met:
- deposit a specified amount into the gaming account within the period set by the Organizer (if applicable);
- place a bet (or bets) in the quantity, at the odds, within the timeframe, and on the events specified by the Organizer.

Additionally, to qualify for the “Special Offer” bonus, the Organizer reserves the right to set a specific bet amount, as well as the sequence in which these conditions must be met.
Depending on the terms for granting the “Special Offer” bonus, bets that have been cashed out or settled for any reason at odds of “1” or lower may not be taken into account in the calculation.
The Organizer publishes the bonus terms, required actions, and their sequence on its website during the period when this type of bonus is available.

6.5.3. The amount of the "Special Offer" bonus is determined by the Organizer. The "Special Offer" bonus is credited after all conditions have been met and/or a promo code has been entered, subject to the provisions of Sections 6.1.5 and 6.5.1 of the Rules.
6.5.4. The credited bonus amount may be used by placing only one "Single" bet on events with odds set by the Organizer. The winnings from this bet are credited to the main gaming account, minus the bet amount. Bets placed using the "Special Offer" bonus from and settled for any reason at odds of 1.00 or lower will not be credited back to the bonus account.
6.5.5. If a participant fails to meet the conditions for receiving the "Special Offer" bonus in accordance with these Rules, this bonus will not be credited.

6.6. "Reactivation" Bonus
6.6.1. The "Reactivation" bonus may be credited during its validity period to gambling participants registered with VIZ "Winline" who have fulfilled all conditions in accordance with these Rules.
6.6.2. Conditions for crediting the "Reactivation" bonus:
- Be registered during the period specified by the Organizer;
- not have participated in the game for a specified number of days;
- top up your gaming account by the amount and within the timeframe set by the Organizer;
- Place losing or winning bets (a bet) in the quantity, for the amount, on the events, and with the odds set by the Organizer during the bonus period.
6.6.3. The amount of the "Reactivation" bonus is determined by the Organizer. The bonus may be wagered in a single bet or in multiple bets. The winnings from the specified bet are credited to the main gaming account, minus the bet amount.
6.6.4. If a participant fails to meet the conditions for receiving the "Reactivation" bonus in accordance with these Rules, the Organizer will not credit this type of bonus.

6.7. "Quests" Bonus
6.7.1 The "Quests" bonus is credited to active and/or newly registered and verified gambling participants who have performed certain actions in a predetermined sequence within the "Winline" VIZ, namely:
- a bet of a specific type (single, parlay, system) and/or amount;

- a bet on specific events;
- depositing a specific amount into the gaming account;
- placing bets on outcomes, totals, and/or handicaps, among others;
- a specific number of bets over a specific period of time;
- a bet with specific odds;
- placing a bet with a specific amount;
- placing a bet on pre-match or live events.

The bonus terms specified in Section 6.7.1, as well as the required actions and their sequence, are published by the Organizer on its website during the period when this type of bonus is offered.

6.7.2. The Organizer independently determines the order and number of required actions specified in Section 6.7.1 of these Rules and notifies gambling participants of them by posting the information on the website.

6.7.3. After completing the actions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, “General Procedure and Conditions for Granting Bonuses,” of these Rules.

6.7.4. The bonus’s validity period and terms of use are determined by the Organizer and are specified on the website.

6.7.5. The “Quests” bonus may be credited upon fulfillment of all conditions or upon partial fulfillment of the conditions specified by the Organizer in accordance with Section 6.7.1.

6.8. “Reload” Bonus

6.8.1. The “Reload” bonus may be credited during its validity period to registered and verified participants in the VIZ “Winline” gambling platform who have fulfilled all conditions in accordance with these Rules.

6.8.2. To receive the “Reload” bonus, one or more of the following conditions must be met:

- top up the gaming account balance by a specified amount and a specified number of times within the period set by the Organizer (if applicable);
- place a bet (or bets) in the quantity, amount, with the odds, bet type, and within the timeframe established by the Organizer.

The Organizer publishes the terms and conditions for receiving and using the bonus on its website during the bonus period.

6.8.3. Bets placed using the "Reload" bonus and settled for any reason at odds of 1 or lower will not be credited back to the account and are not subject to recalculation.
In the event of a loss and/or recalculation of the bonus, an additional "Reload" bonus may be granted in an amount determined by the Organizer. All terms and conditions applicable to the "Reload" bonus also apply to the additional "Reload" bonus.
6.8.4. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.9. "Deposit Cashback" Bonus
6.9.1 The "Deposit Cashback" bonus may be credited during its validity period to registered and verified participants in the VIZ "Winline" gambling platform who have fulfilled all conditions in accordance with these Rules.
6.9.2 To receive the "Deposit Cashback" bonus, one or more of the following conditions must be met:
- top up the gaming account balance by a specified amount and a specified number of times during the period set by the Organizer (if applicable);
- place a bet (or bets) in the quantity, amount, with the odds, bet type, within the timeframe, and on the events specified by the Organizer.
The Organizer publishes the terms and conditions for receiving and using the bonus on its website during the bonus period.
6.9.3 The amount of the "Deposit Cashback" bonus is equal to a percentage of the deposits (or another amount) as determined by the Organizer and shall not exceed the minimum and maximum bonus amounts set by the Organizer.
6.9.4 Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.10 "Cashback on Bets" Bonus
6.10.1. The "Bets Cashback" bonus may be credited during its validity period to registered and verified participants in the VIZ "Winline" gambling platform who have fulfilled all conditions in accordance with these Rules.

6.10.2. To receive the "Bets Cashback" bonus, one or more of the following conditions must be met:
- top up the gaming account balance by a specified amount and a specified number of times during the period set by the Organizer (if applicable);
- Place a bet (or bets) in the quantity, amount, with the odds, bet type, within the timeframe, and on the events specified by the Organizer.
The Organizer publishes the terms and conditions for receiving and using the bonus on its website during the bonus period.
6.10.3. The amount of the "Cashback on Bets" bonus is equal to a percentage of the bets placed (or another amount) as determined by the Organizer and must not exceed the minimum and maximum bonus amounts set by the Organizer.
6.10.4. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.11 "Deposit and Withdrawal Cashback" Bonus
6.11.1. The "Deposit and Withdrawal Cashback" bonus may be credited during its validity period to registered and verified participants in the VIZ "Winline" gambling platform who have fulfilled all conditions in accordance with these Rules.
6.11.2. To receive the "Cashback for Deposits and Withdrawals" bonus, one or more of the following conditions must be met:
- top up the gaming account balance by a specified amount and a specified number of times during the period established by the Organizer (if applicable);
- withdraw funds from the gaming account in a specified amount and a specified number of times during the period set by the Organizer (if applicable).
The Organizer publishes the terms and conditions for receiving and using the bonus on its website during the bonus period.
6.11.3. The amount of the "Deposit and Withdrawal Cashback" bonus is equal to a percentage, as determined by the Organizer, of the difference between deposits and withdrawals from the gaming account and must not exceed the minimum and maximum bonus amounts set by the Organizer.
6.11.4. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is

credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.12. "Loss Cashback" Bonus

6.12.1. The "Loss Cashback" bonus may be credited during its validity period to registered and verified participants in the VIZ "Winline" gambling games who have fulfilled all conditions in accordance with these Rules.

6.12.2. To receive the "Loss Cashback" bonus, one or more of the following conditions must be met:

- top up the gaming account balance by a specified amount and a specified number of times during the period set by the Organizer (if applicable);
- place a bet (or bets) in the quantity, amount, with the odds, bet type, within the timeframe, and on the events specified by the Organizer.

The Organizer publishes the terms and conditions for receiving and using the bonus on its website during the bonus period.

6.12.3. The amount of the "Cashback on Losses" bonus is equal to a percentage of losing bets (or another amount) as determined by the Organizer and must not exceed the minimum and maximum bonus amounts set by the Organizer.

6.12.4. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.13. "Prediction" Bonus

6.13.1 The "Prediction" Bonus may be credited during its validity period to registered and verified participants of the gambling platform under the "Winline" brand who have fulfilled all conditions in accordance with these Rules.

6.13.2. To receive the "Prediction" bonus, one or more of the following conditions must be met:

- place a bet (or bets) of a specific type, kind (single, parlay, system), and/or number, with a specific amount and odds on designated events;
- top up the gaming account balance by a specific amount and a specific number of times during the period set by the Organizer.

The Organizer may establish additional conditions for receiving the bonus, such as:

- making a prediction (without placing a bet) on events specified by the Organizer during a specific period;
- answering sports-related questions specified by the Organizer.

6.13.3. The amount of the "Prediction" bonus is determined by the Organizer. The Organizer publishes the terms and conditions for receiving and using the bonus on its website during the bonus period.

6.13.4. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.14. "Winline Bets" Bonus

6.14.1 The "Winline Bets" bonus may be credited during its validity period to registered and verified participants in the VIZ "Winline" gambling platform who have fulfilled all conditions in accordance with these Rules.

6.14.2. To receive the "Winline Bets" bonus, the following conditions must be met:

- place a bet (or bets) in the quantity, amount, with the odds, bet type, within the timeframe, and on the events specified by the Organizer;

The Organizer may establish additional conditions for receiving the bonus, such as:

- making a prediction (without placing a bet) on events specified by the Organizer during a certain period;
- answering sports-related questions specified by the Organizer;
- logging in a certain number of times to the VIZ "Winline" website or mobile app;
- having no funds in the gaming account balance and/or not placing any bets during a period of time specified by the Organizer;
- agree to participate in the bonus offer in the manner specified by the Organizer, at a specific location on the website, during the time period designated by the Organizer;

6.14.3. The amount of the "Winline Bets" bonus is determined by the Organizer. The Organizer publishes the terms and conditions for receiving and using the bonus on its website during the bonus period.

6.14.4. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is

credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.15. "Tasks" Bonus

6.15.1. The "Tasks" Bonus may be credited during its validity period to registered and verified participants in the VIZ "Winline" gambling game who have fulfilled all conditions in accordance with these Rules.

6.15.2. To receive the "Tasks" bonus, one or more of the following conditions must be met:

- place a bet (or bets) of a specific type (single, parlay, system) and/or quantity, with a specific amount and odds, on designated events;
- top up the gaming account balance by a specific amount and a specific number of times during the period set by the Organizer.

The Organizer may set additional conditions for receiving the bonus, such as:

- making a prediction (without placing a bet) on events specified by the Organizer during a specific period;
- answering sports-related questions specified by the Organizer;
- log in a specified number of times to the VIZ "Winline" website or mobile app;
- having no funds in the gaming account balance and/or not placing any bets during a period specified by the Organizer;
- agree to participate in the bonus offer in the manner specified by the Organizer, at a specific location on the website, during the time period designated by the Organizer;

6.15.3. The Organizer independently determines the procedure and number of required actions specified in Section 6.15.2 of these Rules and notifies participants of the gambling activity by posting this information on the website.

6.15.4. Based on the actions completed, the gambling participant receives a certain number of points, which can be exchanged for various bonuses.

The value and types of bonuses are determined by the Organizer. The Organizer publishes the terms and conditions for granting and using the bonus on its website during the bonus's validity period.

6.15.5. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, "General Procedure and Conditions for Granting Bonuses," of these Rules.

6.16. “Every Week” Bonus

6.16.1. The “Every Week” bonus may be credited during its validity period to registered and verified participants in the VIZ “Winline” gambling game who have fulfilled all conditions in accordance with these Rules.

6.16.2. To receive the “Every Week” bonus, one or more of the following conditions must be met:

- place a bet (or bets) of a specific type, kind (single, parlay, system), and/or quantity, with a specific amount and odds on designated events;
- top up the gaming account balance by a specific amount and a specific number of times during the period set by the Organizer.

The Organizer may set additional conditions for receiving the bonus, such as:

- making a prediction (without placing a bet) on events specified by the Organizer during a specific period;
- answering sports-related questions specified by the Organizer;
- log in a specified number of times to the VIZ “Winline” website or mobile app;

6.16.3. The Organizer independently determines the number of required actions and the timeframe for completing them, as specified in Section 6.16.2 of these Rules, and notifies participants of the gambling activity by posting this information on the website.

The bonus amount is determined by the Organizer. The Organizer publishes the terms and conditions for granting and using the bonus on its website during the bonus’s validity period.

6.16.4. Upon fulfilling the conditions specified by the Organizer, the gambling participant will be credited with the bonus set by the Organizer. The bonus is credited in accordance with the provisions set forth in Section 6.1, “General Procedure and Conditions for Granting Bonuses,” of these Rules.

6.17. “Random” Bonus

6.17.1 The “Random” bonus may be credited during its validity period to registered and verified participants in the VIZ “Winline” gambling platform who have fulfilled all conditions in accordance with these Rules.

6.17.2. To receive the “Random” bonus, one or more of the following conditions must be met:

- place a bet (or bets) of a specific type, kind (single, parlay, system), and/or quantity, with a specific amount and odds on designated events;

- top up the gaming account balance by a specific amount and a specific number of times during the period set by the Organizer;
- log in a certain number of times to the "Winline" VIZ website or mobile app;
- have no funds in the gaming account balance and/or not place any bets during a period of time specified by the Organizer;
- agree to participate in the bonus offer in the manner specified by the Organizer, at a specific location on the website, during the time period designated by the Organizer;
- participate in the testing of VIZ "Winline";
- encounter a technical error when calculating a bet, depositing funds into a gaming account, withdrawing funds from a gaming account, or performing any other action while using the Organizer's website or mobile app.

6.17.3. The amount of the "Random" bonus is determined by the Organizer. The Organizer shall inform participants in the gambling activity of the terms and conditions for granting and using the bonus by posting the information in a designated location on the Organizer's website and/or mobile app.

6.17.4. The bonus amount is determined individually for each gambling participant based on their activity during the period established by the Organizer (number and/or amount of bets, number and/or amount of deposits, and the total amount of winning and losing bets). A gambling participant must use the bonus only to place bets specified by the Organizer.

7. LIVE CASINO

This section features games in which the player interacts with a live dealer online (live mode). The following types of games are available on the website www.winline.by:

- live card games;
- live roulette.

These games of chance are conducted using gaming tables located outside the territory of the Republic of Belarus.

Information about the games available on the website www.winline.by is contained in Appendix 3 to these Rules. Details about the features of each of the games listed in Appendix 3 to these Rules are available in the game menu on the website www.winline.by.

The objective of playing cards in live mode is to determine the win and its amount by dealing the cards.
The objective of the wheel game (roulette) in live mode is to win by determining combinations of numbers, symbols, and other marks using a spinning device.
The procedure for conducting live card games and live wheel games (roulette), the outcome upon which a participant in these games of chance is entitled to receive a payout (transfer, remittance), and the amount of the gambling operator's fee for organizing the game (if any), are determined by the provider and listed in the game menu on the website www.winline.by.

Appendix No. 1
TYPES OF BETS

Example of a “Single” Bet
Example of a “single” bet with its calculation method.
The betting line features the “Benfica” vs. “Chelsea” match with the following outcomes and corresponding odds:

Teams		**Odds**		
Team 1	Team 2	1 Benfica win	X draw	2 Chelsea win
Benfica	Chelsea	2.3	3	3.5

The odds for a Chelsea win are 3.5. If a bet of 200 BYN was placed on this outcome and Chelsea wins, the payout will be 200 BYN × 3.5 = 700 BYN.

Example of an “accumulator” bet
Example of an “accumulator” bet with its calculation.
The line features the following matches:

Teams		**Odds**		
Team 1	Team 2	**1** *Participant 1 wins*	**X** *tie*	**2** *Victory for participant “2”*
Spartak	**Zenit**	1,2	3.5	4.7
Borussia	**Juventus**	3.1	4.3	5.8
Benfica	**Chelsea**	2.3	3	3.5

A bet of 1,000 BYN on an accumulator consisting of three outcomes:

"***Spartak*** *to* win" (odds – 1.2),
"***draw*** *in the* ***Borussia–Juventus*** match" (odds: 4.3),
"Chelsea *to* win" (odds – 3.5).
The odds of the outcomes included in the parlay are multiplied together. The total odds of the parlay are: 1.2 × 4.3 × 3.5 = 18.06
If all three outcomes are correctly predicted, the payout for this bet will be: 1,000 BYN × 18.06 = 18,060 BYN.

If one of the selections does not win, the "parlay" bet loses.

Example of a "system" bet
Example of a "system" bet with a calculation example. The line includes the following matches:

Teams		**Odds**		
Team 1	Team 2	**1** *Participant 1 wins*	**X** *tie*	**2** *"Participant 2" wins*
Spartak	**Zenit**	1.7	3.4	5.8
Borussia	**Juventus**	2.54	2.6	4.2
Benfica	**Chelsea**	3.4	5.9	7.2
Dynamo	**CSKA**	4.5	2.8	3.9

Let's say the following four outcomes are selected:
(1) – ***"Zenit*** *to* win" (odds – 5.8),
(2) – ***"draw*** *in the* ***Borussia–Juventus*** match" (odds – 2.6),
(3) – ***"Chelsea*** win" (odds – 7.2),
(4) – ***"CSKA*** win" (odds – 3.9).
The total number of outcomes in the "system" bet is 4.
From this set of outcomes, the following bets can be placed:

A **“2 out of 4” system** bet consists of all possible 2-leg parlays (comprising two outcomes) that can be formed from the selected 4 outcomes. These will be the following parlays:
(1) + (2)
(1) + (3)
(1) + (4)
(2) + (3)
(2) + (4)
(3) + (4)
In this case, 6 double parlays will be placed. The total stake for the system will be distributed evenly—each parlay will account for 1/6 of the total stake.
A **“3 out of 4” system** consists of all possible 3-leg accumulators (comprising three outcomes) that can be formed from the selected 4 outcomes. These will be the following accumulators:
(1) + (2) + (3)
(1) + (2) + (4)
(1) + (3) + (4)
(2) + (3) + (4)
In this case, four accumulators consisting of three events each will be placed. The total stake for the system will be distributed evenly—each accumulator will account for 1/4 of the total stake.
The advantage of a “system” bet over an “accumulator” is that an “accumulator” loses if even a single outcome in the entire bet is predicted incorrectly, whereas in a “system” bet, only those combinations that include that incorrect outcome will lose.
Suppose that in a “2 out of 4” system with a stake of 300 BYN, the third outcome was not correctly predicted (for example, Chelsea lost or tied), while all other outcomes were correctly predicted. In this case, all accumulators that include the third outcome will lose, but the remaining options in the system will win:
(1) + (2). Parlay odds: 5.8 x 2.6 = 15.08
~~**(1) + (3)**~~**. *Lost.***
(1) + (4). Accumulator odds: 5.8 x 3.9 = 22.62
~~**(2) + (3)**~~**. *Lost.***
(2) + (4). Parlay odds: 2.6 x 3.9 = 10.14
~~**(3) + (4)**~~**. *Lost.***

The bet amount of 300 BYN is distributed evenly across all combinations in the system (6 in total). Therefore, each parlay receives 300 BYN / 6 parlays = 50 BYN.
The payout for the bet will be: 50 BYN x (15.08 + 22.62 + 10.14) = 2,392 BYN.

Table showing the number of options in a “system” and the minimum bet amounts.

System Type	**Number of Combinations**	**Minimum Bet (in rubles)**
3 outcomes		
2 out of 3	3	2
4 outcomes		
2 out of 4	6	2
3 out of 4	4	2
5 outcomes		
2 out of 5	10	2
3 out of 5	10	2
4 out of 5	5	2
6 outcomes		
2 out of 6	15	2
3 out of 6	20	2
4 of 6	15	2
5 of 6	6	2
7 outcomes		
2 out of 7	21	2
3 out of 7	35	2
4 of 7	35	2
5 of 7	21	2
6 out of 7	7	2
8 outcomes		
2 out of 8	28	2
3 out of 8	56	2
4 of 8	70	2
5 of 8	56	2

6 of 8	28	2
7 of 8	8	2
9 outcomes		
2 out of 9	36	2
3 out of 9	84	2
4 of 9	126	2
5 of 9	126	2
6 of 9	84	2
7 of 9	36	2
8 out of 9	9	2
10 outcomes		
2 out of 10	45	2
3 out of 10	120	2
4 out of 10	210	2
5 out of 10	252	2
6 out of 10	210	2
7 out of 10	120	2
8 out of 10	45	2
9 out of 10	10	2
11 outcomes		
2 out of 11	55	2
3 out of 11	165	2
4 of 11	330	2
5 of 11	462	2
6 of 11	462	2
7 of 11	330	2
8 out of 11	165	2
9 out of 11	55	2
10 out of 11	11	2
12 outcomes		
2 out of 12	66	2
3 out of 12	220	2
4 of 12	495	2
5 of 12	792	2
6 of 12	924	2

7 of 12	792	2
8 of 12	495	2
9 of 12	220	2
10 of 12	66	2
11 of 12	12	2
13 outcomes		
2 out of 13	78	2
3 out of 13	286	2
4 of 13	715	2
9 of 13	715	2
10 of 13	286	2
11 of 13	78	2
12 of 13	13	2
14 outcomes		
2 out of 14	91	2
3 out of 14	364	2
4 of 14	1001	2
11 of 14	364	2
12 of 14	91	2
13 out of 14	14	2
15 outcomes		
2 out of 15	105	2
3 out of 15	455	2
12 of 15	455	2
13 of 15	105	2
14 out of 15	15	2
16 outcomes		
2 out of 16	120	2
3 out of 16	560	2
13 of 16	560	2
14 of 16	120	2
15 of 16	16	2
17 outcomes		
2 out of 17	136	2
3 out of 17	680	2

14 of 17	680	2
15 of 17	136	2
16 out of 17	17	2
18 outcomes		
2 out of 18	153	2
3 out of 18	816	2
15 of 18	816	2
16 of 18	153	2
17 of 18	18	2
19 outcomes		
2 out of 19	171	2
3 out of 19	969	2
16 of 19	969	2
17 of 19	171	2
18 out of 19	19	2
20 outcomes		
2 out of 20	190	2
3 out of 20	1,140	2
17 out of 20	1,140	2
18 out of 20	190	2
19 out of 20	20	2

Certain types of systems (e.g., “5 out of 13,” “5 out of 14,” or “10 out of 15,” etc.) are not included in the tables and cannot be accepted because the number of combinations for such systems exceeds 1,140—the maximum number of options permitted by the Organizer.

LIST OF AVAILABLE OUTCOMES IN A LINE

	OUTCOMES	DESCRIPTION
1X2 Outcome	1, X, 2	Outcome: Team 1 win, draw, Team 2 win
1 Half, 1X2 result	1, X, 2	First Half Result: Team 1 win, draw, Team 2 win
1X2 Outcome (Overtime)	1, X, 2	Overtime result: Team 1 win, draw, Team 2 win
1 Overtime 1X2 Outcome	1, X, 2	First Overtime Outcome: Team 1 win, tie, Team 2 win
Outcome 12	1, 2	Match Outcome: Team 1 win, Team 2 win
Even/Odd	Even, Odd	Number of goals, points: Even, Odd
1st half, even/odd	Even, Odd	Number of points, goals in the first half: Even, Odd
Number of goals in regulation time, Team 1	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals scored by Team 1 in regulation time
Number of goals in regulation time for Team 2	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals scored by Team 2 in regulation time
Both teams will score in regulation	Yes, No	Both teams will score in regulation: Yes, No
Outcome and both teams to score in regulation	P1/Yes, P1/No, N/Yes, N/No, P2/Yes, P2/No	Regular-time outcome and both teams will score in regular time
Team 1 will score in regulation	Yes, No	Team 1 will score in regulation: Yes, No
Will Team 2 score in regulation time?	Yes, No	Will Team 2 score in regulation time: Yes, No
Number of goals in regulation time	0–1 goal, 2–3 goals, 4–5 goals, 6 or more goals	Number of goals in regulation time

Double Chance (Regular Time)	1X, 12, X2	Regular Time Outcome: Team 1 win or draw, Team 1 win or Team 2 win, draw or Team 2 win
1st Half, Double Chance	1X, 12, X2	First-half result: Team 1 win or draw, Team 1 win or Team 2 win, draw or Team 2 win
Exact number of goals in regulation time	0 goals, 1 goal, 2 goals, 3 goals, 4 goals, 5 goals, 6 goals or more	Number of goals in regulation time
Number of goals in the first half	0 goals, 1 goal, 2 goals or more	Number of goals in the first half
Number of goals in the second half	0 goals, 1 goal, 2 goals or more	Number of goals in the second half
Which team will score in regulation time	No goals, only Team 1, only Team 2, both	Which team will score in regulation time: no goals, only Team 1, only Team 2, both teams
Even/Odd Team 1	Even, Odd	Number of points/goals scored by Team 1: Even, Odd
Even/Odd Team 2	Even, Odd	Number of points/goals scored by Team 2: Even, Odd
Exact Score (Regular Time)	0:0, 0:1, 0:2, 0:3, 0:4, 0:5, 0:6, 1:0, 1:1, 1:2, 1:3, 1:4, 1:5, 2:0, 2:1, 2:2, 2:3, 2:4, 3:0, 3:1, 3:2, 3:3, 4:0, 4:1, 4:2, 5:0, 5:1, 6:0, Other	Exact score in regulation time
Overtime	Yes, No	Will there be overtime?: Yes, No
Penalty shootout	Yes, No	Will there be a penalty shootout?: Yes, No

Overtime and a goal in OT	Yes, No	Will there be overtime and a goal in overtime?: Yes, No
Win by a margin	Draw, Team 1 wins by 11 or more, Team 1 wins by 6–10, Team 1 wins by 1–5, Team 2 wins by 1–5, Team 2 wins by 6–10, Team 2 wins by 11 or more	Outcome by point differential
Highest-scoring quarter	1st quarter, 2nd quarter, 3rd quarter, 4th quarter, more than one	The quarter with the most points. None: two or more quarters with the same highest point total
Team 1 will win both halves	Yes, No	Team 1 will win both halves: Yes, No
Team 2 will win both halves	Yes, No	Team 2 will win both halves: Yes, No
Exact Score	5:0, 5:1, 0:5, 1:5, 2:5, 5:2, 5:3, 3:5, 5:4, 4:5	Exact score of the match
Exact Score	6-0, 6-1, 0-6, 1-6, 2-6, 6-2, 6-3, 6-4, 6-5, 3-6, 4-6, 5-6	Exact score of the match
Number of sets (match)	2 sets, 3 sets, 4 sets, 5 sets	Number of sets in the match
Highest-scoring set	1st half, 2nd half, Even	Which half will have more goals: the first half, the second half, or an equal number
Will Team 1 score in both halves?	Yes, No	Will Team 1 score in both halves: Yes, No
Will Team 2 score in both halves?	Yes, No	Will Team 1 score in both halves: Yes, No
In which half will Team 1 score more?	In the 1st half, In the 2nd half, Even	In which half will Team 1 score more: in the first

		half, in the second half, equally
In which half will Team 2 score more?	In the 1st half, In the 2nd half, Even	In which half will Team 2 score more: in the first half, in the second half, or an equal number
First goal in the 2nd half	No goal, Team 1, Team 2	Which team will score the first goal in the second half: No goal, Team 1, Team 2
4th set of the match	Yes, No	Will there be a 4th set in the match: Yes, No
5th set in the match	Yes, No	Will there be a 5th set in the match: Yes, No
In how many sets will the point limit be exceeded	in 2 sets, in 3 sets, in 4 sets, in 5 sets, in no sets, in 1 set	In how many sets will the point limit be exceeded
Refund if Team 1 wins in regulation time	X, 2	Outcome in regulation time: Tie, Team 2 wins. If Team 1 wins, the bet is refunded.
Stake refunded if Team 2 wins in regulation time	1, X	Outcome in regulation time: Team 2 wins, tie. If Team 2 wins, the bet is refunded.
Wins a set without conceding a game	Yes, No	Any participant will win a set without conceding a game: Yes, No
Wins a set “to love”	1, 2	Which team will win the match without conceding a goal: Team 1, Team 2
Will win one of the sets: Participant 1	Yes, No	Participant 1 will win at least one set: Yes, No
Will Player 2 win at least one set?	Yes, No	Will Player 2 win at least one set?: Yes, No

Will score in both halves	1, 2	Which team will score in both halves: Team 1, Team 2
Which team will keep a clean sheet in regulation time	1, 2	Which team will keep a clean sheet in regulation time: Team 1, Team 2
Number of goals in regulation time	0–1 goal, 2–3 goals, 4–6 goals, 7 or more goals	Number of goals in regulation time
Will win the race by 1, 2… points	1, None, 2	Which team will reach the specified number of points first: Team 1, Neither, Team 2
Race to 1, 2… points in 1, 2… sets	1, 2	Which team will reach the specified number of points faster in the specified set: Team 1 wins, Team 2 wins
Outcome 12 (penalty shootout)	1, 2	Which team will win the penalty shootout: Team 1, Team 2
Will 1, 2… score a point?	1, 2	Which team will score the # point (specified point: Team 1, Team 2
1st half, half/Match (regular time)	H1/H1, D/H1, H2/H1, H1/D, D/D, H2/D, H1/H2, D/H2, H2/H2	First-half result / Match result in regulation time
1st half, half/Match (regular time)	H1/H1, D/H1, H2/H1, H1/D, D/D, H2/D, H1/H2, D/H2, H2/H2	First-half result / Match result in regulation time
Will there be 1, 2 … penalty kicks	Yes, No	Will penalty kick No. (penalty kick number) be scored?: Yes, No
Number of goals in the first half	0 goals, 1 goal, 2 goals, 3 goals, 4 goals or more	Number of goals in the first half
Exact number of goals in regulation time	0 goals, 1 goal, 2 goals, 3 goals, 4 goals, 5 goals, 6	Number of goals in regulation time

	goals, 7 goals, 8 goals, 9 goals or more	
Win by a margin in regulation time	Team 1 wins by 3 or more, Team 1 wins by 2, Team 1 wins by 1, Tie, Team 2 wins by 1, Team 2 wins by 2, Team 2 wins by 3 or more	Team win by goal difference in regulation time
Win by a margin (match)	P1 by 3 or more, P1 by 2, P1 by 1, P2 by 1, P2 by 2, P2 by 3 or more	Team victory by goal difference in the match
Will win 1, 2… points in the 1st, 2nd… set	1, 2	Which player will win the specified point in the specified set: Player 1, Player 2
Will advance to the next round	1, 2	Which team will advance to the next round based on the match result: Team 1, Team 2
1st half, period, number of goals	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals in the first half, period
Will win the 3rd-place match	1, 2	Which team will win the third-place match: Team 1, Team 2
Will win the trophy	1, 2	Which team will win the trophy: Team 1, Team 2
1X2 outcome (regular time)	1, X, 2	Regular-time match result: Team 1 win, draw, Team 2 win
Outcome 12 (match)	1, 2	Match Outcome: Team 1 win, Team 2 win
1, 2, … set goes over the point limit	Yes, No	Will the point limit be exceeded in the specified set: Yes, No

Will make at least 1, 2, … assists in regulation time	Yes, No	Will the specified player make at least the specified number of assists in regulation time: Yes, No
Will score at least 1, 2, ... goals in regulation time	Yes, No	The specified player will score at least the specified number of goals in regulation time: Yes, No
Will make at least 1, 2, ... steals in regulation time	Yes, No	Will the specified player make at least the specified number of steals in regulation time?: Yes, No
Number of sets (match)	4 sets, 5 sets, 6 sets, 7 sets	Number of sets in the match
In how many sets will the point limit be exceeded	In no sets, in 1 set, in 2 sets, in 3 sets, in 4 sets, in 5 sets, in 6 sets, in 7 sets	In how many sets will the point limit be exceeded
Exact Score	3:0, 3:1, 3:2, 4:0, 4:1, 4:2, 4:3, 0:3, 1:3, 2:3, 0:4, 1:4, 2:4, 3:4	Exact score of the match
Win by a margin	Draw, Team 1 wins by 1–14, Team 1 wins by 15–31, Team 1 wins by 32 or more, Team 2 wins by 1–14, Team 2 wins by 15–31, Team 2 wins by 32 or more	Win by a margin (number of points)
Win by a margin (overtime)	Team 1 by 6 or more, Team 2 by 6 or more, Other	Win by a margin (number of points) including overtime
In how many sets will the point limit be exceeded	In no sets, in 1 set, in 2 sets, in 3 sets	In how many sets will the point limit be exceeded
Number of goals in regulation time, Team 1	0 goals, 1 goal, 2 goals, 3 goals, 4 goals or more	Number of goals in regulation time for Team 1

Number of goals in regulation time for Team 2	0 goals, 1 goal, 2 goals, 3 goals, 4 goals or more	Number of goals in regulation time for Team 2
Team with the highest-scoring quarter or inning	1, Tie, 2	Which team will score the most points in any quarter or inning
1st half: even/odd Team 1	Even, Odd	Number of runs scored by Team 1 in the first half: Even, Odd
1st half: even/odd Team 2	Even, Odd	Number of points in the first half for Team 2: Even, Odd
Player 1 will win exactly 1 set	Yes, No	Participant 1 will win only one set: Yes, No
Player 2 will win exactly 1 set	Yes, No	Player 2 will win only one set: Yes, No
1, 2… period, set, quarter European handicap	1, X, 2	Outcome of the specified period, quarter, or set, taking the European handicap into account: Team 1 win, tie, Team 2 win
Race to 1, 2… goals, points (regular time)	1, None, 2	Which team will reach the specified number of goals or points first in regulation time: Team 1, neither, Team
1, 2… quarter, set race to 1, 2… points	1, None, 2	Which team will score the specified number of points faster in the specified quarter or set: Team 1, none, Team 2
1, 2… set, inning, period, hand… outcome 12	1, 2	Outcome of the specified set, inning, period, hand…: Team 1 wins, Team 2 wins

1, 2 set, inning, period, hand... spread	1, 2	Outcome of the specified set, inning, period, hand… taking the handicap into account: Team 1 wins, Team 2 wins
1, 2 set, inning, period, hand… total	Over, Under	Number of goals or points in the specified set, inning, period, card...
1, 2… set, inning, period, hand… even/odd	Even, Odd	Number of points in the specified set, inning, period, hand...: Even, Odd
1, 2… set, inning, period, hand… race to 1, 2… points	1, 2	Which team in the specified set, inning, period, hand... will reach the specified number of points first: Team 1, Team 2
Race to 1, 2… points	1, 2	Which team will reach the specified number of points faster: Team 1 or Team 2
1, 2 set, inning, period, map... outcome 1X2	1, X, 2	Outcome of the specified set, inning, period, hand…: Team 1 win, tie, Team 2 win
Total (match) Team 1	Over, Under	Number of goals scored by Team 1 in the match
Total (match)	Over, Under	Total goals in the match
Total (match) Team 2	Over, Under	Number of goals scored by Team 2 in the match
1, 2 sets, innings, periods, maps... total for Team 1	Over, Under	Number of runs, runs scored in the specified set, inning, period, map... for Team 1

1, 2 sets, innings, periods, maps... total Team 2	Over, Under	Number of goals or runs in the specified set, inning, period, hand... for Team 2
1, 2 … set even/odd Team 1	Even, Odd	Number of points in the specified set for Team 1: Even, Odd
1, 2 … set even/odd Team 2	Even, Odd	Number of runs scored by Team 2 in the specified set: Even, Odd
1, 2… set, inning, period, hand... Will win	1, 2	Outcome of the specified set, inning, period, hand…: Team 1 wins, Team 2 wins
1, 2… set 1, 2… end total	Over, Under	Number of points in the specified set of the specified end
1, 2… set 1, 2… game Even/Odd	Even, Odd	Number of rallies in the specified game of the specified set: Even, Odd
2nd half, half-time result 1X2	1, X, 2	Outcome of the second half: Team 1 win, tie, Team 2 win
Both teams will score in the second half	Yes, No	Both teams will score in the second half: Yes, No
Second half, half-time handicap	1, 2	Second-half result, half-time with handicap: Team 1 wins, Team 2 wins
Second half, half-time even/odd	Even, Odd	Number of goals in the second half: Even, Odd
Second half, total	Over, Under	Number of goals in the second half
2nd half total, Team 1	Over, Under	Number of goals scored by Team 1 in the second half
2nd half total for Team 2	Over, Under	Number of goals scored by Team 2 in the second half

Second half, even/odd for Team 1	Even, Odd	Number of goals scored by Team 1 in the second half: Even, Odd
Second half, even/odd for Team 2	Even, Odd	Number of goals scored by Team 2 in the second half: Even, Odd
Second half, half: Double Chance	1X, 12, X2	Second-half result: Team 1 win or draw, Team 1 win or Team 2 win, Draw or Team 2 win
First half, European handicap	1, X, 2	First-half result with European handicap: Team 1 win, draw, Team 2 win
European Handicap (match)	1, X, 2	Match result with European handicap: Team 1 win, draw, Team 2 win
1, 2… both teams will score in the period or inning	Yes, No	Both teams will score in the specified period or inning: Yes, No
Race to 1, 2… points (match)	1, 2	Which team will reach the specified number of points first in the match: Team 1, Team 2
1, 2 ... 1X2 outcome after 1, 2 ... points	1, X, 2	Which player will score more points during the time interval from the start of the specified set until the specified number of points is reached in that set: Player 1, tie, Player 2
1, 2 half, period, quarter... double chance	1X, 12, X2	Outcome of the specified half, period, quarter…: Team 1 win or tie, Team 1 win or Team 2 win, Tie or Team 2 win

1, 2nd half, period, quarter... next goal	1, No goal, 2	The next goal in the specified half, period, or quarter will be scored by: Team 1, no goal, Team 2
1st half, next goal	1, No goal, 2	The next goal in the first half will be scored by: Team 1, no goal, Team 2
1st half, total	Over, Under	Number of goals in the first half
1st half total for Team 1	Over, Under	Number of goals scored by Team 1 in the first half
1st half total for Team 2	Over, Under	Number of goals scored by Team 2 in the first half
First half, half-time handicap	1, 2	First-half result, taking into account the handicap: Team 1 win, Team 2 win
1, 2 … Goal and Outcome (Regular Time)	T1/H1, T1/D, T1/H2, T2/H1, T2/D, T2/H2, No goal	Which team will score the specified goal in regulation time and the winner in regulation time
Handicap (match)	1, 2	Match outcome considering the handicap: Team 1 win, Team 2 win
1st Half Outcome and Total	Team 1/Under, Draw/Under, Team 2/Under, Team 1/Over, Draw/Over, Team 2/Over	First-half outcome / first-half total
1, 2… half, period, quarter will win the remainder	1, X, 2	Which team will win the remainder of the specified half, period, or quarter (from the time the bet is placed): Team 1, Tie, Team 2
1, 2 – half, period exact score	1:0, 2:0, 2:1, 0:0, 1:1, 2:2, 0:1, 0:2, 1:2, Other	Exact score in the specified half, period

2nd half, half-time European handicap	1, X, 2	Outcome of the second half, taking the European handicap into account: Team 1 win, draw, Team 2 win
Double Chance and Total (Regular Time)	1X/Under, 1X/Over, 12/Under, 12/Over, X2/Under, X2/Over	Double Chance in Regular Time and Total Goals in Regular Time
Outcome and Total (Match)	Team 1/Under, Team 1/Over, Draw/Under, Draw/Over, Team 2/Under, Team 2/Over	Outcome and number of goals in the match
Next Goal 1, 2… (match)	1, No goal, 2	Next Goal No. (goal number) in the match: Team 1, No Goal, Team 2
Next goal (overtime)	1, No goal, 2	Next goal No. (goal number) in overtime: Team 1, no goal, Team 2
Next goal (penalty kick)	1, No goal, 2	Next goal No. (goal number) in the penalty shootout: Team 1, no goal, Team 2
Total	Over, Under	Number of goals
Total Team 1	Over, Under	Team 1 Goals
Total Team 2	Over, Under	Team 2 Goals
Total (Overtime)	Over, Under	Goals in Overtime
Total Sets (Match)	Over, Under	Number of sets in the match
Handicap	1, 2	Outcome with handicap: Team 1, Team 2
Handicap (overtime)	1, 2	Overtime result with handicap: Team 1 win, Team 2 win

Set handicap (match)	1, 2	Which team will win more sets with the handicap applied: Team 1 wins, Team 2 wins
European handicap	1, X, 2	Outcome with the European handicap: Team 1 wins, tie, Team 2 wins
Team 1 will win exactly 2 sets	Yes, No	Player 1 will win exactly two sets: Yes, No
Player 2 will win exactly 2 sets	Yes, No	Player 2 will win exactly two sets: Yes, No
Exact Score	2:0, 2:1, 0:2, 1:2, 3:2, 3:1, 3:0, 0:3, 1:3, 2:3	Exact score of the match
1st set, the winner of the set will win the rest	1, X, 2	Which team will win the remainder of the first half (from the time the bet is placed): Team 1, Draw, Team 2
Next Goal (Regular Time)	1, No goal, 2	Next goal No. (goal number) in regulation time: Team 1, no goal, Team 2
Last goal (regular time)	1, No goal, 2	Last goal in regulation time: Team 1, no goal, Team 2
Will win the remainder of the match (regular time)	1, X, 2	Which team will win the remainder of the match in regulation time (from the time the bet is placed): Team 1 win, draw, Team 2 win
Will win the remainder of the match (overtime)	1, X, 2	Which team will win the remainder of overtime (from the time the bet is placed): Team 1, draw, Team 2

Video review of regulation time	Yes, No	Will there be a video review during regulation time: Yes, No
1st Half/Match	H1/H1, H1/H2, D/H1, D/H2, H2/H1, H2/H2	First-Half Result / Match Result
Number of sets (match)	4 sets, 5 sets, 6 sets, 7 sets	Number of sets in the match
1, 2… half, inning... will score Team 1	Yes, No	Will Team 1 score at least one point in the specified period, inning, etc.: Yes, No
1, 2… period, inning... Team 2 will score	Yes, No	Will Team 2 score at least one run in the specified period, inning, etc.: Yes, No
Exact Score	7:0, 7:1, 7:2, 7:3, 7:4, 7:5, 7:6, 6:7, 5:7, 4:7, 3:7, 2:7, 1:7, 0:7	Exact Score
Exact Score	8:0, 8:1, 8:2, 8:3, 8:4, 8:5, 8:6, 8:7, 7:8, 6:8, 5:8, 4:8, 3:8, 2:8, 1:8, 0:8	Exact Score
Victory by any margin for either team	1–5, 6–10, 11–15, 16–20, 21–25, 26–30, 31 or more	Victory for either team by a point differential
Total number of participants at the finish	Over, Under	Number of finishers
Exact Score	9:0, 9:1, 9:2, 9:3, 9:4, 9:5, 9:6, 9:7, 9:8, 8:9, 7:9, 6:9, 5:9, 4:9, 3:9, 2:9, 1:9, 0:9	Exact Score
Team 1 or Over	Yes, No	Team 1 wins or the total is over: Yes, No "No" outcome: neither condition is met
Team 1 or total under	Yes, No	Team 1 to win or total under: Yes, No

		"No" outcome: Neither condition is met
Draw or over	Yes, No	Draw or Over: Yes, No Outcome "No": Neither condition is met
Draw or under	Yes, No	Draw or Under: Yes, No Outcome “No”: Neither condition is met
Team 2 or Over	Yes, No	Team 2 wins or total over: Yes, No "No" outcome: Neither condition is met
Team 2 or total under	Yes, No	Team 2 to win or total under: Yes, No "No" outcome: Neither condition is met
Team 1 or both teams to score	Yes, No	Team 1 to win or both teams to score: Yes, No "No" outcome: Neither condition is met
Draw or both teams will score	Yes, No	Draw or both teams to score: Yes, No "No" outcome: Neither condition is met
Team 2 or both teams to score	Yes, No	Team 2 wins or both teams score: Yes, No "No" outcome: Neither condition is met
Team 1 or either team wins by shutout	Yes, No	Team 1 wins or either team wins by a shutout: Yes, No "No" outcome: Neither condition is met
Draw or any shutout win	Yes, No	Draw or a shutout win by either team: Yes, No

		"No" outcome: neither condition is met
Team 2 or any shutout win	Yes, No	Team 2 wins or either team wins by a shutout: Yes, No "No" outcome: neither condition is met
1st half: race to 1, 2… points	1, 2	Which team will reach the specified number of points faster: Team 1 or Team 2
1st OT total	Over, Under	Number of goals in the first half of overtime
European set handicap	1, X, 2	
Total	Over, Under	Total goals in the match
First-half exact score	1:0, 2:0, 0:0, 1:1, 0:1, 0:2	Exact score in the first half
Exact score in the second half	1:0, 2:0, 0:0, 1:1, 0:1, 0:2	Exact score in the second half
Total 1, 2… minute	Over, Under	Number of goals in the specified minute
Second-half result 1X2 (No OT)	1, X, 2	Outcome of the second half, excluding overtime: Team 1 wins, tie, Team 2 wins
1, 2… set	Yes, No	Will the point limit be exceeded in the specified set: Yes, No
Soccer		
Will he play and score the first goal (regular time)?	Yes, No	The specified player will play and score the first goal: Yes, No

1st Half Result: Both Teams to Score	P1/Yes, P1/No, N/Yes, N/No, P2/Yes, P2/No	First-half result and both teams will score in the first half
Second-half result and both teams will score	P1/Yes, P1/No, N/Yes, N/No, P2/Yes, P2/No	Second-half result and both teams to score in the second half
Winning Method	Team 1 in regulation, Team 1 in OT, Team 1 in penalty shootout, Team 2 in regulation, Team 2 in OT, Team 2 in penalty shootout	Which team will advance to the next round at which stage of the match
1X2 outcome for corners in regulation time	1, X, 2	Which team will take more corner kicks in regulation time: Team 1, tie, Team 2
1st half 1X2 outcome: corners	1, X, 2	Which team will take more corner kicks in the first half: Team 1, Draw, Team 2
Number of corners in regulation time	0–8 corners, 9–11 corners, 12 or more corners	Number of corners taken in regulation time
Number of corner kicks in the first half	0–4 corner kicks, 5–6 corner kicks, 7 or more corner kicks	Number of corner kicks taken in the first half
Even/Odd corners in regulation time	Even, Odd	Number of corner kicks taken in regulation time: Even, Odd
First-half corners: even/odd	Even, Odd	Number of corner kicks taken in the first half: Even, Odd
Number of corner kicks in regulation time, Team 2	0–2 corner kicks, 3–4 corner kicks, 5–6 corner kicks, 7 or more corner kicks	Number of corner kicks taken by Team 2 in regulation time

Number of corner kicks in regulation time for Team 1	0–2 corner kicks, 3–4 corner kicks, 5–6 corner kicks, 7 or more corner kicks	Number of corner kicks taken by Team 1 in regulation time
Number of corner kicks in the 1st half: Team 1	0–1 corner kicks, 2 corner kicks, 3 corner kicks, 4 or more corner kicks	Number of corner kicks taken by Team 1 in the first half
1st half: number of corner kicks for Team 2	0–1 corner kicks, 2 corner kicks, 3 corner kicks, 4 or more corner kicks	Number of corner kicks taken by Team 2 in the first half
1X2 outcome, cards, regulation time	1, X, 2	Which team will receive more cards in regulation time: Team 1, draw, Team 2
1st half 1X2 outcome: cards	1, X, 2	Which team will receive more cards in the first half: Team 1, draw, Team 2
Number of cards in regulation time: Team 1	0–1 cards, 2 cards, 3 cards, 4 or more cards	Number of cards in regulation time for Team 1
Number of cards in regulation time for Team 2	0–1 cards, 2 cards, 3 cards, 4 or more cards	Number of cards in regulation time for Team 2
Number of cards in the first half for Team 1	0 cards, 1 card, 2 cards, 3 cards or more	Number of cards in the first half for Team 1
Number of cards in the first half for Team 2	0 cards, 1 card, 2 cards, 3 cards or more	Number of cards in the first half for Team 2
Red card in regulation time	Yes, No	Will there be a sending-off in regulation time: Yes, No
Will come on and score a goal (regular time)	Yes, No	Will the specified player come on and score the specified goal: Yes, No

Will come on and score the last goal (regular time)?	Yes, No	The specified player will play and score the first goal: Yes, No
Team 1 will win one of the halves	Yes, No	Team 1 will win at least one half: Yes, No
Team 2 will win one of the halves	Yes, No	Team 2 will win at least one period: Yes, No
Refund if Team 1 wins in regulation time	X, 2	Outcome in regulation time: Tie, Team 2 wins. If Team 1 wins, the bet is refunded.
Stake returned if Team 2 wins in regulation time	1, X	Outcome in regulation time: Team 2 wins, tie. If Team 2 wins, the bet is refunded.
Team 1 to win by a shutout	Yes, No	Team 1 wins in regulation time and does not concede a goal: Yes, No
Will Team 2 win without conceding a goal?	Yes, No	Team 2 will win in regulation and keep a clean sheet: Yes, No
Team 1 will not concede a goal in the first half	Yes, No	Team 1 will not concede a goal in the first half: Yes, No
Team 1 will not concede a goal in the second half	Yes, No	Team 1 will not concede a goal in the second half: Yes, No
Team 2 will not concede a goal in the first half	Yes, No	Team 2 will not concede a goal in the first half: Yes, No
Team 2 will not concede a goal in the second half	Yes, No	Team 2 will not concede a goal in the second half: Yes, No
Last corner kick in regulation time	None, 1, 2	Which team will take the last corner kick in

		regulation time at : None, Team 1, Team 2
Last corner in the first half	None, 1, 2	Which team will take the last corner kick in the first half: None, Team 1, Team 2
Will win both halves	1, 2	Which team will win both halves: Team 1, Team 2
Will win one of the halves	1, 2	Which team will win one of the halves: Team 1, Team 2
Will win the remainder of the match (regular time)	1, X, 2	Which team will win the remainder of the match in regulation time (from the time the bet is placed): Team 1, draw, Team 2
Will kick off from the center of the field	1, 2	Which team will kick off from the center of the field: Team 1, Team 2
Even/Odd (penalty kicks)	Even, Odd	Number of goals in the penalty shootout: Even, Odd
Even/Odd (penalty kicks) Team 1	Even, Odd	Number of goals in Team 1’s penalty shootout: Even, Odd
Number of goals in the first half for Team 2	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals scored by Team 2 in the first half
First-half goals for Team 1	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals scored by Team 1 in the first half
Number of goals (penalties)	0–4 goals, 5 goals, 6 goals, 7 goals, 8 goals, 9 goals, 10 goals or more	Number of goals scored in a penalty shootout
Will take at least 1, 2, … shots in regulation time	Yes, No	The specified player will take at least the specified

		number of shots during regulation time: Yes, No
Will take at least 1, 2, … shots on goal during regulation time	Yes, No	The specified player will take at least the specified number of shots on goal during regulation time: Yes, No
Will make at least 1, 2, … passes during regulation time	Yes, No	The specified player will make at least the specified number of passes during regulation time: Yes, No
Will make at least 1, 2, ... touches during regulation time	Yes, No	Will the specified player have at least the specified number of touches in regulation time: Yes, No
1X2 outcome within a minute interval	1, X, 2	Outcome within the specified time interval: Team 1 win, draw, Team 2 win
Next 1, 2 … goal within a minute interval	1, No goal, 2	Which team will score the next goal (goal number) within the specified time interval: Team 1, no goal, Team 2
Total in the range of minutes	Over, Under	Number of goals in the specified time interval
1X2 Outcome Corners in a specific time interval	1, X, 2	Which team will take more corner kicks in the specified time interval : Team 1, tie, Team 2
Total Corners in a specific time interval	Over, Under	Number of corner kicks taken during the specified time interval
Total (Corners) Team 1 in the minute interval	Over, Under	Number of corner kicks taken by Team 1 within the specified time interval

Total (Corners) Team 2 in the specified time interval	Over, Under	Number of corner kicks taken by Team 2 during the specified time interval
Even/Odd Corners in the specified time interval	Even, Odd	Number of corner kicks taken by Team 2 in the specified time interval: Even, Odd
1X2 Outcome Cards in the minute interval	1, X, 2	Which team will receive more cards in the specified time interval: Team 1, Draw, Team 2
Total Cards in the Minute Interval	Over, Under	Number of cards in the specified time interval
Red Card in the [minutes] Interval	Yes, No	Will there be a deletion within the specified time interval: Yes, No
Deletion of Command 1 within the specified time interval	Yes, No	Will there be a deletion in Team 1 within the specified time interval: Yes, No
Deletion of Team 2 within the specified time interval	Yes, No	Will there be a red card for Team 2 within the specified time interval: Yes, No
Handicap: Corners within a range of minutes	1, 2	Which team will have more corner kicks in the specified time interval, taking the handicap into account: Team 1, Team 2
Number of cards in regulation time	0–3 cards, 4 cards, 5 cards, 6 cards, 7 cards, 8 cards, 9 cards, 10 cards, 11 cards, 12 cards or more	Number of cards in regulation time

Number of cards in the first half	0 cards, 1 card, 2 cards, 3 cards, 4 cards, 5 cards, 6 cards or more	Number of cards in the first half
Even/Odd (penalty kicks) Team 2	Even, Odd	Number of penalty kicks scored by Team 2: Even, Odd
Double Chance and Both Teams to Score in Regular Time	1X/Yes, 1X/No, 12/Yes, 12/No, X2/Yes, X2/No	Double Chance in Regular Time and Both Teams to Score in Regular Time
Team 1, 2 … will take a corner kick	1, None, 2	Which team will take corner kick No. (corner kick number): Team 1, None, Team 2
Team 1 will take the 1st, 2nd … corner kick	1, None, 2	Which team will take corner kick No. (corner kick number) in the first half: Team 1, None, Team 2
Will win the race to 1, 2 … corner kicks	1, None, 2	Which team will take the specified number of corner kicks first: Team 1, None, Team 2
Team 1 will win the race to 1.2 … corner kicks in the first half	1, None, 2	Which team will take the specified number of corner kicks faster in the first half: Team 1, Neither, Team 2
Win by a margin (penalty kicks)	Team 1 wins by 3 or more, Team 1 wins by 2, Team 1 wins by 1, Team 2 wins by 1, Team 2 wins by 2, Team 2 wins by 3 or more	Team win in a penalty shootout by a goal margin
Red card in the first half	Yes, No	Will there be a red card in the first half: Yes, No

Red card in regulation time: Team 1	Yes, No	Will there be a sending-off for Team 1 during regulation time: Yes, No
First-half red card for Team 1	Yes, No	Will there be a penalty in the first half for Team 1: Yes, No
Penalty in regulation time for Team 2	Yes, No	Will there be a sending-off for Team 2 during regulation time: Yes, No
First-half red card for Team 2	Yes, No	Will there be a penalty in the first half for Team 2: Yes, No
Both teams will score in the 1st and 2nd halves	No / No, Yes / No, Yes / Yes, No / Yes	Both teams will score in the first half / in the second half
First half double chance and both teams to score	1X/Yes, 1X/No, 12/Yes, 12/No, X2/Yes, X2/No	First-half double chance / Both teams to score in the first half
Second half double chance and both teams to score	1X/Yes, 1X/No, 12/Yes, 12/No, X2/Yes, X2/No	Double Chance outcome in the second half / Both teams to score in the second half
Multi-Score	1:0, 2:0, 3:0, 0:1, 0:2, 0:3, 4:0, 5:0, 6:0, 0:4, 0:5, 0:6, 2:1, 3:1, 4:1, 1:2, 1:3, 1:4, 3:2, 4:2, 4:3, 5:1, 2:3, 2:4, 3:4, 1:5, Other Score Team 1, Other Score Team 2, X	Exact Score in Regular Time
Total goals	No goals, 1–2 goals, 1–3 goals, 1–4 goals, 1–5 goals, 1–6 goals, 2–3 goals, 2–4 goals, 2–5 goals, 2–6 goals, 3–4 goals, 3–5 goals, 3–6 goals, 4–5 goals, 4–6	Number of goals in regulation time

	goals, 5–6 goals, 7 or more goals	
1st half total goals	No goals, 1–2 goals, 1–3 goals, 2–3 goals, 4 goals or more	Number of goals in the first half
Second-half multi-goal total	No goals, 1–2 goals, 1–3 goals, 2–3 goals, 4 goals or more	Number of goals in the second half
Total goals for Team 1	No goals, 1–2 goals, 1–3 goals, 2–3 goals, 4 goals or more	Number of goals in regulation time for Team 1
Total Goals Team 2	No goals, 1–2 goals, 1–3 goals, 2–3 goals, 4 goals or more	Number of goals in regulation time for Team 2
Double Chance (Regular Time) and Both Teams to Score (1st Half)	1X/Yes, 1X/No, 12/Yes, 12/No, X2/Yes, X2/No	Double Chance Outcome in Regular Time and Both Teams to Score in the First Half
Double Chance (regular time) and both teams to score in the second half	1X/Yes, 1X/No, 12/Yes, 12/No, X2/Yes, X2/No	Double Chance outcome in regulation time and both teams to score in the second half
Any win and both teams to score in regulation time	Yes, No	Either team wins in regulation and both teams score in regulation: Yes, No
Handicap: Shots on Goal	1, 2	Which team will have more shots on goal with a handicap: Team 1, Team 2
Total shots on goal	Over, Under	Number of shots on goal in regulation time
1st, 2nd period total shots on goal	Over, Under	Number of shots on goal in the specified period
Total shots on goal by Team 1	Over, Under	Number of shots on goal by Team 1 in regulation time

Total shots on goal for Team 2	Over, Under	Number of shots on goal by Team 2 in regulation time
1X2 Outcome: Shots on Goal in Regular Time	1, X, 2	Which team will have more shots on goal in regulation time: Team 1, tie, Team 2
Handicap: Shots on goal	1, 2	Which team will have more shots from the goal, taking the handicap into account: Team 1, Team 2
Total shots on goal	Over, Under	Number of shots on goal in regulation time
Total substitutions	Over, Under	Number of substitutions in regulation time
Video review of regulation time	Yes, No	Will there be a video review in the match?
1st period video review	Over, Under	Number of video reviews in the first half
Exact Score (Penalty Kicks)	0:1, 0:2, 0:3, 1:0, 1:2, 1:3, 1:4, 2:0, 2:1, 2:3, 2:4, 3:0, 3:1, 3:2, 3:4, 3:5, 4:1, 4:2, 4:3, 4:5, 5:3, 5:4, Other	Exact score in the penalty shootout
Exact number of goals in regulation time	0 goals, 1 goal, 2 goals, 3 goals, 4 goals, 5 goals or more	Number of goals in regulation time
Total offsides in a given time interval	Over, Under	Number of offsides called during the specified time interval
Total number of penalties awarded in a given time interval	Over, Under	Number of penalties awarded in the specified time interval
Exact Score (Overtime)	0:0, 1:0, 2:0, 3:0, 0:1, 1:1, 2:1, 0:2, 1:2, 0:3	Exact score in overtime
Exact score in the first overtime period	0:0, 1:0, 2:0, 0:1, 1:1, 0:2	Exact score in the first overtime period

Team 1 wins (regular time)	Yes, No	Team 1 wins in regulation: Yes, No
Team 2 wins (regular time)	Yes, No	Team 2 to win in regulation: Yes, No
Either team to win (regular time)	Yes, No	Either team to win in regulation: Yes, No
Exact Score (Overtime)	0:0, 1:1, 2:2, 1:0, 2:0, 2:1, 0:1, 0:2, 1:2, Other	Exact score in overtime
1-period overtime handicap	1, 2	First overtime result with handicap: Team 1 win, Team 2 win
1st half card	No cards, 1, 2	Which team will receive card No. (card number) in the first half: No cards, Team 1, Team 2
Exact score for the 1st and 2nd halves	1:0, 2:0, 2:1, 0:0, 1:1, 2:2, 0:1, 0:2, 1:2, Other	Exact score in the specified half
Total corners in the 1st half	Over, Under	Number of corner kicks taken in the first half
First-half total corners for Team 1	Over, Under	Number of corner kicks taken by Team 1 in the first half
First-half total corners for Team 2	Over, Under	Number of corner kicks taken by Team 2 in the first half
First-half corner handicap	1, 2	Which team will take more corner kicks in the first half, taking the handicap into account: Team 1, Team 2
2nd Half Outcome and Total	Team 1/Under, Team 1/Over, Draw/Under, Draw/Over, Team 2/Under, Team 2/Over	Second-Half Outcome / Second-Half Total
First-half total cards	Over, Under	Number of cards in the first half

First-half total cards for Team 1	Over, Under	Number of cards in the first half for Team 1
Total cards in the first half for Team 2	Over, Under	Number of cards in the first half for Team 2
1st Half/Match and 1st Half Total	P1/P1 or more, P1/N or more, P1/P2 or more, N/P1 or more, N/N or more, N/P2 or more, P2/P1 or more, P2/N or more, P2/P2 or more, P1/P1 or less, P1/N or less, P1/P2 or less, N/P1 or less, A/A or fewer, A/T2 or fewer, T2/T1 or fewer, T2/A or fewer, T2/T2 or fewer	First-Half Result / Match Result (Regular Time) and Number of Goals in the First Half
1st Half / Match and Total (Regular Time)	P1/P1 or more, P1/N or more, P1/P2 or more, N/P1 or more, N/N or more, N/P2 or more, P2/P1 or more, P2/N or more, P2/P2 or more, P1/P1 or less, P1/N or less, P1/P2 or less, N/P1 or less, A/A or fewer, A/T2 or fewer, T2/T1 or fewer, T2/A or fewer, T2/T2 or fewer	First-Half Result / Full-Time Result and Number of Goals in Regular Time
Outcome and total (penalties)	Team 1/Under, Team 1/Over, Draw/Under, Draw/Over, Team 2/Under, Team 2/Over	Penalty shootout result and number of penalty goals scored
Both halves over 1.2... goals	Yes, No	In each half, the number of goals is greater than the specified value: Yes, No

Both halves have fewer than 1.2... goals	Yes, No	In each half, the number of goals is less than the specified value: Yes, No
Both teams will score and the total (regular time)	Yes/Over, Yes/Under, No/Over, No/Under	Both teams will score in regulation time, and the total number of goals in regulation time
1, 2... cards (regular time)	No cards, 1, 2	Card No. (card number) in regulation time: no cards, Team 1, Team 2
1, 2… corner kick within a minute interval	None, 1, 2	Which team will take corner kick No. (corner kick number) within the specified time interval: no corner kick, Team 1, Team 2
Next goal (10-minute interval)	1–10, 11–20, 21–30, 31–40, 41–50, 51–60, 61–70, 71–80, 81–90, No goal	In which time interval will the next goal (goal number) be scored? No goal—the match score will remain the same
Next goal (15-minute interval)	1–15, 16–30, 31–45, 46–60, 61–75, 76–90, No goal	In which time interval will the next goal (goal number) be scored? No goal—the match score will remain the same
Total (penalty)	Over, Under	Number of goals in the penalty shootout
Total (penalties) Team 1	Over, Under	Number of goals scored by Team 1 in the penalty shootout
Total (penalties) Team 2	Over, Under	Number of goals scored by Team 2 in the penalty shootout
Total cards (regular time)	Over, Under	Number of cards in regulation time

Total cards (regular time) Team 1	Over, Under	Number of cards for Team 1 in regulation time
Total cards (regular time) Team 2	Over, Under	Number of cards for Team 2 in regulation time
Total Corners (Regular Time)	Over, Under	Number of corners taken in regulation time
Total Corners (Regular Time) Team 1	Over, Under	Number of corner kicks taken by Team 1 in regulation time
Total Corners (Regular Time) Team 2	Over, Under	Number of corner kicks taken by Team 2 in regulation time
Corner Kick Handicap (Regular Time)	1, 2	Which team will take more corner kicks in regulation time: Team 1, Team 2
Next Goal (10-minute interval) Team 1	1–10, 11–20, 21–30, 31–40, 41–50, 51–60, 61–70, 71–80, 81–90, No goal	In which time interval will the next goal (goal number) be scored? No goal—the match score will remain the same
Next Goal (10-minute interval) Team 2	1–15, 16–30, 31–45, 46–60, 61–75, 76–90, No goal	In which time interval will the next goal (goal number) be scored? No goal—the match score will remain the same
Both teams will score in the first half	Yes, No	Will both teams score in the first half: Yes, No
Exact Score (Regular Time)	0:0, 1:0, 2:0, 3:0, 4:0, 0:1, 1:1, 2:1, 3:1, 4:1, 0:2, 1:2, 2:2, 3:2, 4:2, 0:3, 1:3, 2:3, 3:3, 4:3, 0:4, 1:4, 2:4, 3:4, 4:4, Other	Exact score in regulation time
1X2 outcome, offsides in regulation time	1, X, 2	Which team will have more recorded offsides in

		regul : Team 1, Tie, Team 2
Total throw-ins in regulation time	Over, Under	Number of throw-ins in regulation time
1X2 Outcome for Out-of-Bounds in Regular Time	1, X, 2	Which team will have more throw-ins during regulation time: Team 1, tie, Team 2
1, 2nd Half 1X2 Outcome	1, X, 2	Which team will have more throw-ins in the specified half: Team 1, tie, Team 2
1, 2nd half total throw-ins	Over, Under	Number of throw-ins in the specified period
Handicap on throw-ins in regulation time	1, 2	Which team will have more throw-ins during regulation time: Team 1, Team 2
1, 2 Period Out Handicap	1, 2	Which team will have more throw-ins in the specified period: Team 1, Team 2
Total throw-outs for Team 1 in regulation time	Over, Under	Number of throw-ins by Team 1 in regulation time
Total throw-ins for Team 2 in regulation time	Over, Under	Number of throw-ins by Team 2 in regulation time
Total fouls by Team 1 in regulation time	Over, Under	Number of fouls called against Team 1 in regulation time
Total Team 2 fouls in regulation	Over, Under	's number of fouls called against Team 2 during regulation time
Handicap: Fouls in regulation time	1, 2	Which team will commit more recorded fouls in

		regulation time: Team 1, Team 2
1X2 Outcome: Fouls in Regular Time	1, X, 2	Which team will commit more called fouls in regulation time: Team 1, tie, Team 2
1, 2nd half 1X2 outcome: fouls	1, X, 2	Which team will commit more called fouls in the specified half: Team 1, Draw, Team 2
1, 2nd half total fouls	Over, Under	Number of fouls called in the specified period
Total fouls in regulation time	Over, Under	Number of fouls called during regulation time
Total fouls for Team 1 in the 1st and 2nd periods	Over, Under	Number of fouls called against Team 1 in the specified half
1st and 2nd Halves Total Fouls for Team 2	Over, Under	Number of fouls called against Team 2 in the specified half
Total offsides in regulation time	Over, Under	Number of offsides recorded during regulation time
Total offsides for Team 1 in regulation time	Over, Under	Number of offsides called against Team 1 in regulation time
Total Offsides for Team 2 in Regular Time	Over, Under	Number of offsides called against Team 2 during regulation time
Total offsides in the 1st and 2nd halves	Over, Under	Number of offsides called in the specified half
1st, 2nd half 1X2 outcome offsides	1, X, 2	Which team will have more offsides called in the specified half: Team 1, Draw, Team 2

1st and 2nd halves: total offsides for Team 1	Over, Under	Number of offsides called for Team 1 in the specified half
Total offsides for Team 2 in the 1st and 2nd halves	Over, Under	Number of offsides called for Team 2 in the specified half
1st period: 1X2 outcome, shots on goal	1, X, 2	Which team will have more shots on goal, taking the handicap into account, in the first half: Team 1, Team 2
Outcome 1X2: Shots on goal (regular time)	1, X, 2	Which team will have more shots from the goal in regulation time: Team 1, draw, Team 2
Total shots on goal by Team 1 (regular time)	Over, Under	Total shots on goal by Team 1
Total shots on goal by Team 2 (regular time)	Over, Under	Total shots on goal by Team 2
1st and 2nd periods: 1X2 outcome, shots on goal	1, X, 2	Which team will have more shots on goal: Team 1, tie, Team 2
1st and 2nd periods: Total shots on goal	Over, Under	Number of shots on goal in the specified period
1X2 outcome: posts and crossbar	1, X, 2	Which team will have more valid hits on the bar or crossbar: Team 1, tie, Team 2
Total posts and crossbars	Over, Under	Number of valid hits on the post or crossbar
Total shots off the post and crossbar for Team 1	Over, Under	Number of valid hits on the bar or crossbar by Team 1

Total for the bar and crossbar—Team 2	Over, Under	Number of valid hits on the bar or crossbar by Team 2
Handicap for the bar and crossbar	1, 2	Which team will have more valid hits on the bar or crossbar, taking the handicap into account: Team 1, Team 2
1st period total for the horizontal bar and the parallel bars	Over, Under	Number of valid shots on the post or crossbar in the first half
1st period 1X2 outcome for the goalposts and crossbar	1, X, 2	Which team will have more valid shots on the post or crossbar in the first half: Team 1, Draw, Team 2
Outcome 1X2: Possession	1, X, 2	Which team had more possession: Team 1, tie, Team 2
Total Ball Possession	Over, Under	Number of Possessions
Total possession for Team 1	Over, Under	Team 1's Possession Count
Total Possession for Team 2	Over, Under	Team 2's Possession Time
Possession Handicap	1, 2	Which team had more possession time, taking the handicap into account: Team 1, Team 2
Total number of medical team callouts	Over, Under	Number of times the medical team entered the field
Total medical team call-outs in the 1st period	Over, Under	Number of medical team field visits in the first period

Total video views in the first period	Over, Under	Number of video views in the first period
Double Chance: Shots on Goal (Regular Time)	1X, 12, X2	Which team will have more shots on goal: Team 1 or a tie, Team 1 or Team 2, a tie, or Team 2
1st and 2nd periods: Double Chance – Shots from the goal area	1X, 12, X2	Which team will have more shots on goal in the specified period: Team 1 or a tie, Team 1 or Team 2, a tie or Team 2
Double Chance: Posts and Crossbar	1X, 12, X2	Which team will have more shots hitting the post or crossbar: Team 1 or a tie, Team 1 or Team 2, a tie or Team 2
1R Double Chance: Post and Crossbar	1X, 12, X2	Which team will hit the post or crossbar more times in the first half: Team 1 or a tie, Team 1 or Team 2, a tie or Team 2
Double Chance: Shots on Goal	1X, 12, X2	Which team will have more shots on goal: Team 1 or a tie, Team 1 or Team 2, a tie or Team 2
1st period double chance: shots on target	1X, 12, X2	Which team will have more shots on goal in the first half: Team 1 or a tie, Team 1 or Team 2, a tie or Team 2
Team 1 will keep a clean sheet (match)	Yes, No	Team 1 will not concede a goal in the match: Yes, No
Both teams will score in both halves	Yes, No	Both teams will score in both halves
Handicap: Shots on Goal (Regular Time)	1, 2	Which team will have more shots on goal, taking

		into account the handicap in regulation time: Team 1, Team 2
Total shots on goal (regular time)	Over, Under	Number of shots on goal in regulation time
1, 2… Half-time total shots on goal	Over, Under	Number of shots on goal in the specified half
Total shots on goal by Team 1 (regular time)	Over, Under	Number of shots on goal by Team 1 in regulation time
Total shots on goal by Team 2 (regular time)	Over, Under	Number of shots on goal by Team 2 in regulation time
Outcome 1X2: Shots on goal (regular time)	1, X, 2	Which team will have more shots on goal in regulation time: Team 1, tie, Team 2
Handicap: Shots on goal (regular time)	1, 2	Which team will have more shots from the goal, taking the handicap into account, in regulation time: Team 1, Team 2
Total shots on goal (regular time)	Over, Under	Number of shots on goal in regulation time
Total substitutions (regular time)	Over, Under	Number of substitutions in regulation time
Team 2 will not concede a goal in regulation time	Yes, No	Team 2 will not concede a goal in regulation time: Yes, No
Team 1 will not concede a goal in regulation time	Yes, No	Team 1 will not concede a goal in regulation time: Yes, No
Which team will not score in regulation time	1, 2	Which team will not score a goal in regulation time: Team 1, Team 2

1, 2: Which team won't concede a goal?	1, 2	Which team will not concede a goal in the specified half: Team 1, Team 2
Team 1 or either team will not concede a goal in regulation time	Yes, No	Team 1 or any team will not concede a goal: Yes, No
Team 2 or any team will not concede a goal in regulation time	Yes, No	Team 2 wins or either team will not concede a goal: Yes, No
Number of goals Team 1	1, 2, 3, 4, 5, 6, 7, 8, 9	Exact number of goals in regulation time by Team 1
Number of goals by Team 2	1, 2, 3, 4, 5, 6, 7, 8, 9	Exact number of goals in regulation time Team 2
1, 2… Double Chance and Total	1X/Over, 1X/Under, 12/Over, 12/Under, X2/Over, X2/Under	Outcome of the specified half and number of goals
Team 2 will not concede a goal in regulation time	Yes, No	Team 2 will not concede a goal in regulation time: Yes, No
Will come on and score a goal	Yes, No	The specified player will enter the game and score a goal: Yes, No
Total corners 1.2… minutes	Over, Under	Number of corner kicks in the specified minute
Total cards 1.2… minute	Over, Under	Number of cards in the specified minute
Total offsides in the 1st, 2nd… minute	Over, Under	Number of offsides in the specified minute
Total penalties awarded in the 1st, 2nd… minute	Over, Under	Number of penalties awarded in the specified minute

Even/Odd number of cards in regulation time	Even, Odd	Number of cards in regulation time
Even/Odd number of cards in regulation time for Team 1	Even, Odd	Number of cards in regulation time, Team 1
Even/Odd cards in regulation time, Team 2	Even, Odd	Number of cards in regulation time, Team 2
Next card 1, 2… in regulation time	1, No card, 2	Which team will receive the next specified card: Team 1, no card, Team 2
Result 1X2 after 1, 2… minutes	1, X, 2	Which team will score more goals during the time period from the start of the match until the end of the specified minute: Team 1, draw, Team 2
1st half 1X2 outcome (shots on goal)	1, X, 2	Which team will have more shots on goal in the first half: Team 1, tie, Team 2
Outcome 1X2 (shots from the goal line) regular time	1, X, 2	Which will have more shots on goal in regulation time: Team 1, tie, Team 2
Total (shots on goal) Team 1, regulation time	Over, Under	Number of shots on goal by Team 1 in regulation time
Total (shots on goal) Team 2, regulation time	Over, Under	Number of shots on goal by Team 2 in regulation time
1, 2… Half-time result 1X2 (shots on goal)	1, X, 2	Which will have more shots on goal in the specified half: Team 1, a tie, or Team 2

1, 2… Half Total (shots on goal)	Over, Under	Number of shots on goal in the specified half
1X2 Outcome (posts and crossbars) – regular time	1, X, 2	Which team will have more shots hitting the posts and crossbar during regulation time: Team 1, draw, Team 2
Total (posts and crossbars) in regulation time	Over, Under	Number of shots on the posts and crossbar in regulation time
Total (posts and crossbar) Team 1, regulation time	Over, Under	Number of shots on the posts and crossbar by Team 1 in regulation time
Total (posts and crossbar) Team 2, regulation time	Over, Under	Number of shots on the posts and crossbar by Team 2 in regulation time
Handicap (posts and crossbar) in regulation time	1, 2	Which team will hit the posts and crossbar more times in regulation time, taking the handicap into account: Team 1, Team 2
1st Half Total (Posts and Crossbar)	Over, Under	Number of shots hitting the posts and crossbar in the first half
1st Half 1X2 Outcome (posts and crossbar)	1, X, 2	Which team will have more shots hitting the posts and crossbar in the first half: Team 1, Draw, Team 2
1X2 outcome (shots) – regular time	1, X, 2	Which team will have more shots on goal during regulation time: Team 1, tie, Team 2
1, 2… half result 1X2 (shots)	1, X, 2	Which team will have more shots in the specified half: Team 1, tie, Team 2

Total (shots) in regulation time	Over, Under	Number of shots in regulation time
Total (shots) Team 1, regulation time	Over, Under	Number of shots by Team 1 in regulation time
Total (shots) Team 2, regulation time	Over, Under	Number of shots by Team 2 in regulation
Handicap (shots) in regulation time	1, 2	Which team will have more shots in regulation, taking the handicap into account: Team 1, Team 2
1.2… Half-time total (shots)	Over, Under	Number of shots in the specified period
1X2 Outcome (possession) – regular time	1, X, 2	Which team will have more possession: Team 1, tie, Team 2
Total (Ball Possession) Team 1, Regular Time	Over, Under	Percentage of Ball Possession for Team 1
Total (possession) Team 2 (regular time)	Over, Under	Percentage of possession for Team 2
Handicap (possession) – Regular Time	1, 2	Which team will have more possession during regulation time, taking the handicap into account: Team 1, Team 2
Total (medical team call-outs) in regulation time	Over, Under	Number of medical team call-outs during regulation time
1st Half Total (Medical Team Calls)	Over, Under	Number of medical team call-outs in the first half
1st Half Total (Video Review)	Over, Under	Number of video reviews in the first half

Double Chance (shots on target) – regular time	1X, 12, X2	Which team will have more shots on goal in regulation time: Team 1 or a draw, Team 1 or Team 2, a draw or Team 2
1, 2… Double Chance (shots from the goal area)	1X, 12, X2	Which team will have more shots from the goal in the specified half: Team 1 or a draw, Team 1 or Team 2, a draw or Team 2
Double Chance (posts and crossbars) – regular time	1X, 12, X2	Which team will have more shots hitting the posts and crossbar during regulation time: Team 1 or a draw, Team 1 or Team 2, a draw or Team 2
1st, 2nd… half Double Chance (posts and crossbar)	1X, 12, X2	Which team will hit the posts and crossbar more times in the specified half: Team 1 or a draw, Team 1 or Team 2, a draw or Team 2
Double Chance (shots on goal) – regular time	1X, 12, X2	Which team will have more shots on goal during regulation time: Team 1 or a tie, Team 1 or Team 2, a tie or Team 2
1, 2… period double chance (shots on target)	1X, 12, X2	Which team will have more shots on target in the specified half: Team 1 or a draw, Team 1 or Team 2, a draw or Team 2
Double Chance (shots) – regular time	1X, 12, X2	Which team will score more goals in regulation time: Team 1 or a tie,

		Team 1 or Team 2, a tie or Team 2
1, 2… Double Chance (penalty kicks)	1X, 12, X2	Which team will have more shots in the specified half: Team 1 or a draw, Team 1 or Team 2, a draw or Team 2
Double Chance (possession) – regular time	1X, 12, X2	Which team will have more possession during regulation time: Team 1 or a draw, Team 1 or Team 2, a draw or Team 2
1, 2… Half: Number of Goals	0, 1, 2, 3, 4, 5, 6, 7, 8, 9	Exact number of goals in the specified half
1, 2… Team 1 will win by a shutout in this period	Yes, No	Team 1 will win to a shutout in the specified period: Yes, No
1, 2… Team 2 will win by a shutout in the specified period	Yes, No	Team 2 will win by a shutout in the specified period: Yes, No
Total after 10, 15, ... minutes	Over, Under	Number of goals scored between the start of the match and the end of the specified minute
Even/Odd corners for Team 1	Even, Odd	Number of corner kicks for Team 1: Even/Odd
Even/Odd Corners Team 2	Even, Odd	Number of Corner Kicks for Team 2: Even/Odd
Penalty kick awarded	Yes, No	A penalty kick will be awarded and taken
Penalty kick awarded to Team 1	Yes, No	A penalty kick will be awarded to and taken by Team 1
A penalty kick is awarded to Team 2	Yes, No	A penalty kick will be awarded and taken by Team 2

1, 2… Half Total Remaining	Over, Under	Number of goals remaining in the specified half (from the time of the bet)
1, 2… Half-time handicap remaining	1, 2	Which team will win the remainder of the specified half (from the time of the bet): Team 1, Team 2
Handicap after 10, 15, ... minutes	1, 2	Which team will score more goals, taking the handicap into account, during the time interval from the start of the match until the end of the specified minute: Team 1, Team 2
Will there be a goal in the following time interval?	Yes, No	Will a goal be scored during the specified time interval: Yes, No
Will a card be issued during the time interval	Yes, No	Will a card be shown within the specified time interval: Yes, No
Will there be a corner kick within the specified time interval?	Yes, No	Will a corner kick be taken within the specified time interval: Yes, No
European Handicap on Corners	1, X, 2	Which team will take more corner kicks, taking the European handicap into account
Will Team 1 score 1, 2… penalty kicks?	Yes, No	Will Team 1 score the specified penalty kick: Yes, No
Will Team 2 score the 1st, 2nd… penalty kick?	Yes, No	Team 2 will score the specified penalty kick: Yes, No

Will there be 12 cards in the next [number] minutes?	1, 2	Which team will receive more cards in the specified time interval: Team 1, Team 2
Outcome 12 within a time interval of	1, 2	Which team will score more goals in the specified time interval : Team 1, Team 2
Outcome: 12 corner kicks within a time interval of minutes	1, 2	Which team will take more corner kicks during the specified time interval: Team 1, Team 2
Next 1, 2… card in the time interval	1, 2	Which team will receive the specified card within the specified time interval: Team 1, Team 2
Next 1, 2… goal within the specified time interval	1, 2	Which team will score the specified goal within the specified time interval: Team 1, Team 2
The next 1, 2… corner kick within the specified time interval	1, 2	Which team will take the specified corner kick within the specified time interval: Team 1, Team 2
Total for the remainder of the match	Over, Under	Number of goals in the remainder of the match (from the time of the bet)
Card handicap	1, 2	Which team will receive more cards in the match: Team 1, Team 2
Remaining Match Handicap	1, 2	Which team will score more goals, taking into account the handicap for the remainder of the match (from the time of the bet): Team 1, Team 2

1, 2… number of corner kicks	0–2 corner kicks, 3–4 corner kicks, 5–6 corner kicks, 7 or more corner kicks	Exact number of goals in the specified half
Basketball		
Highest-scoring half	1st half, 2nd half	The half with the most points
Number of points (regular time)	101–110, 111–120, 121–130, 131–140, 141–150, 151–160, 161–170, 171–180, 0–100, 181 and above	Number of points in regulation time
Number of points (regular time)	151–160, 161–170, 171–180, 181–190, 191–200, 201–210, 211–220, 221–230, 231–240, 241–250, 0–150, 251 and above	Number of points in regulation time
Wins the faceoff	1, 2	Which team will win the faceoff: Team 1, Team 2
Will score at least 1, 2, … points (regular time)	Yes, No	Will the specified player score at least the specified number of points in regulation time: Yes, No
Will record at least 1, 2, … blocks (regular time)	Yes, No	Will the specified player record at least the specified number of blocks in regulation time: Yes, No
Will have at least 1, 2, … rebounds (regular time)	Yes, No	Will the specified player record at least the specified number of rebounds in regulation time: Yes, No

Will record at least 1, 2, … steals (regular time)	Yes, No	Will the specified player record at least the specified number of steals in regulation time: Yes, No
Will make at least 1, 2, … three-pointers (regular time)	Yes, No	The specified player will make at least the specified number of three-pointers in regulation time: Yes, No
First-half win by a margin	Team 1 by 11 or more, Team 1 by 6–10, Team 1 by 1–5, Tie, Team 2 by 1–5, Team 2 by 6–10, Team 2 by 11 or more	First-half victory by a margin (number of points)
1, 2… which quarter will score the last point	1, 2	Which team will score the last point in the specified quarter: Team 1, Team 2
Will make the 1st, 2nd… three-pointer	1, 2	Which team will make the specified three-pointer: Team 1, Team 2
1, 2… will win the quarter	1, None, 2	Outcome of the specified quarter: Team 1 wins, tie, Team 2 wins
1, 2… quarter win by 3 points or more	Team 1 by 3 points or more, Team 2 by 3 points or more, Neither	Win by 3 points or more in the specified quarter
2nd half total (excluding overtime)	Over, Under	Total points in the second half (excluding overtime)
Second-half spread (excluding overtime)	1, 2	Second-half result (excluding overtime) with handicap: Team 1 win, Team 2 win
Second-half even/odd (excluding overtime)	Even, Odd	Number of points in the second half (excluding overtime): Even, Odd

Exact total (regular time)	Over, Under	Exact number of points in regulation time
Highest-scoring half	1st, 2nd, Tied	The half with the most points
Will Win Both Halves	1, None, 2	Which team will win both halves: Team 1, Neither, Team 2
Team 1 will win both halves	Yes, No	Team 1 will win both halves: Yes, No
Team 2 will win both halves	Yes, No	Team 2 will win both halves: Yes, No
Either team will win both halves	Yes, No	Either team will win both halves: Yes, No
Team 1 will win all quarters	Yes, No	Team 1 will win all quarters: Yes, No
Team 2 will win all quarters	Yes, No	Team 2 will win every quarter: Yes, No
Either team will win all quarters	Yes, No	Either team will win all quarters: Yes, No
Will win every quarter	1, None, 2	Which team will win every quarter?
Total [for the highest-scoring quarter	Over, Under	Number of points in the highest-scoring quarter
Total for the lowest-scoring quarter	Over, Under	Number of points in the lowest-scoring quarter
Method of scoring 1, 2… points by either team: Free throw, Two-pointer, Three-pointer. How will the specified point be scored?	Method of scoring 1, 2… points by either team: Free throw, Two-pointer, Three-pointer. How will the specified point be scored?	Method of scoring 1, 2… points by either team: Free throw, Two-pointer, Three-pointer. How will the specified point be scored?

Type of the next 1, 2… field goal scored after 1, 2… points	Two-point field goal, Three-point field goal	Type of the next field goal scored after the specified point: Two-pointer, Three-pointer
Type of the next 1, 2… field goal scored after 1, 2… points Team 1	Two-point field goal, Three-point field goal	Type of the next field goal scored after the specified point by Team 1: Two-point, Three-point
Type of the next 1, 2… field goal scored after 1, 2… points by Team 2	Two-point field goal, Three-point field goal	Type of the next field goal scored after the specified point by Team 2: Two-point, Three-point
Who will make the 1st, 2nd… field goal after the 1st, 2nd… point	1, 2	Which team will score the specified field goal after the specified point: Team 1, Team 2
A field goal scored as a result of the 1st, 2nd… possession after the 1st, 2nd… point by Team 1	Yes, No	Will Team 1 score a field goal as a result of the specified possession after the specified point: Yes, No
Field goal scored as a result of the 1st, 2nd… possession after the 1st, 2nd… point by Team 2	Yes, No	Will Team 2 score a field goal as a result of the specified possession after the specified point: Yes, No
1x2 outcome in the 1, 2… minute range	1, X, 2	Which team will score more points in the specified time interval: Team 1, tie, Team 2
Total in the interval from 1, 2… minutes	Over, Under	Number of points in the specified time interval
Total in the 1, 2… minute interval Team 1	Over, Under	Number of points in the specified time interval Team 1

Total in the 1-, 2-, …-minute interval Team 2	Over, Under	Number of points in the specified time interval Team 2
A field goal scored as a result of the 1st, 2nd… possession after 1, 2… points	Yes, No	Will a field goal be scored as a result of the specified possession after the specified number of points: Yes, No
Hockey		
Outcome: Both teams will score (including OT and shootouts)	Team 1/Yes, Team 1/No, Team 2/Yes, Team 2/No	Match outcome including overtime and shootouts, and both teams will score in overtime and shootouts
The Most Productive Period	Not just one, 1st period, 2nd period, 3rd period	Which period will have more goals: the first period, the second period, or an equal number in two or more periods
All periods have more than 1, 2…	Yes, No	In each period, the number of goals will be greater than the specified number: Yes, No
All periods will have fewer than 1, 2…	Yes, No	In each period, the number of goals will be less than the specified number: Yes, No
Number of goals (including OT and shootouts) Team 2	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals in the match (including overtime and shootouts) for Team 2
Number of goals (including OT and SO) for Team 1	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals in the game (including OT and SO) for Team 1
Team 2 will not score (including OT and SO)	Yes, No	Team 2 will not score in the game, including

		overtime and shootouts: Yes, No
Team 2 will win one of the periods	Yes, No	Team 2 will win at least one period: Yes, No
Team 1 will not score (including OT and shootouts)	Yes, No	Team 1 will not score in a game that goes to overtime and a shootout: Yes, No
Team 2's highest-scoring period	1st period, 2nd period, 3rd period, None	In which period will Team 2 score more goals: in the first period, in the second period, equally in two or more periods
Team 1's highest-scoring period	1st period, 2nd period, 3rd period, none	In which period will Team 1 score more goals: in the first half, in the second half, or an equal number in two or more
Number of goals (including OT and shootouts)	0–1 goal, 2 goals, 3 goals, 4 goals, 5 goals, 6 goals, 7 goals, 8 goals, 9 goals or more	Total goals in the game, including overtime and shootouts
Which team will score (including OT and shootouts)	Both, only Team 1, only Team 2, no goal	Which team will score in a game with overtime and shootouts
Team 1 to win a period	Yes, No	Team 1 will win at least one period: Yes, No
Will Team 1 win all periods?	Yes, No	Will Team 1 win every period?: Yes, No
Team 2 will win all periods	Yes, No	Will Team 2 win every period?: Yes, No
Will Team 1 score in all periods?	Yes, No	Will Team 1 score in every period?: Yes, No
Team 2 will score in every period	Yes, No	Will Team 2 score in every period: Yes, No
When the game ends	Reg. time, OT, Shoots	At what stage of the game will it end: in regulation,

		in overtime, or in a shootout
Penalty Shootout	Yes, No	Will there be a shootout? Yes, No
1, 2… Will either team score in the period?	Yes, No	Will there be a goal in the specified period: Yes, No
Both teams will score twice (regular time)	Yes, No	Both teams will score two goals in regulation time: Yes, No
Double Chance (Overtime)	1X, 12, X2	Overtime outcome: Team 1 win or tie, Team 1 win or Team 2 win, Tie or Team 2 win
Even/Odd (including OT and shootout)	Even, Odd	Number of goals in the game including overtime and shootouts: Even, Odd
1st, 2nd… period—which team will score	No goals, only Team 1, only Team 2, both	Which team will score in the specified period: No goal, Only Team 1, Only Team 2, Both teams
1st, 2nd… period: number of goals	0 goals, 1 goal, 2 goals, 3 goals, 4 goals or more	Number of goals in the specified period
1, 2… period, number of goals Team 1	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals scored by Team 1 in the specified period
1, 2… period, number of goals Team 2	0 goals, 1 goal, 2 goals, 3 goals or more	Number of goals scored by Team 2 in the specified period
1, 2… period: the remainder wins	1, X, 2	Which team will win the remainder of the specified period (from the time the bet is placed): Team 1, tie, Team 2

1, 2… Team 1 will not concede a goal in the period	Yes, No	Team 1 will not concede a goal in the specified period: Yes, No
1, 2… Team 2 will not concede a goal in the period	Yes, No	Team 2 will not concede a goal in the specified period: Yes, No
1, 2… last goal of the period	1, No goal, 2	Which team will score the last goal in the specified period : Team 1, no goal, Team 2
1, 2… period/Match (regular time)	H1/H1, D/H1, H2/H1, H1/D, D/D, H2/D, H1/H2, D/H2, H2/H2	Result of the specified period / Result of the match in regulation time
Result and total (including OT and shootouts)	Team 1/Under, Draw/Under, Team 2/Under, Team 1/Over, Draw/Over, Team 2/Over	Outcome of a game with overtime and shootouts, and the number of goals in a game with overtime and shootouts
1st, 2nd… period/Game (with OT and SO)	H1/H1, D/H1, H2/H1, H1/D, D/D, H2/D, H1/H2, D/H2, H2/H2	Outcome of the specified period / Outcome of the game with overtime and shootouts
1, 2… Goal and outcome (including OT and SO)	K1/P1, K1/P2, K2/P1, K2/P2	Which team will score the specified goal in a game with overtime and shootouts, and the winner of the game with overtime and shootouts
Even/Odd (regular time) Team 1	Even, Odd	Number of goals scored by Team 1 in regulation time: Even, Odd
Even/Odd (regular time) Team 2	Even, Odd	Number of goals scored by Team 2 in regulation time: Even, Odd
Empty-net goal	Yes, No	Will there be an empty-net goal?: Yes, No

Goal in the first minute	Yes, No	Will there be a goal in the first minute?: Yes, No
1X2 outcome of 2-minute penalties (regular time)	1, X, 2	Which team will accumulate more 2-minute penalties in regulation time: Team 1, Tie, Team 2
1, 2... Period 1X2 outcome for 2-minute penalties	1, X, 2	Which team will accumulate more 2-minute penalties in the specified period: Team 1, tie, Team 2
Outcome 1X2 shots on goal (regular time)	1, X, 2	Which team will have more shots on goal in regulation time: Team 1, tie, Team 2
1, 2... period 1X2 outcome: shots on goal	1, X, 2	Which team will have more shots on goal in the specified period: Team 1, tie, Team 2
Total shots on goal (regular time)	Over, Under	Number of shots on goal in regulation time
Total shots on goal by Team 1 (regular time)	Over, Under	Number of shots on goal by Team 1 in regulation
Total Shots on Goal by Team 2 (Regular Time)	Over, Under	Number of shots on goal by Team 2 in regulation time
Total 2-minute penalties (regular time)	Over, Under	Number of 2-minute penalties in regulation time
Total 2-minute penalties for Team 1 (regular time)	Over, Under	Number of 2-minute penalties by Team 1 in regulation time
Total 2-minute penalties for Team 2 (regular time)	Over, Under	Number of 2-minute penalties by Team 2 in regulation time

Handicap on shots on goal (regular time)	1, 2	Which team will have more shots on goal during regulation time, taking the handicap into account ( ): Team 1, Team 2
1, 2... period handicap for 2-minute penalties	1, 2	Which team will accumulate more 2-minute penalties, taking the handicap into account, in the specified period: Team 1, Team 2
1, 2... period total 2-minute penalties	Over, Under	Number of 2-minute penalties in the specified period
1, 2... period handicap: shots on goal	1, 2	Which team will have more shots on goal, taking the handicap into account, in the specified period: Team 1, Team 2
1, 2... period total shots on goal	Over, Under	Number of shots on goal in the specified period
2-minute penalty handicap (regular time)	1, 2	Which team will accumulate more 2-minute penalties in regulation time: Team 1, Team 2
Total faceoffs (regulation time)	Over, Under	Number of faceoffs in regulation time
Total faceoffs (regulation time)	1, 2	Which team will have more faceoffs in regulation, taking the handicap into account: Team 1, Team 2
1X2 Outcome: Minor Penalty Min (Regular Time)	1, X, 2	Which team will accumulate more minor penalty minutes in

		regulation time: Team 1, tie, Team 2
1, 2... Period 1X2 outcome: minor penalty minutes (regular time)	1, X, 2	Which team will accumulate more minor penalty minutes in the specified period: Team 1, Team 2
Total minor penalty minutes (regular time)	Over, Under	Number of minor penalty minutes in regulation time
Total minor penalty minutes for Team 1 (regular time)	Over, Under	Number of minor penalty minutes for Team 1 in regulation time
Total minor penalty minutes for Team 2 (regular time)	Over, Under	Number of minutes in minor penalties for Team 2 in regulation time
1, 2... period, total, minor penalty, min	Over, Under	Number of minutes in minor penalties in the specified period
1, 2... period, minor penalty minutes	1, 2	Which team will accumulate more minor penalty minutes, taking the handicap into account, in the specified period: Team 1, Team 2
Will score a penalty shot	Yes, No	Will the specified penalty shot be scored: Yes, No
1, 2… Period total 2-minute penalties for Player 1	Over, Under	Number of 2-minute penalties for Player 1 in the specified period
Double chance of 2-minute penalties	1X, 12, X2	Double Chance Outcome for 2-Minute Penalties
1, 2… period for double chance on 2-minute penalties	1X, 12, X2	Double Chance Outcome for 2-Minute Penalties in the Specified Period

1, 2… period total 2-minute penalties for Team 2	Over, Under	Number of 2-minute penalties for Participant 2 in the specified period
Tennis		
Tiebreak in the match	Yes, No	Will there be a tiebreak in the match: Yes, No
Will win the tiebreak in the 1st, 2nd… set	1, 2	Which player will win the tiebreak in the specified set: Player 1, Player 2
Will win the 1st, 2nd… point in the tiebreak of the 1st, 2nd… set	1, 2	Which player will win the specified point in the tiebreak of the specified set: Player 1, Player 2
Will win 1, 2… and 2, 3… games in the 1, 2… set	1, None, 2	Which player will win both of the specified games in the specified set: Player 1, neither, Player 2
1, 2… game exact score	P1 40:0, P1 40:15, P1 40:30, P1 A:40, 0:40 P2, 15:40 P2, 30:40 P2, 40:A P2	Exact score in the specified game
Total in the 1st, 2nd… game of the 1st, 2nd… set	Over, Under	Number of points in the specified game of the specified set
Exact score of the 1st, 2nd… game in the 1st, 2nd… set or a break	40:0, 40:15, 40:30, A:40, Break	Victory for the serving player with the exact score or a break in the specified set of the specified game
1 set/Match	P1/P1, P2/P1, P1/P2, P2/P2	First-set result / Match result
1, 2… set Exact score in the tiebreaker	7:0, 7:1, 7:2, 7:3, 7:4, 7:5, Player 1:opponent, 0:7, 1:7, 2:7, 3:7, 4:7, 5:7, Player 2:opponent	Exact score in the tiebreak of the specified set

Total points in the tiebreak of sets 1, 2…	Over, Under	Number of points in the tiebreak of the specified set
1st, 2nd… set: outcome 12 and total	P1/Over, P2/Over, P1/Under, P2/Under	Outcome in the specified set and number of points in the specified set
1, 2… set tiebreak	Yes, No	Will there be a tiebreak in the specified set: Yes, No
1, 2… exact score of the set	6:0, 6:1, 6:2, 6:3, 6:4, 7:5, 7:6, 0:6, 1:6, 2:6, 3:6, 4:6, 5:7, 6:7	Exact game score in the specified set
1, 2… set 1, 2… game number of rallies	4, 5, 6, 7 rallies or more	What will be the number of points in the specified game of the specified set
1, 2… set 1, 2… game score 40-40	Yes, No	Will the exact score be 40-40 in the specified game of the specified set: Yes, No
1, 2… set 1, 2… game Exact score	P1:0, P1:15, P1:40, P2:0, P2:15, P2:30, P2:40	Exact score of the specified game in the specified set
1, 2… set 1, 2… game Best of 1, 2… points	1, 2	Which player in the specified game of the specified set will reach the specified number of points first: Player 1, Player 2
1, 2… set 1, 2… game Will win the first 1, 2… rallies	1, None, 2	Which player will win the first № rallies (the specified number of rallies) in the specified game of the specified set: Player 1, neither, Player 2
1, 2… set 1, 2… game Wins 1, 2… point	1, 2	Which player will win the specified point in the specified set of the specified game: Player 1, Player 2

1, 2… set, best of 1, 2… games	1, 2	Which player will reach the specified number of games faster in the specified set: Player 1, Player 2
Exact score in the tiebreaker	7:5, 7:4, 7:3, 7:2, 7:1, 7:0, 0:7, 1:7, 2:7, 3:7, 4:7, 5:7, Player 1 other, Player 2 other	Exact score in the tiebreaker
Total aces	Over, Under	Number of aces in the match
Total aces by Player 1	Over, Under	Number of aces in the match by Player 1
Total aces by Player 2	Over, Under	Number of aces in the match by Player 2
1X2 Outcome for Aces	1, X, 2	Which player will have more aces: Player 1, tie, Player 2
Total double faults	Over, Under	Number of double faults in the match
Total double faults by Player 1	Over, Under	Number of double faults in the match by Player 1
Total double faults by Player 2	Over, Under	Number of double faults in the match by Player 2
1X2 Outcome for Double Faults	1, X, 2	Which player will commit more double faults: Player 1, tie, Player 2
1X2 Outcome for Breaks	1, X, 2	Which player will make more breaks: Player 1, Tie, Player 2
Total Breaks	Over, Under	Number of Breaks
Total breaks by Player 1	Over, Under	Number of breaks by Player 1
Total Breaks by Player 2	Over, Under	Number of breaks by Player 2

1X2 Outcome of Break Points	1, X, 2	Which player will score more break points: Player 1, tie, Player 2
Total Break Points	Over, Under	Number of Break Points
Total break points for Player 1	Over, Under	Number of break points for Player 1
Total break points for Player 2	Over, Under	Number of break points for Player 2
1, 2… set with multiple scores	6:0, 6:1, 6:2, 6:3, 6:4, 7:5, 7:6, 5:7, 6:7, 3:6, 4:6, 0:6, 1:6, 2:6	Exact set score
Both will win a set	Yes, No	Each player will win at least one set in the match: Yes, No
1, 2... exact set score after 4 games	4:0; 3:1; 2:2; 1:3; 0:4	Exact score in the specified set at the end of the 4th game
1, 2... Exact score in the set after 6 games	6:0; 5:1; 4:2; 3:3; 2:4; 1:5; 0:6	Exact score in the specified set at the end of the 6th game
1, 2… set 1, 2… game will be an ace	Yes, No	Will there be an ace in the specified game of the specified set: Yes, No
1,2… set will score 1,2… aces	1, No ace, 2	Which player will serve the specified ace in the specified set: Player 1, no ace, Player 2
1, 2… total points in the set for Player 1	Over, Under	Number of points in the specified set by Player 1
1, 2… Set total points for Player 2	Over, Under	Number of points in the specified set for Player 2
1, 2… Total breaks for Player 2 in the set	Over, Under	Number of breaks in the specified set by Player 2
1, 2… Total aces for Player 1 in the set	Over, Under	Number of aces in the specified set by Player 1

1, 2… Total aces for Player 2 in the set	Over, Under	Number of aces by Player 2 in the specified set
1, 2… Set 1X2 (aces)	1, X, 2	Which player will have more aces in the specified set: Player 1, tie, Player 2
1, 2… Set total breaks for Player 1	Over, Under	Number of breaks in the specified set by Player 1
1, 2… set will have 1, 2… breaks	1, No break, 2	Which player will make the specified break in the specified set: Player 1, no break, Player 2
1, 2… set 1, 2… game will be a break point	Yes, No	Will there be a break point in the specified game of the specified set: Yes, No
Total points for Player 1	Over, Under	Number of points for Player 1
Player 2's total points	Over, Under	Participant 2's score
1, 2… set 1, 2… game—how will the 1, 2…th serve end	Point after serve, Ace, Double fault	How will the specified serve in the specified game of the specified set end
1, 2… set 1, 2… game – result 1, 2… points	P1 Win, P2 Win, P1 Error, P2 Error	Result of the specified rally in the specified game of the specified set: • W1 Win — Player 1 scores a point on the shot, and the opponent did not touch the ball last, or touched it but the contact did not result in a significant change in the ball’s trajectory • P2 Win — Player 2 scores a point on the shot, and the opponent did not

		touch the ball last, or touched it but the contact did not result in a significant change in the ball's trajectory • P1 Fault — Player 2 scores a point due to a fault by Player 1 (out, net, etc.) • P2 Error — Player 1 scores a point due to a error by Player 2 (out, net, etc.)
1, 2… set 1, 2… game — type of last shot 1, 2… points	Serve, Return, Forehand, Backhand, Volley	What was the type of the last shot in the specified rally of the specified game of the specified set? The last 3 results apply only to any shots made after the return): • serve—point after the serve (ace) • return—a point scored after returning a serve. (Example: Player 1 serves, Player 2 scores on the return) • Forehand—a point scored after hitting the ball with the inside of the racket (after two strokes in a rally, including the serve) • backhand – a point scored after hitting the ball with the outside of the

		racket (after two hits on the ball in the rally, including the serve) • volley—a point scored by hitting the ball before it touches the court (after two strokes in a rally, including the serve).
Australian football		
Will make at least 1, 2, ... kicks (per match)	Yes, No	The specified player will make at least the specified number of kicks during regulation time: Yes, No
Will earn at least 1, 2, ... marks (per match)	Yes, No	Will the specified player earn at least the specified number of fouls during regulation time: Yes, No
Will make at least 1, 2, ... hand passes (per match)	Yes, No	The specified player will make at least the specified number of hand passes during regulation time: Yes, No
Will make at least 1, 2, ... passes (per game)	Yes, No	The specified player will make at least the specified number of passes during regulation time: Yes, No
Will score at least 1, 2, ... fantasy points (per game)	Yes, No	Will the specified player score at least the specified number of fantasy points in regulation time: Yes, No
Number of points (match)	0–144, 145–161, 162–173, 174–186, 187–200, 201–218, 219 or more	Number of points in regulation time

1st half win by a margin	Team 1 wins by 1–7, Team 1 wins by 8–15, Team 1 wins by 16 or more, Team 2 wins by 1–7, Team 2 wins by 8–15, Team 2 wins by 16 or more, Tie	First-half victory by a margin (number of points)
First-half total points	0–71, 72–80, 81–86, 87–93, 94–100, 101–109, 110 or more	Number of points in the first half
1st, 2nd… quarter points	0–35, 36–40, 41–43, 44–46, 47–50, 51–54, 55 or more	Number of points in the specified quarter
1, 2… quarter win by margin	Team 1 by 1–3, Team 1 by 4–8, Team 1 by 9 or more, Team 2 by 1–3, Team 2 by 4–8, Team 2 by 9 or more, Tie	Win in the specified quarter by a margin (number of points)
American football		
Next score 1, 2… (method)	Touchdown, Field Goal, Other, No Score	How will the specified score be achieved: Touchdown, Field Goal, Other, No Score
Will gain at least 1, 2... yards on passes during regulation time	Yes, No	Will the specified player gain at least the specified number of yards via passes during regulation time: Yes, No
Will make at least 1, 2... successful passes in regulation time	Yes, No	Will the specified player make at least the specified number of successful passes in regulation time: Yes, No

Will make at least 1, 2... touchdown passes in regulation time	Yes, No	The specified player will make at least the specified number of touchdown passes in regulation time: Yes, No
Will make at least 1, 2… rushing attempts in regulation time	Yes, No	The specified player will make at least the specified number of rushing attempts in regulation time: Yes, No
Will score at least 1, 2… touchdowns in regulation time	Yes, No	The specified player will score at least the specified number of touchdowns in regulation time: Yes, No
Will gain at least 1, 2... yards on a carry during regulation time	Yes, No	The specified player will gain at least the specified number of yards on a carry during regulation time: Yes, No
Will gain at least 1, 2... yards on a pass in regulation time	Yes, No	Will the specified player gain at least the specified number of yards after a pass during regulation time: Yes, No
Will score at least 1, 2... touchdowns on a pass during regulation time	Yes, No	Will the specified player score at least the specified number of touchdowns after a pass during regulation time: Yes, No
Will catch at least 1.2... passes in regulation time	Yes, No	The specified player will catch at least the specified number of passes in regulation time: Yes, No
Total touchdowns (including OT)	Over, Under	Number of touchdowns in the game, including overtime

Total field goals made (including OT)	Over, Under	Number of field goals made in a game with overtime
Total Interceptions (including OT)	Over, Under	Number of interceptions in a game with overtime
Total sacks (including OT)	Over, Under	Number of free throws in a game with overtime
Makes the 1st, 2nd... field goal (with OT)	1, 2	Which team scores field goal No. (field goal number): Team 1, Team 2
Field goal in regulation time	Yes, No	Will there be a field goal in regulation time: Yes, No
Baseball		
Will the batter get at least 1, 2… hits (game)?	Yes, No	Will the batter get at least the specified number of hits in regulation time: Yes, No
Will hit at least 1, 2… home runs (per game)	Yes, No	The specified player will hit at least the specified number of home runs in regulation: Yes, No
Will record at least 1, 2… strikeouts (per game)	Yes, No	Will the specified player record at least the specified number of strikeouts in regulation time: Yes, No
Will run at least 1, 2… bases (per game)	Yes, No	The specified player will run at least the specified number of bases during regulation time: Yes, No
Will score at least 1, 2… runs (per game)	Yes, No	Will the specified player score at least the specified number of runs in regulation time: Yes, No

Will make at least 1, 2… runs (per game)	Yes, No	The specified player will make at least the specified number of runs in regulation time: Yes, No
Exact total (match)	Over, Even, Under	Exact number of runs with extra innings
1X2 Outcome (after 5 innings)	1, X, 2	Which team will score more runs from the start of the game until the end of the 5th inning: Team 1, Tie, Team 2
Highest-scoring inning	1st inning, 2nd inning, 3rd inning, 4th inning, 5th inning, 6th inning, 7th inning, 8th inning, 9th inning, None	Which inning will have more runs
1X2 Outcome (innings)	1, X, 2	Outcome by innings won: Team 1 win, tie, Team 2 win
Exact number of runs in the highest-scoring inning	0 runs, 1 run, 2 runs, 3 runs, 4 runs, 5 or more	Number of runs in the highest-scoring inning
Total in the range of 1, 2… innings	Over, Under	Number of runs in the specified range
Total in the range of 1, 2… innings, Team 1	Over, Under	Number of runs scored by Team 1 in the specified range
Total in the 1st, 2nd… innings range Team 2	Over, Under	Number of runs scored by Team 2 in the specified range
Number of consecutive runs by either team (regular time)	0 runs, 1 run, 2 runs, 3 runs, 4 runs, 5 or more	The highest number of consecutive points scored by any team in regulation time

The game will end	Top of the 9th inning, bottom of the 9th inning, OT	At what stage will the game end
Will both teams score more than 1, 2… runs (game)	Yes, No	Will each team score more than the specified number of runs: Yes, No
1X2 outcome in the 1st, 2nd… inning	1, X, 2	Outcome in the specified range: Team 1 win, tie, Team 2 win
Handicap in the range of 1, 2… innings	1, 2	Outcome in the specified range, taking the handicap into account: Team 1 win, Team 2 win
Even/Odd in the range from 1, 2… innings	Even, Odd	Number of runs in the specified range: Even, Odd
Total number of scoring innings	Over, Under	Number of innings in which runs will be scored
Total Hits (match)	Over, Under	Number of hits in a game with extra innings
Team 1 Hits Total (match)	Over, Under	Number of hits by Team 1 in a game with extra innings
Total Hits for Team 2 (game)	Over, Under	Number of hits by Team 2 in a game with extra innings
Total Hits in the 1st, 2nd… innings	Over, Under	Number of hits in the specified inning
Total Hits in the 1st, 2nd… innings, Team 1	Over, Under	Number of hits by Team 1 in the specified inning
Total Hits in the 1st, 2nd… innings, Team 2	Over, Under	Number of hits by Team 2 in the specified inning

Total Hits (after 5 innings)	Over, Under	Number of hits from the start of the game through the end of the 5th inning
Total hits (after 5 innings) Team 1	Over, Under	Number of hits by Team 1 from the start of the game through the end of the 5th inning
Total hits (after 5 innings) Team 2	Over, Under	Number of hits by Team 2 from the start of the game through the end of the 5th inning
Shutout	Yes, No	Either team will win without conceding a goal: Yes, No
Number of points (match)	0–4, 5–6, 7–8, 9–10, 11–13, 14 or more	Total runs in a game with extra innings
Total (after 5 innings)	Over, Under	Number of runs scored from the start of the game through the end of the 5th inning
Total (after 5 innings) Team 1	Over, Under	Number of runs scored by Team 1 from the start of the game until the end of the 5th inning
Total (after 5 innings) Team 2	Over, Under	Team 2's total runs from the start of the game through the end of the 5th inning
Total Bases (Game)	Over, Under	Number of bases in the game, including extra innings
Handicap (after 5 innings)	1, 2	Which team will score more runs, taking the handicap into account, from the start of the game

		until the end of the 5th inning: Team 1, Team 2
Handball		
1st half win by a margin	Team 1 wins by 5 or more, Team 1 wins by 3–4, Team 1 wins by 1–2, Tie, Team 2 wins by 1–2, Team 2 wins by 3–4, Team 2 wins by 5 or more	Team win in the first half by a goal margin
First half total points	0–19, 20–22, 23–25, 26–28, 29–31, 32–34, 35 or more	Number of points in the first half
1st half points Team 1	0–8, 9–10, 11–12, 13–14, 15–16, 17–18, 19 or more	Team 1’s points in the first half
1st half points, Team 2	0–8, 9–10, 11–12, 13–14, 15–16, 17–18, 19 or more	Team 2's points in the first half
Points (regular time) Team 1	0–19, 20–22, 23–25, 26–28, 29–31, 32–34, 35 or more	Team 1’s score in regulation time
Points (regular time) Team 2	0–19, 20–22, 23–25, 26–28, 29–31, 32–34, 35 or more	Team 2’s score in regulation
Number of points (regular time)	0–46, 47–49, 50–52, 53–55, 56–58, 59–61, 62 and more	Number of points in regulation time
Rugby		
Number of points (regular time)	0–27, 28–34, 35–41, 42–48, 49–55, 56–62, 63 and more	Number of points in regulation time
Number of points (regular time)	0–20, 21–25, 26–30, 31–35, 36–40, 41–45, 46 and more	Number of points in regulation time

Win by a margin (regular time)	Draw, Team 1 wins by 15 or more, Team 1 wins by 8–14, Team 1 wins by 1–7, Team 2 wins by 1–7, Team 2 wins by 8–14, Team 2 wins by 15 or more	Outcome by point differential in regulation
1st half win by a margin	Draw, Team 1 wins by 15 or more, Team 1 wins by 8–14, Team 1 wins by 1–7, Team 2 wins by 1–7, Team 2 wins by 8–14, Team 2 wins by 15 or more	Outcome with a point differential in the first half
1X2 outcome (regular time)	1, X, 2	Which team will score more tries in regulation time: Team 1, tied, Team 2
Even/Odd tries (regular time)	Even, Odd	Number of attempts in regulation time: Even, Odd
1st half result 1X2 attempts	1, X, 2	Which team will make more attempts in the first half: Team 1, equal number, Team 2
1st half: Even/Odd attempts	Even, Odd	Number of attempts in the first half: Even, Odd
First half total points	28–34, 35–41, 0–6, 7–13, 14–20, 21–27, 42 or more	Number of points in the first half
First half total points	0–10, 11–14, 15–18, 19–22, 23–26, 27–30, 31 or more	Number of points in the first half
Double Chance (attempts) (regular time)	1X, 12, X2	Which team will score more tries in regulation time: Team 1 or an equal number, Team 1 or Team

		2, Team 2 or an equal number
1st half double chance (tries)	1X, 12, X2	Which team will score more tries in the first half: Team 1 or an equal number, Team 1 or Team 2, Team 2 or an equal number
1st or 2nd half will win the race to 1, 2… points	1, X, 2	Which team will score the specified number of points faster in the specified half: Team 1, neither, Team 2
1st half European handicap on tries	1, X, 2	Which team will score more tries, taking the European handicap into account, in the first half: Team 1, an equal number, Team 2
1st half total tries	Over, Under	Number of tries in the first half
1st Half Total Tries Team 1	Over, Under	Number of attempts by Team 1 in the first half
First-half total tries for Team 2	Over, Under	Number of attempts by Team 2 in the first half
First-half try spread	1, 2	Which team will score more tries, taking the first-half handicap into account: Team 1, Team 2
European Try Handicap (regular time)	1, X, 2	Which team will score more tries, taking the European try handicap into account during regulation time: Team 1, same number, Team 2

Next Point Scored (Regular Time)	Try by Team 1, Penalty by Team 1, Drop goal by Team 1, Try by Team 2, Penalty by Team 2, Drop goal by Team 2	Which team will score the next specified point and by what method
Total tries (regular time)	Over, Under	Number of tries in regulation time
Total tries (regular time) Team 1	Over, Under	Number of attempts by Team 1 in regulation time
Total attempts (regular time) Team 2	Over, Under	Number of attempts by Team 2 in regulation time
Point Spread (Regular Time)	1, 2	Which team will make more attempts, taking the handicap into account, during regulation time: Team 1, Team 2
Snooker		
Best of 1, 2… frames	1, 2	Which player will win the specified number of frames faster: Player 1, Player 2
Exact score	4:0, 4:1, 4:2, 4:3, 3:4, 2:4, 1:4, 0:4	Exact score of the match
1, 2… the player will pocket the last ball in the [frame]	1, 2	Which player will pocket the last ball in the specified frame: Player 1, Player 2
1, 2… frame: color of the last ball pocketed	red, yellow, green, brown, blue, pink, black, error	What is the color of the last ball pocketed in the specified frame?
1, 2… frame: longest run	1, 2	Which player will have the longest run in the specified frame: Player 1, Player 2

1, 2… frame: any player with a run of 50+ points	Yes, No	Will any player have a run of more than 50 points in the specified frame: Yes, No
1, 2… frame Team 1 run of 50+ points	Yes, No	Will Player 1 score a run of more than 50 points in the specified frame: Yes, No
1, 2… frame Team 2 50+ run	Yes, No	Will Player 2 score a 50+ run in the specified frame: Yes, No
1, 2… frame: Any player scores 100+ points	Yes, No	Will any player score a run of more than 100 points in the specified frame: Yes, No
1, 2… frame: Team 1 scores 100+ points	Yes, No	Will Player 1 score a 100+ run in the specified frame: Yes, No
1, 2… frame Team 2 100+ run	Yes, No	Will Player 2 score a 100+ run in the specified frame: Yes, No
1, 2… frame: highest number of points in a run	0–49, 50–99, 100–119, 120–146, 147 or more	Number of points in the highest run in the specified frame
1, 2… Will there be a mistake in this frame?	Yes, No	Will there be a mistake in the specified frame: Yes, No
Will all frames be played?	Yes, No	Will the maximum number of frames in the match be played: Yes, No
1, 2… the player will pocket the 1, 2… ball	1, 2	Which player will pocket the specified ball in the specified frame: Player 1, Player 2

1, 2… frame: color of the 1, 2… ball pocketed	yellow, green, brown, blue, pink, black	What color will the specified ball number be in the specified frame?
Futsal		
Number of goals (regular time) Team 1	0–1, 2–3, 4–5, 6 or more	Number of goals in regulation time for Team 1
Goals (regular time) Team 2	0–1, 2–3, 4–5, 6 or more	Number of goals in regulation time for Team 2
Darts		
First 180-point throw	None, 1, 2	Which player will throw a 180: None, Player 1, Player 2
[a]P 1X2 market (180s)	1, X, 2	Which player will make more 180s: None, Player 1, Player 2
Total 180s	Over, Under	Number of 180s
Total 180s by Participant 1	Over, Under	Number of 180 attempts by Player 1
Total attempts at 180 for Participant 2	Over, Under	Number of 180 attempts by Participant 2
Handicap for a 180	1, 2	Which player will make more 180s, taking the handicap into account: Player 1 or Player 2
First 180-point throw	None, 1, 2	Which player will be the first to score 180 points in a single shot: none, Player 1, Player 2
1, 2… 1X2 outcome (180-point runs)	1, X, 2	Which player will make more 180-point runs in the

		specified set: Player 1, tie, Player 2
Exact Score	7:0, 7:1, 7:2, 7:3, 7:4, 7:5, 7:6, 6:7, 5:7, 4:7, 3:7, 2:7, 1:7, 0:7	Exact score of the match
Exact Score	8:0, 8:1, 8:2, 8:3, 8:4, 8:5, 8:6, 8:7, 7:8, 6:8, 5:8, 4:8, 3:8, 2:8, 1:8, 0:8	Exact score of the match
Exact Score	9:0, 9:1, 9:2, 9:3, 9:4, 9:5, 9:6, 9:7, 9:8, 8:9, 7:9, 6:9, 5:9, 4:9, 3:9, 2:9, 1:9, 0:9	Exact score of the match
1, 2… set won by 1, 2… set won by	1, None, 2	Which participant will win the specified set in the specified leg: Participant 1, None, Participant 2
1, 2… set outcome 12	1, 2	Which player will win the specified set: Player 1, Player 2
1, 2… set 1, 2… leg approach at 180	Yes, No	Will there be a 180-point throw in the specified leg of the specified set: Yes, No
1, 2… set 1, 2… 180-point leg Team 1	Yes, No	Will Player 1 score a 180 in the specified leg of the specified set: Yes, No
1, 2… set 1, 2… leg 180 throw Team 2	Yes, No	Will Player 2 score a 180 in the specified leg of the specified set: Yes, No
Total 180-point throws	Over, Under	Number of 180s in the match
Total 180-point throws by Team 1	Over, Under	Number of 180s by Player 1 in the match
Total 180-point throws by Team 2	Over, Under	Number of 180s by Player 2 in the match
A 180-point lead	1, 2	Which player will make more 180s, taking the

		handicap into account: Player 1, Player 2
1X2 Outcome (180-point throws)	1, X, 2	Which player will make more 180s: Player 1, Tie, Player 2
1, 2… set total 180s 180 points	Over, Under	Number of 180-point throws in the specified set
1, 2… set total number of 180-point throws 180 points Player 1	Over, Under	Number of 180-point throws in the specified set Participant 1
1, 2… set total number of 180-point throws 180 points Participant 2	Over, Under	Number of 180-point throws in the specified set Player 2
Bowls		
1, 2… set 1, 2… end Exact number of points	0, 1, 2, 3, 4	Exact number of points in the specified set of the specified end
3x3 Basketball		
Who will make a 1, 2… two-point shot	1, 2	Which team will score the (specified) point(s) in overtime: Team 1, Team 2
MMA/Boxing		
Winning Method	W1 by points or technical decision, W1 by knockout, technical knockout, or disqualification; W2 by points or technical decision, W2 by knockout, technical	Match Win Method

	knockout, or disqualification; Draw or technical draw	
Round Win	P1 in the 1st Round, P1 in the 2nd Round, P1 in the 3rd Round, P1 in the 4th Round, P1 in the 5th Round, P1 in the 6th Round, P1 in the 7th Round, P1 in the 8th Round, P1 in the 9th Round, P1 in the 10th round, P1 in the 11th round, P1 in the 12th round, P2 in the 1st round, P2 in the 2nd round, P2 in the 3rd round, P2 in the 4th round, P2 in the 5th round, P2 in Round 6, P2 in Round 7, P2 in Round 8, P2 in Round 9, P2 in Round 10, P2 in Round 11, P2 in Round 12, P1 full fight, P2 full fight, Draw	Which participant will win and in which round
Victory within a range of rounds	P1 in rounds 1–3, P1 in rounds 4–6, P1 in rounds 7–9, P1 in rounds 10–12, P1 by points, Draw, P2 in rounds 1–3, P2 in rounds 4–6, P2 in rounds 7–9, P2 in rounds 10–12, P2 on points	Participant’s victory within a range of rounds
Contestant 1 will be knocked down	Yes, No	Contestant 1 will be knocked down: Yes, No

Contestant 2 will be knocked down	Yes, No	Contestant 2 will be knocked down: Yes, No
Contestant 1 will be knocked down and win	Yes, No	Contestant 1 will be knocked down and win the fight: Yes, No
Contestant 2 will be knocked down and win	Yes, No	Contestant 2 will be knocked down and win the fight: Yes, No
Both fighters will be knocked down	Yes, No	Both fighters will be knocked down: Yes, No
Full fight	Yes, No	The match will go the full distance: Yes, No
Round Win	F1 in Round 1, F1 in Round 2, F1 in Round 3, F1 in Round 4, F1 in Round 5, F2 in Round 1, P2 in the 2nd round, P2 in the 3rd round, P2 in the 4th round, P2 in the 5th round, P1 by points, P2 by points, draw	Which fighter will win the match and when
How will the fight be won?	Submission, chokehold, voluntary surrender, knockout, technical knockout, disqualification, decision, draw, or technical draw	Match Win Method
In which round will the fight end	Draw or technical draw, in rounds 1–2, in rounds 3–4, in the 5th round, or by judges' decision	In which round will the fight end
In which round will the fight end	Round 1, Round 2, Round 3, Round 4, Round 5, Round 6, Round 7, Round 8, Round 9, Round 10,	In which round will the fight end

	Round 11, Round 12, full fight	
Winning Method	P1 by points or technical decision, P1 by technical knockout ( ), by disqualification or voluntary surrender, P2 by points or technical decision, P2 by technical knockout, by disqualification or voluntary surrender, draw or technical draw	Method of victory in a match
Method of victory	P1 by decision or technical decision, P1 by knockout, technical knockout, or disqualification, P1 by submission, chokehold, or voluntary surrender, P2 by decision or technical decision, P2 by knockout, technical knockout, or disqualification, P2 by submission, chokehold, or voluntary surrender, draw, or technical draw	Match Win Method
In which round will the fight end	In the 1st round, in the 2nd round, in the 3rd round, in the 4th round, in the 5th round, full fight	In which round will the fight end
In which round will the fight be won	In the 1st or 2nd round, in the 3rd round, or by judges' decision, draw, or technical draw	In which round will the fight end

Winning Method	Fighter 1 by points or technical decision, Fighter 1 by knockout, technical knockout, or disqualification, Fighter 1 by submission, chokehold, or voluntary surrender, Fighter 2 by points or technical decision, Fighter 2 by knockout, technical knockout, or disqualification, Fighter 2 by submission, chokehold, or voluntary surrender	Method of victory in a match
Round Win	P1 in the 1st round, P1 in the 2nd round, P1 in the 3rd round, P1 in the 4th round, P1 in the 5th round, P2 in the 1st round, P2 in the 2nd round, P2 in the 3rd round, P2 in the 4th round, P2 in the 5th round, P1 by decision, P2 by decision	Which fighter will win the match and when
The match will end in a draw	Yes, No	Will it be a draw: Yes, No
P1 by unanimous decision	Yes, No	Winner 1 by unanimous decision: Yes, No
Winner 2 by unanimous decision	Yes, No	Contestant 2 wins by unanimous decision: Yes, No
Contestant 1 wins by split decision	Yes, No	Contestant 1 wins by split decision: Yes, No

Contestant 2 wins by split decision	Yes, No	Contestant 2 wins by split decision: Yes, No
W1 by judges' decision	Yes, No	Contestant 1 wins by judges' decision: Yes, No
Winner 2 by judges' decision	Yes, No	Contestant 2 wins by judges' decision: Yes, No
Winning Method	P1 knockout, technical knockout, disqualification, voluntary surrender, P1 knockout, technical knockout, disqualification, judges' decision, P1 voluntary surrender or judges' decision, draw, P2 knockout, technical knockout, disqualification, voluntary surrender, P2 knockout, technical knockout, disqualification, judges' decision, P2 voluntary surrender or judges' decision	Method of victory in a match
Method of victory in a round	P1: knockout, technical knockout, disqualification, in the 1st round; P1: knockout, technical knockout, disqualification, in the 2nd round; P1: knockout, technical knockout, disqualification, in the 3rd round; P1: knockout,	Method of victory in a match

	technical knockout, disqualification, in the 4th round, P1 knockout, technical knockout, disqualification, in the 5th round, P1 voluntary surrender, in the 1st round, P1 voluntary surrender, in the 2nd round, P1 voluntary surrender, in the 3rd round, P1 by voluntary surrender, in the 4th round, P1 by voluntary surrender, in the 5th round, P1 by judges' decision, P2 by knockout, technical knockout, disqualification, in the 1st round, P2 by knockout, technical knockout, disqualification, in the 2nd round, P2 by knockout, technical knockout, disqualification, in the 3rd round, P2 by knockout, technical knockout, disqualification, in the 4th round, P2 by knockout, technical knockout, disqualification, in the 5th round, P2 by voluntary surrender, in the 1st round, P2 by voluntary	

	surrender, in the 2nd round, P2 by voluntary surrender, in the 3rd round, P2 by voluntary surrender, in the 4th round, P2 by voluntary surrender, in the 5th round, P2 by judges' decision	
P1: Early victory	Yes, No	Contestant 1 will win by early victory: Yes, No
P2: Early victory	Yes, No	Contestant 2 will win by knockout: Yes, No
The fight will end in the first minute	Yes, No	The fight will end in the first minute: Yes, No
Esports		
Exact Score	2:0, 1:1, 0:2	Exact score of the match
Overtime in the 1st, 2nd... map	Yes, No	Will there be overtime in the specified map: Yes, No
Will map 1, 2… have more kills?	1, 2	Which team will get more kills on the specified map: Team 1, Team 2
Will 1, 2… win the round on 1, 2… map?	1, 2	The outcome of the specified round on the specified map: Team 1 wins, Team 2 wins
1, 2… Map 1, 2… First Blood round	1, 2	Which team's player will get the first kill in the specified round on the specified map: Team 1, Team 2
1, 2… map total headshots	Over, Under	Number of headshots on the specified map

1, 2… Will the map be an ace?	Yes, No	Will there be an ace in the specified card: Yes, No
1, 2… card 1, 2... round: bomb planted	Yes, No	Will the bomb be planted in the specified round of the specified map: Yes, No
1, 2… Map 1, 2... Round: Bomb defused	Yes, No	Will the bomb be defused in the specified round of the specified map: Yes, No
1st half 1, 2… map result 12	1, 2	Result of the first half of the specified map: Team 1 wins, Team 2 wins
1, 2… map: number of barracks destroyed	up to 2, 3, 4, 5, 6, 7 or more	Number of barracks destroyed on the specified map
1, 2… map: number of Roshans killed	0, 1, 2, 3, 4, and more	Number of Roshans killed on the specified map
1, 2… map: number of towers destroyed	up to 9, 10, 11, 12, 13, 14, 15, 16, 17, and more	Number of towers destroyed
1, 2… map: number of dragons killed	up to 2, 3, 4, 5, 6, 7, and more	Number of dragons killed
1, 2… map: number of barons killed	0, 1, 2, 3, 4, and more	Number of barons killed
1, 2… map: number of inhibitors destroyed	1, 2, 3, 4, or more	Number of inhibitors destroyed
Will get a quadra-kill Team 1	Yes, No	Will Team 1 get a quad kill? Yes, No
Will Team 2 get a quad kill?	Yes, No	Will Team 2 get a quad kill?: Yes, No
Will get a pentakill Team 1	Yes, No	Will Team 1 get a pentakill?: Yes, No
Will Team 2 get a pentakill?	Yes, No	Will Team 2 get a pentakill?: Yes, No
Will get a rampage? Team 1	Yes, No	Will Team 1 get a Rampage?: Yes, No

Will Team 2 get a Rampage?	Yes, No	Will Team 2 go on a rampage: Yes, No
Team 1 will perform an ultrakill	Yes, No	Will there be an ultrakill by Team 1: Yes, No
Will Team 2 perform an ultrakill?	Yes, No	Will there be an ultrakill? Team 2: Yes, No
1, 2… the map will kill 1, 2… Roshan	1, 2	Which team will kill the specified Roshan on on the specified map: Team 1, Team 2
1, 2… the map will destroy 1, 2… the barracks	1, 2	Which team will destroy the specified barracks on the specified map: Team 1, Team 2
1, 2… the map will kill 1, 2… the Herald	1, 2, None	Which team will kill the specified herald on the specified map
1, 2… the map will result in 1, 2… kills	1, 2	Which team will get the specified number of kills on the specified map: Team 1, Team 2
Will map 1, 2… have more kills?	1, X, 2	Which team will get more kills on the specified map: Team 1, tie, Team 2
1, 2… Map total Roshans	Over, Under	Number of Roshans killed on the specified map
1, 2… Map total inhibitors	Over, Under	Number of inhibitors on the specified map
1, 2… map total dragons	Over, Under	Number of dragons in the specified map
1, 2… Total Barons per Map	Over, Under	Number of barons on the specified map
1, 2… map total towers	Over, Under	Number of towers on the specified map

1, 2… Map: Both teams will kill the dragon	Yes, No	Will both teams kill the dragon on the specified map: Yes, No
1, 2… map—both teams will kill the Baron	Yes, No	Both teams will kill the Baron on the specified map: Yes, No
1, 2… map: Both teams will destroy the inhibitor	Yes, No	Both teams will destroy the inhibitor on the specified map: Yes, No
Total Rounds (Match)	Over, Under	Number of rounds in the match
Will score an ultrakill	1, 2	Which team will score an ultrakill: Team 1, Team 2
Will score a Rampage?	1, 2	Which team will get a Rampage: Team 1, Team 2
1, 2… map race to 1, 2… rounds	1, 2	Which team will be the first to win the specified number of rounds on the specified map: Team 1, Team 2
There will be a Rampage	Yes, No	Will there be a Rampage in the match: Yes, No
There Will Be Ultrakill	Yes, No	Will there be an ultrakill in the match: Yes, No
1, 2… Map Total Aegis	Over, Under	Number of Aegis in the specified map
1, 2… Aegis Handicap Map	1, 2	Which team will score more Aegids, taking the handicap into account, on the specified map: Team 1, Team 2
1, 2… Tower Handicap Map	1, 2	Which team will destroy more towers, taking the handicap into account: Team 1, Team 2

1, 2… Race to 1, 2… Net Worth map	1, 2	Which team will be the first to reach a net worth of 10k gold?
1, 2… map race to 1, 2… level	1, 2	Which team will be the first to reach the specified level on the specified map: Team 1, Team 2
1, 2… the map will destroy 1, 2… the fountain	1, 2	Which team will destroy the specified fountain on the specified map: Team 1, Team 2
1, 2… Help Zone Map	1, 2	Who will record more assists?
1, 2… Map 1, 2… Round Total Team 1	Over, Under	Number of kills by Team 1 in the specified round on the specified map
1, 2… Map 1, 2… Round Total Team 2	Over, Under	Number of kills by Team 2 in the specified round on the specified map
1, 2… Map 12 (knife round)	1, 2	Outcome of the knife round on the specified map: Team 1 win, Team 2 win
1, 2… Map 1, 2… Handicap round	1, 2	Which team will get more kills in the specified round on the specified map, taking the handicap into account: Team 1, Team 2
1, 2… map: Baron killed 1, 2…	1, 2	Which team will kill the specified Baron on the specified map: Team 1, Team 2
1, 2… map: Dragon killed 1, 2…	1, 2	Which team will kill the specified dragon on the specified map: Team 1, Team 2

1, 2… map: inhibitor destroyed 1, 2…	1, 2	Which team will destroy the specified inhibitor on the specified map: Team 1, Team 2
1, 2… map: tower destroyed 1, 2…	1, 2	Which team will destroy the specified tower on the specified map: Team 1, Team 2
1, 2… map destroyed, barracks 1, 2…	1, 2	Which team will destroy the specified barracks on the specified map: Team 1, Team 2
1, 2… the map will record a kill 1, 2…	1, 2	Which team will make the specified kill on the specified map: Team 1, Team 2
1, 2… the map has been obtained: 1, 2…	1, 2	Which team obtained the specified Aegis on the specified map: Team 1, Team 2
Exodus 12 (1, 2… Map 1, 2… pistol round)	1, 2	Result of the specified pistol round on the specified map: Team 1 wins, Team 2 wins
1, 2… map: winner of the first half	1, 2	Result of the first half of the specified map: Team 1 wins, Team 2 wins
1, 2… map winner of the second half	1, X, 2	Result of the second half of the specified map: Team 1 wins, tie, Team 2 wins
1, 2… card: winner of the pistol round	1, 2	Outcome of the pistol round on the specified map: Team 1 wins, Team 2 wins

1, 2… bet on which team will win more pistol rounds	1, 2	Which team will win more pistol rounds on the specified map: Team 1, Team 2
1, 2… bet on which team will win more pistol rounds	1, X, 2	Which team will win more pistol rounds on the specified map: Team 1, tie, Team 2
1, 2… map: will there be extra rounds	Yes, No	Will there be overtime in the specified map: Yes, No
1, 2… First Blood on this map	1, 2	Which team's player will get the first kill on the specified map: Team 1, Team 2
Who will destroy more towers?	1, 2	Which team will destroy more towers: Team 1, Team 2
Who will destroy more towers?	1, X, 2	Which team will destroy more towers: Team 1, tie, Team 2
1, 2… map: Who will destroy more towers?	1, 2	Which team will destroy more towers on the map specified at : Team 1, Team 2
1, 2… map: who will destroy more towers?	1, X, 2	Which team will destroy more towers on the specified map: Team 1, tie, Team 2
Who will destroy more barracks	1, 2	Which team will destroy more barracks: Team 1, Team 2
Who will destroy more barracks	1, X, 2	Which team will destroy more barracks: Team 1, tie, Team 2

1, 2… map: Who will destroy more barracks?	1, 2	Which team will destroy more barracks on the specified map: Team 1, Team 2
1, 2… map: Who will destroy more barracks?	1, X, 2	Which team will destroy more barracks on the specified map: Team 1, tie, Team 2
1, 2… map: who will kill more Roshans	1, 2	Which team will kill more Roshans on the specified map: Team 1, Team 2
1, 2… map: who will kill more Roshans	1, X, 2	Which team will kill more Roshans on the specified map: Team 1, tie, Team 2
Who will kill more dragons	1, 2	Which team will kill more dragons: Team 1, Team 2
Who will kill more dragons?	1, X, 2	Which team will kill more dragons: Team 1, tie, Team 2
1, 2… card: Who will kill more dragons?	1, 2	Which team will kill more dragons on the specified map: Team 1, Team 2
1, 2… card: Who will kill more dragons?	1, X, 2	Which team will kill more dragons on the specified map: Team 1, tie, Team 2
1, 2… map: who will kill the dragon	1, 2	Which team will kill the dragon in the specified map: Team 1, Team 2
Who Will Kill the Most Barons	1, 2	Which team will kill more barons: Team 1 or Team 2
Who Will Kill the Most Barons	1, X, 2	Which team will kill more barons: Team 1, tie, Team 2
1, 2… Map: Who will kill more Barons?	1, 2	Which team will kill more barons on the specified map: Team 1, Team 2

1, 2… Map: Who will kill more Barons?	1, X, 2	Which team will kill more Barons on the specified map: Team 1, tie, Team 2
Who will destroy more inhibitors	1, 2	Which team will destroy more inhibitors: Team 1, Team 2
Who will destroy more inhibitors?	1, X, 2	Which team will destroy more inhibitors: Team 1, tie, Team 2
1, 2… Map: Who will destroy more inhibitors?	1, 2	Which team will destroy more inhibitors on the specified map: Team 1, Team 2
1, 2… Map: Who will destroy more inhibitors?	1, X, 2	Which team will destroy more inhibitors on the specified map: Team 1, tie, Team 2
Exact Score	0:13, 1:13, 2:13, 3:13, 4:13, 5:13, 6:13, 7:13, 8:13, 9:13, 10:13, 11:13, 12:12, 13:0, 13:1, 13:2, 13:3, 13:4, 13:5, 13:6, 13:7, 13:8, 13:9, 13:10, 13:11	Exact score of the match
Exact Score	4:0, 4:1, 4:2, 4:3, 3:4, 2:4, 1:4, 0:4, 3:0, 3:1, 3:2, 2:3, 1:3, 0:3, 2:1, 1:2, 2:0, 1:1, 0:2, 1:0, 0:1	Exact score of the match
Winner	1, 2	Which team will win the game: Team 1, Team 2
Winner	1, X, 2	Which team will win the game in regulation time: Team 1, tie, Team 2

1, 2… Winner Card	1, 2	Which team will win the specified map: Team 1, Team 2
1, 2… winning map (no OT)	1, X, 2	Which team will win the specified map without overtime: Team 1, Team 2
1, 2, … Map Total Kills	Over, Under	Number of kills on the specified map
1, 2… Total rounds on the map	Over, Under	Number of rounds in the specified map
1, 2… bet on which team will win more pistol rounds	1, X, 2	Which team will win more pistol rounds on the specified map: Team 1, tie, Team 2
1, 2… map: number of forts destroyed	1, 2, 3, 4, 5 or more	Number of forts destroyed
1, 2… total forts	Over, Under	Number of forts destroyed on the specified map
1, 2… map number of large camps	Over, Under	Number of large camps destroyed on the specified map
Will score a quad kill	1, 2	Which team will get a quadra-kill: Team 1, Team 2
Will get a pentakill	1, 2	Which team will get a pentakill: Team 1 or Team 2
1, 2… round handicap chart	1, 2	Outcome of the specified match, taking the handicap into account: Team 1 wins , Team 2 wins
1, 2… Kill handicap card	1, 2	Which team will get more kills on the specified map: Team 1, Team 2
1, 2… Even/Odd Rounds Map	Even, Odd	Number of rounds in the specified map: Even, Odd

1, 2… even/odd number of kills on the map	Even, Odd	Number of kills in the specified map: Even, Odd
1, 2… set 1, 2… easy 180	Yes, No	Will there be a 180-point approach in the specified leg of the specified set: Yes, No
1, 2… set 1, 2… easy 180-point approach Player 1	Yes, No	Will there be a 180-point throw in the specified leg of the specified set for Player 1: Yes, No
1, 2… set 1, 2… leg 180 approach Player 2	Yes, No	Will there be a 180 in the specified leg of the specified set? Participant 2: Yes, No
1, 2… Team 1 will win both pistol rounds on this map	Yes, No	Team 1 will win both pistol rounds on the specified map: Yes, No
1, 2… the map will win both pistol rounds for Team 2	Yes, No	Team 2 will win both pistol rounds on the specified map: Yes, No
1, 2… map: knife kill	Yes, No	Will there be a knife kill on the specified map: Yes, No
1, 2… map: kill by incendiary grenade	Yes, No	Will there be a death by incendiary grenade on the specified map: Yes, No
1, 2… map: kill by fragmentation grenade	Yes, No	Will there be a kill by a fragmentation grenade on the specified map: Yes, No
1, 2… Map: Kill with Zeus X27	Yes, No	Will there be a kill with the Zeus X27 on the specified map: Yes, No
1, 2… map: pistol round count	2:0, 1:1, 0:2	Exact pistol round score on the specified map

1, 2… map, 1, 2… round win condition	Team kill, Defusing the bomb, Planting the bomb, Round time limit reached	Victory condition for the specified round on the specified map
1, 2… map: highest net worth at 1, 2… minutes	1, 2	Which team will have the higher net worth at the specified minute on the specified map: Team 1, Team 2
1, 2… the map will be Rampage	Yes, No	Will Rampage appear on the specified map: Yes, No
1, 2… the map will be captured by Aegis	Yes, No	Will the Aegis be captured on the specified map: Yes, No
1, 2… the item will be Divine Rapier	Yes, No	Will DivineRapier be in the specified map: Yes, No
1, 2… the item will be Megacrip	Yes, No	Will there be Megacryps in the specified map: Yes, No
1, 2... Map duration in minutes	Over, Under	Duration of the specified map
1, 2... Rune at 1, 2... minutes	Spells, Double Damage, Speed Boost, Illusions, Invisibility, Regeneration	Which rune will be on the specified map at the specified minute
1.2... the map will be a quad kill	Yes, No	Will there be a quadra-kill on the specified map: Yes, No
1, 2... the map will feature an ultrakill	Yes, No	Will there be an ultrakill on the specified map: Yes, No
1, 2... the map will have a pentakill	Yes, No	Will there be a pentakill on the specified map: Yes, No
1, 2... the map will be Godlike	Yes, No	Will there be a Godlike on the specified map: Yes, No

1, 2... the map has the longest killing streak	1, 2, 3, 4, 5, 6 or more	Longest kill streak on the specified map
1, 2... the map with the first blood within the first 2 minutes	Yes, No	Will there be a kill in the first two minutes on the specified map: Yes, No
1, 2... map: 1, 2... Herald killed	1, 2	Which team will kill the specified herald on the specified map: Team 1, Team 2
1, 2... map type 1, 2... dragon	Fire, Mountain, Sea, Cloud, Chemtech, Hextech	Type of the specified dragon on the specified map
1, 2... Map: Race to 1, 2… creeps	1, 2	Which team will kill the specified number of creeps on the specified map faster: Team 1, Team 2
1, 2... Map Outcome 1 2 (Gold)	1, 2	Which team will have more gold on the specified map: Team 1, Team 2
1, 2... Map: Mass Kill until 1.2… minutes	Yes, No	Will there be a mass kill before the specified minute on the specified map: Yes, No
Handicap on destroyed towers	1, 2	Which team will destroy more towers, taking the head start into account: Team 1, Team 2
1, 2… Map total towers destroyed by Team 1	Over, Under	Number of towers destroyed by Team 1 on the specified map
1,2… Map: Total Towers Destroyed—Team 2	Over, Under	Number of towers destroyed by Team 2 on the specified map

1, 2… Map: Number of towers destroyed	0–7, 8–9, 10–11, 12–13, 14–15, 16 or more	Number of towers destroyed on the specified map
1, 2… Map: Number of towers destroyed	0–10, 11–12, 13–14, 15 or more	Number of towers destroyed on the specified map
1, 2… map number of towers destroyed by Team 1	0–1, 2–3, 4–5, 6–7, 8–9, 10 or more	Number of towers destroyed on the specified map by Team 1
1, 2… map number of towers destroyed by Team 2	0–1, 2–3, 4–5, 6–7, 8–9, 10 or more	Number of towers destroyed on the specified map by Team 2
1, 2… Map: Head start in barracks destroyed	1, 2	Which team will destroy more barracks, taking the head start into account, on the specified map: Team 1, Team 2
Head start on destroyed barracks	1, 2	Which team will destroy more barracks, taking the handicap into account: Team 1 or Team 2
1, 2… Map total of destroyed barracks	Over, Under	Number of barracks destroyed on the specified map
1, 2… Map total of destroyed barracks for Team 1	Over, Under	Number of barracks destroyed by Team 1 on the specified map
1, 2… Map total of barracks destroyed by Team 2	Over, Under	Number of barracks destroyed on the specified map, Team 2
1, 2… Map: Number of barracks destroyed	0–1 barracks, 2 barracks, 3 barracks, 4 barracks, 5 barracks, 6 barracks or more	Number of barracks destroyed on the specified map

1, 2… map number of barracks destroyed by Team 1	None, 1–2 barracks, 3 barracks or more	Number of barracks destroyed by Team 1 on the specified map
1, 2… map number of barracks destroyed by Team 2	None, 1–2 barracks, 3 barracks or more	Number of barracks destroyed on the specified map, Team 2
1, 2… Map: Dragon Kill Lead	1, 2	Which team will kill more dragons, taking the handicap into account, on the specified map: Team 1, Team 2
Dragon Kill Handicap	1, 2	Which team will score more dragon kills, taking the handicap into account: Team 1 or Team 2
1, 2… Map total dragon kills: Team 1	Over, Under	Number of dragon kills in the specified round by Team 1
1, 2… Total dragon kills for Team 2	Over, Under	Number of dragon kills on the specified map, Team 2
1, 2… Map: Number of dragon kills	0–2 dragons, 3 dragons, 4 dragons, 5 dragons or more	Number of dragon kills on the specified map
1, 2… map number of dragon kills Team 1	None, 1 dragon, 2 dragons, 3 dragons or more	Number of dragon kills in the specified round by Team 1
1, 2… map number of dragon kills Team 2	None, 1 dragon, 2 dragons, 3 dragons or more	Number of dragon kills on the specified map, Team 2
1, 2… Map: Number of inhibitors destroyed	1, 2	Which team will destroy more inhibitors, taking the head start into account, on the specified map: Team 1, Team 2
Inhibitor destruction lead	1, 2	Which team will destroy more inhibitors, taking the

		handicap into account: Team 1, Team 2
1, 2… Map total inhibitors destroyed by Team 1	Over, Under	Number of inhibitors destroyed on the specified map by Team 1
1, 2… Map total inhibitors destroyed by Team 2	More, Less	Number of inhibitors destroyed on the specified map by Team 2
1, 2… Map: Number of inhibitors destroyed by Team 1	None, 1 inhibitor, 2 inhibitors or more	Number of inhibitors destroyed on the specified map by Team 1
1, 2… Map: Number of inhibitors destroyed by Team 2	None, 1 inhibitor, 2 inhibitors or more	Number of inhibitors destroyed on the specified map by Team 2
1, 2… map: number of inhibitors destroyed	0–1 inhibitor, 2 inhibitors, 3 inhibitors or more	Number of inhibitors destroyed on the specified map
1, 2… Map: Baron kill lead	1, 2	Which team will have more Baron kills, taking the lead into account, on the specified map: Team 1, Team 2
Baron kill lead	1, 2	Which team will have more Baron kills, taking the handicap into account: Team 1, Team 2
1, 2… Map Total Baron Kills Team 1	Over, Under	Number of Baron kills by Team 1 on the specified map
1, 2… Map total Baron kills by Team 2	Over, Under	Number of Baron kills by Team 2 on the specified map
1, 2… Map: Number of Baron kills by Team 1	None, 1 Baron, 2 Barons or more	Number of Baron kills by Team 1 on the specified map

1, 2… Map: Number of Baron kills by Team 2	None, 1 Baron, 2 Barons or more	Number of Baron kills by Team 2 on the specified map
1, 2… Map: Number of Baron kills	None, 1 Baron, 2 Barons or more	Number of Baron kills on the specified map
1, 2… Map Roshan kill lead	1, 2	Which team will score more Roshan kills, taking the handicap into account, on the specified map: Team 1, Team 2
1, 2… Team 1’s total Roshan kills on the map	Over, Under	Number of Roshan kills by Team 1 on the specified map
1, 2… Map total Roshan kills by Team 2	Over, Under	Number of Roshan kills by Team 2 on the specified map
1, 2… Map: Number of Roshan kills by Team 1	None, 1 Roshan, 2 Roshans or more	Number of Roshan kills by Team 1 on the specified map
1, 2… Map: Number of Roshan kills by Team 2	None, 1 Roshan, 2 Roshans or more	Number of Roshan kills by Team 2 on the specified map
1, 2… Map: Number of Roshan kills	0–1 Roshan, 2 Roshans, 3 Roshans or more	Number of Roshan kills on the specified map
1, 2… Map Roshan kill lead	1, 2	Which team will score more kills, taking the handicap into account, on the specified map: Team 1, Team 2
Kill handicap	1, 2	Which team will get more kills, taking the handicap into account: Team 1 or Team 2
Will get more kills	1, 2	Which team will commit more murders: Team 1 or Team 2

Will get more kills	1, X, 2	Which team will score more kills: Team 1, tie, Team 2
1, 2… even/odd kills card	Odd, Even	Number of kills in the specified round: Odd, Even
1, 2… Total Kills Bet	Over, Under	Number of kills in the specified map
1, 2… map total kills, Team 1	Over, Under	Number of kills by Team 1 on the specified map
1, 2… Map total kills, Team 2	Over, Under	Number of kills by Team 2 on the specified map
1, 2… Map: Number of kills by Team 1	0–5, 6–10, 11–15, 16 or more	Number of kills by Team 1 on the specified map
1, 2… Map: Number of kills by Team 1	0–20, 21–30, 31–40, 41 or more	Number of kills by Team 1 on the specified map
1, 2… map number of kills Team 2	0–5, 6–10, 11–15, 16 or more	Number of kills on the specified map by Team 2
1, 2… map number of kills Team 2	0–20, 21–30, 31–40, 41 or more	Number of kills by Team 2 on the specified map
1, 2… map number of kills	0–40, 41–50, 51–60, 61–70, 71 or more	Number of kills in the specified map
1, 2… map number of kills	0–10, 11–15, 16–20, 21–25, 26–30, 31 or more	Number of kills in the specified map
Round lead	1, 2	Which team will win more rounds, taking the handicap into account: Team 1, Team 2
1, 2… Team 1 will win 1, 2… or more rounds	Yes, No	Will Team 1 win the specified number of rounds or more in the specified hand: Yes, No
1, 2… Team 2 will win 1, 2… or more rounds in this map	Yes, No	Team 2 will win the specified number of

		rounds or more in the specified map: Yes, No
1, 2… Exact score for the map	1:16, 2:16, 3:16, 4:16, 5:16, 6:16, 7:16, 8:16, 9:16, 10:16, 11:16, 12:16, 13:16, 14:16, 15:15, 16:1, 16:2, 16:3, 16:4, 16:5, 16:6, 16:7, 16:8, 16:9, 16:10, 16:11, 16:12, 16:13, 16:14	Exact score in the specified hand
Team 1 will win at least one hand	Yes, No	Team 1 will win at least one set in the match: Yes, No
Will Team 2 win at least one set?	Yes, No	Will Team 2 win at least one hand in the match: Yes, No
Number of rounds won by Team 1	None, 1 hand, 2 hands	Exact number of cards Team 1 will win in the match
Number of maps won by Team 2	None, 1 hand, 2 hands	What is the exact number of cards Team 2 will win in the match?
Number of rounds won by Team 1	None, 1 card, 2 cards, 3 cards	Exact number of cards Team 1 will win in the match
Number of maps won by Team 2	None, 1 card, 2 cards, 3 cards	What is the exact number of cards Team 2 will win in the match?
1 card / Match	W1/W1, W1/L, W2/W2, W2/L	Outcome of the first map and outcome of the match
Winner	1, 2	Match Outcome: Team 1 win, Team 2 win
Winner	1, X, 2	Match outcome: Team 1 wins, tie, Team 2 wins

1, 2… winner card	1, 2	Outcome of the specified map: Team 1 win, Team 2 win
1, 2… winning map (no OT)	1, 2	Outcome of the specified hand without overtime: Team 1 wins, tie, Team 2 wins
Number of rounds won by Team 1	None, 1 hand, 2 hands, 3 hands, 4 hands	Exact number of cards Team 1 will win in the match
Number of sets won by Team 2	None, 1 hand, 2 hands, 3 hands, 4 hands	What is the exact number of cards Team 2 will win in the match?
Total cards for Team 1	Over, Under	Number of cards won by Team 1
Total cards for Team 2	Over, Under	Number of cards won by Team 2
Even/Odd Cards	Even, Odd	Number of cards in the match
1, 2… cards; race to 1, 2… Roshans	1, 2	Which team will kill the specified number of Roshans faster on the specified map: Team 1, Team 2
1, 2… Map: Winner of the 1st half and the following maps	P1/P1, P1/P2, P2/P1, P2/P2	Which team will win the first half of the specified map and go on to win the entire map
1, 2… map, first half handicap	1, 2	Which team will win the first half of the specified match, taking the handicap into account: Team 1, Team 2
1, 2… Map 2, half-handicap	1, 2	Which team will win the second half of the specified set, taking the

		handicap into account: Team 1, Team 2
1, 2… Map 1, first half, total, Team 1	Over, Under	Number of rounds won by Team 1 in the first half of the specified map
1, 2… Map 1, first half, total, Team 2	Over, Under	Number of rounds won by Team 2 in the first half of the specified map
1, 2… Map 2, first half total for Team 1	Over, Under	Number of rounds won by Team 1 in the second half of the specified map
1, 2… Map 2, second half total for Team 2	Over, Under	Number of rounds won by Team 2 in the second half of the specified map
1, 2… Map 1, first half, exact score	0:15, 1:14, 2:13, 3:12, 4:11, 5:10, 6:9, 7:8, 8:7, 9:6, 10:5, 11:4, 12:3, 13:2, 14:1, 15:0	Exact score for the first half on the specified map
1,2… map total wards destroyed	Over, Under	Number of wards destroyed on the specified map
Who will win more rounds in the match?	1, X, 2	Which team will win more rounds in the match: Team 1, tie, Team 2
1, 2… Map of All Teleports	Over, Under	Number of teleports on the specified map
1, 2… Total Buy-Back on the Map	Over, Under	Number of buybacks on the specified map
1, 2… map: 1, 2… courier kills	1, 2	Which team will kill the specified courier on the specified map: Team 1, Team 2
1, 2… Map: Team 1 kills 2 Roshan in a row	Yes, No	Will Team 1 kill two Roshans in a row on the specified map: Yes, No

1, 2… Map: Team 2 kills 2 Roshans in a row ( )	Yes, No	Will Team 2 kill two Roshans in a row on the specified map: Yes, No
1, 2… Map: Who will click the glyph first?	1, 2	Which team will be the first to click the glyph on the specified map: Team 1, Team 2
1, 2… Which team will perform the first buyback on the map?	1, 2	Which team will make the first buyback on the specified map: Team 1, Team 2
1, 2… which team will place more observer wards on the map	1, 2	Which team will place more observation wards on the specified map: Team 1, Team 2
1, 2… Total deaths on the map	Over, Under	Number of deaths on the specified map
1, 2… Map total deaths for Team 1	Over, Under	Number of deaths on the specified map for Team 1
1, 2… Map total deaths for Team 2	Over, Under	Number of deaths on the specified map for Team 2
1, 2… Which team will win more rounds on the T-side?	1, 2	Which team will win more rounds on the Terrorist side on the specified map: Team 1, Team 2
1, 2… the map will have more rounds won on the CT side	1, 2	Which team will win more rounds on the counter-terrorist side on the specified map: Team 1, Team 2
1, 2… First blood on the map before creeps spawn	Yes, No	Which team’s player will get the first kill before the creeps spawn on the specified map: Team 1, Team 2

1, 2… Map 1, 2… Round total kills: Team 1	Over, Under	Number of kills by Team 1 in the specified round of the specified map
1, 2… Map 1, 2… Round Total Kills Team 2	Over, Under	Number of kills by Team 2 in the specified round of the specified map
1, 2… map: race to 1, 2… towers	1, 2	Which team will destroy the specified number of towers on the specified map faster: Team 1, Team 2
1.2… map: race to 1.2… barracks	1, 2	Which team will destroy the specified number of barracks on the specified map faster: Team 1 or Team 2
Total maps	Over, Under	Number of maps
Map handicap	1, 2	Which team will win more cards, taking the handicap into account: Team 1, Team 2
1, 2… Which team will win more rounds on the T-side?	1, X, 2	Which team will win more rounds on the Terrorist side on the specified map: Team 1, tie, Team 2
1, 2… the map will have more rounds won on the CT side	1, X, 2	Which team will win more rounds on the counter-terrorist side in the specified map : Team 1, tie, Team 2
Team 1 will win the first map and the match	Yes, No	Team 1 will win the first map and the match: Yes, No

Team 1 will win the first map but lose the match	Yes, No	Team 1 will win the first map and lose the match: Yes, No
Team 2 will win the first map and the match	Yes, No	Team 2 will win the first map and the match: Yes, No
Team 2 will win the first map and lose the match	Yes, No	Team 2 will win the first map and lose the match: Yes, No
1, 2… Total number of defused bombs on the map	Over, Under	Number of bombs defused on the specified map
1, 2… Map winner of the first half and maps	T2/T2, X/T1, T2/T1, T1/X, T1/T2, T1/T1, X/X, T2/X, X/T2	Which team will win the first half and the match on the specified map
Will score at least 1, 2, ... fantasy points (per game)	Yes, No	Will the specified player score at least the specified number of fantasy points in regulation time: Yes, No
1, 2… Map winner and total kills	Team 1/Over, Team 1/Under, Team 2/Over, Team 2/Under	Outcome of the specified map and number of kills
1, 2… winning hand and duration in minutes	Team 1/Over, Team 1/Under, Team 2/Over, Team 2/Under	Outcome of the specified hand and duration in minutes
Even/Odd number of kills	Even, Odd	Number of kills: Even, Odd
Total towers destroyed	Over, Under	Number of towers destroyed
1, 2… Map 1, first half, exact score	0:12, 1:11, 2:10, 3:9, 4:8, 5:7, 6:6, 7:5, 8:4, 9:3, 10:2, 11:1, 12:0	Exact score for the first half of the specified map
1, 2… Winner of the first half of the map	1, X, 2	Outcome of the first half of the specified map:

		Team 1 win, tie, Team 2 win
1, 2… 1st half double chance	1X, 12, X2	Double Chance outcome for the first half of the specified match
1, 2… Second half double chance (no OT)	1X, 12, X2	Double Chance outcome for the second half of the specified match, excluding overtime
1, 2… Team 1 will win both pistol rounds and the map	Yes, No	Team 1 will win both pistol rounds on the specified map: Yes, No
1, 2… Team 2 will win both pistol rounds and the map	Yes, No	Will Team 2 win both pistol rounds on the specified map?: Yes, No
1, 2… Most commonly chosen enhancement rune	Spells, Speed Boosts, Damage Boosts, Illusions, Invisibility, Regeneration	Which will be the most commonly picked buff rune on the specified map?
1, 2… Who will collect more Wealth runes?	1, X, 2	Which team will pick more Wealth runes on the specified map: Team 1, tie, Team 2
1, 2… Who will win more clutch matches?	1, X, 2	Will win more clutch plays?
1, 2… Who will get the first blood?	1, X, 2	Which team will get more first kills on the specified map: Team 1, tie, Team 2
1, 2… Total rounds on the map that end by time limit	Over, Under	Number of rounds completed by time limit on the specified map
1, 2… Map total bombs detonated	Over, Under	Number of bombs that have exploded on the specified map

1 map total kills from 1, 2… minutes Team 1	Over, Under	Number of kills on the first map starting from the specified minute Team 1
Total kills on 1 map from 1, 2… minutes Team 2	Over, Under	Number of kills on the first map starting from the specified minute Team 2
1, 2… map: even/odd number of kills starting from the 1st, 2nd… minute	Even, Odd	Number of kills on the specified map starting from the specified minute: Even/Odd
Total kills on 1 map starting from 1, 2… minutes	Over, Under	Number of kills in the first map starting from the specified minute
1st, 2nd… map: total of 12 kills starting at 1, 2… minutes	1, 2	Which team will score more kills on the specified map starting at the specified minute: Team 1, Team 2
1, 2… map result: 1×2 kills starting at 1, 2… minutes	1, X, 2	Which team will get more kills on the specified map starting at the specified minute: Team 1, Tie, Team 2
4-minute kill handicap starting at 1, 2… minutes	1, 2	Which team will score more kills, taking the handicap into account, on the fourth map starting at the specified minute: Team 1, Team 2
5. Total kills map from 1, 2… minutes Team 1	Over, Under	Number of kills on the fifth map starting at the specified minute: Team 1
Map 5: Kill handicap starting at 1, 2… minutes	1, 2	Which team will have more kills, taking the handicap into account, on

		the fifth map starting from the specified minute: Team 1, Team 2
Map 5: Total Kills from 1, 2… minutes Team 2	Over, Under	Number of kills on the fifth map starting from the specified minute: Team 2
Total kills on Map 5 starting at 1, 2… minutes	Over, Under	Number of kills on the fifth map starting from the specified minute
Kill lead on Map 1 from 1, 2… minutes	1, 2	Which team will score more kills, taking the handicap into account, on the first map starting at the specified minute: Team 1, Team 2
2nd map total kills starting from 1, 2… minutes Team 1	Over, Under	Number of kills on the second map starting from the specified minute: Team 1
Map 2: Total kills from 1, 2… minutes: Team 2	Over, Under	Number of kills on the second map starting from the specified minute Team 2
Total kills on Map 2 from 1, 2… minutes	Over, Under	Number of kills on the second map starting from the specified minute
2-map kill spread from 1, 2… minutes	1, 2	Which team will have more kills, taking the handicap into account, on the second map starting from the specified minute: Team 1, Team 2
3: Total kills on Map 3 starting from 1, 2… minutes—Team 1	Over, Under	Number of kills on the third map starting from the specified minute: Team 1

Total kills on Map 3 starting at 1, 2… minutes: Team 2	Over, Under	Number of kills on the third map starting from the specified minute Team 2
Total kills on Map 3 from 1, 2… minutes	Over, Under	Number of kills on the third map starting from the specified minute
3rd map kill spread from 1, 2… minutes	1, 2	Which team will have more kills, taking the handicap into account, on the third map starting from the specified minute: Team 1, Team 2
4th map total kills starting from 1, 2… minutes Team 1	Over, Under	Number of kills on the fourth map starting from the specified minute Team 1
Total kills on Map 4 from 1, 2… minutes Team 2	Over, Under	Number of kills on the fourth map starting from the specified minute Team 2
Total kills on Map 4 from 1, 2… minutes	Over, Under	Number of kills on the fourth map starting from the specified minute
Even/Odd	Even, Odd	Number of Rounds: Even, Odd
Winner and duration in minutes	Team 1/Over, Team 1/Under, Team 2/Over, Team 2/Under	Match Outcome and Match Duration in Minutes

Motorsports and Formula 1

Win by a margin of	0–2.999 sec, 3–5.999 sec, 6–9.999 sec, 10–14.999 sec, 15–10.999 sec, 20 or more sec	Victory by a margin in seconds

Table Tennis		
1, 2… set win by a margin	Win 1 in 2, Win 1 in 3–4, Win 1 in 5 or more, Win 2 in 2, Win 2 in 3–4, Win 2 in 5 or more	Outcome of the specified set by point margin
1, 2… exact set score	11:0, 11:1, 11:2, 11:3, 11:4, 11:5, 11:6, 11:7, 11:8, 11:9, 9:11, 8:11, 7:11, 6:11, 5:11, 4:11, 3:11, 2:11, 1:11, 0:11, P1 any other, P2 any other	Exact score of the specified set
Cricket		
Even/Odd runs Team 1	Even, Odd	Number of runs by Team 1: Even/Odd
Even/Odd runs for Team 2	Even, Odd	Number of runs, Team 2: Even/Odd
Total Extras	Over, Under	Number of extras
Total Runs After 1, 2 … Overs Team 1	Over, Under	Number of runs after the specified number of overs Team 1
Total runs after 1, 2 … overs Team 2	Over, Under	Number of runs after the specified number of overs, Team 2
Total runs for Team 1	Over, Under	Number of runs by Team 1
Total Runs Team 2	Over, Under	Number of runs Team 2
Total Runs	Over, Under	Number of runs
Total Runouts	Over, Under	Number of run-outs

Total runs scored by the highest-scoring over	Over, Under	Number of runs in the highest-scoring over
Total wickets	Over, Under	Number of wickets
Winner of the toss	1, 2	Which team will win the coin toss: Team 1, Team 2
Total 4-pointers	Over, Under	Number of 4-pointers
Total 6-pointers	Over, Under	Number of 6-pointers
1X2 Outcome after 1, 2 … overs	1, X, 2	Winner after the specified number of overs: Team 1, tie, Team 2
1X2 Outcome: 4-point plays	1, X, 2	Which team will score more 4-pointers: Team 1, tie, Team 2
1X2 Outcome: 6-point plays	1, X, 2	Which team will score more 6-pointers: Team 1, tie, Team 2
1X2 Outcome for the First Pair	1, X, 2	1X2 Outcome for the First Partnership: Team 1, Tie, Team 2
1, 2… Over/Under on Team 1's runs	Even, Odd	Number of runs by Team 1 in the specified over: Even/Odd
1, 2… Over Even/Odd runs by Team 2	Even, Odd	Number of runs by Team 2 in the specified over: Even/Odd
1, 2… Over Total Runs for Team 1	Over, Under	Number of runs by Team 1 in the specified over
1, 2… Over/Under total runs for Team 2	Over, Under	Number of runs by Team 2 in the specified over
1, 2… Over: Team 1 will score at least 1, 2… runs	Yes, No	Team 1 will score at least the specified number of runs in the specified over: Yes, No
1, 2… the over will total at least 1, 2… runs for Team 2	Yes, No	Team 2 will score at least the specified number of runs in the specified over: Yes, No
1, 2… over, wicket: Team 1	Yes, No	Will there be a wicket?: Yes, No

1, 2… over wicket Team 2	Yes, No	Will there be a wicket?: Yes, No
Next 1, 2… boundary ball Team 1	Yes, No	Will the next specified ball be a boundary? Team 1: Yes, No
Next 1, 2… ball— boundary for Team 2	Yes, No	Will there be a boundary on the next specified ball? Team 2: Yes, No
1, 2… wicket method Team 1	Caught, Any other	How will the wicket be taken? Team 1
1, 2… Wicket method Team 2	Caught, Any other	How will Team 2 take the wicket?
1, 2… over the boundary, Team 1	Yes, No	Will there be a boundary in the next specified over? Team 1: Yes, No
1, 2… over the boundary Team 2	Yes, No	Will there be a boundary in the next specified over? Team 2: Yes, No
1, 2… inning method 1, 2… wicket	Caught, Bowled, Leg before wicket, Run- , Stamped, Other	Method of the specified wicket in the specified inning
1, 2… inning method 1, 2… wicket	Caught, Not Caught	Method of the specified wicket in the specified inning
1, 2… inning, method 1, 2… wicket, Team 1	Caught, Bould, Foot in front of the wicket, Run-out, Stamped, Other	Method of the specified wicket in the specified inning Team 1
1, 2… inning, method 1, 2… wicket, Team 1	Caught, Not Caught	Method of the specified wicket in the specified inning Team 1
1, 2… inning, method 1, 2… wicket Team 2	Caught, Bould, Foot in front of the wicket, Run-	Method of the specified wicket in the specified inning Team 2

	out, Stamped, Other	
1, 2… inning, method 1, 2… wicket Team 2	Caught, Not Caught	Method of the specified wicket in the specified inning Team 2
1, 2… inning 1, 2… wicket total runs Team 1	Over, Under	Number of runs in the specified wicket of the specified inning Team 1
1, 2… inning 1, 2… wicket total runs Team 2	Over, Under	Number of runs in the specified wicket of the specified inning, Team 2
1, 2… inning: even/odd runs after the 1st, 2nd… wicket Team 1	Even, Odd	Number of runs after the specified wicket in the specified inning, Team 1: Even/Odd
1, 2… even/odd number of runs in the inning after the 1st, 2nd… wicket Team 2	Even, Odd	Number of runs after the specified wicket in the specified inning, Team 2: Even/Odd
1st, 2nd… inning; 1st, 2nd… pitch; total runs; Team 1	Over, Under	Number of runs on the specified pitch in the specified inning, Team 1
1, 2… inning 1, 2… pitch total runs Team 2	Over, Under	Number of runs in the specified at-bat of the specified inning, Team 2
1, 2… inning 1, 2… pitch exact number of runs Team 1	0 runs, 1 run, 2 runs, 3 runs, 4 runs, 5 runs or more	Exact number of runs in the specified at-bat of the specified inning—Team 1
1, 2… inning 1, 2… pitch exact number of runs Team 2	0 runs, 1 run, 2 runs, 3 runs, 4 runs, 5 runs or more	Exact number of runs on the specified pitch in the specified inning Team 2

1, 2… inning 1, 2… the over will be a 4-run over Team 1	Yes, No	Will there be a 4-run over in the specified over of the specified inning? Team 1: Yes, No
1, 2… inning 1, 2… the over will be a 4-run over Team 2	Yes, No	Will there be a 4-run inning in the specified over of the specified inning for Team 2: Yes, No
1, 2… inning 1, 2… the over will be a 6-run over Team 1	Yes, No	Will there be a 6-run over in the specified over of the specified inning for Team 1: Yes, No
1, 2… inning 1, 2… the over will be a 6-run over Team 2	Yes, No	Will there be a 6-run inning in the specified over of the specified inning for Team 2: Yes, No
1, 2… inning 1, 2… over total runs Team 1	Over, Under	Number of runs in the specified over of the specified inning, Team 1
1, 2… inning 1, 2… over total runs Team 2	Over, Under	Number of runs in the specified over of the specified inning, Team 2
1, 2… inning 1, 2… over exact number of runs Team 1	Fewer than 6 runs, 6 runs, 7 runs, 8 runs, 9 runs, 10 runs, 11 , 12 runs or more	Exact number of runs in the specified over of the specified inning Team 1
1, 2… inning 1, 2… over exact number of runs Team 2	Fewer than 6 runs, 6 runs, 7 runs, 8 runs, 9 runs, 10 runs, 11 runs, 12 runs or more	Exact number of runs in the specified over of the specified inning Team 2
1, 2… inning 1, 2… over: even/odd runs for Team 1	Even, Odd	Number of runs in the specified over of the specified inning, Team 1: Even/Odd
1, 2… inning 1, 2… over: even/odd runs Team 2	Even, Odd	Number of runs in the specified over of the specified inning, Team 2: Even/Odd

1, 2… inning 1, 2… over extras Team 1	Yes, No	Will there be extra innings in the specified over of the specified inning? Team 1: Yes, No
1, 2… inning 1, 2… over, extra innings Team 2	Yes, No	Will there be extra innings in the specified over of the specified inning for Team 2: Yes, No
1, 2… inning: the team with the highest-scoring over	1, X, 2	Which team will score more runs in the highest-scoring over of the specified inning: Team 1, tie, Team 2
1, 2… next inning 1, 2… 6-run ball Team 1	Yes, No	Will Team 1 hit a 6-run home run in the specified inning on the specified pitch: Yes, No
1, 2… next inning 1, 2… 6-run play by Team 2	Yes, No	Will Team 2 score a 6-run hit in the specified inning on the specified ball: Yes, No
1, 2… next inning 1, 2… boundary ball by Team 1	Yes, No	Will Team 1 hit a boundary in the specified inning of the specified ball: Yes, No
1, 2… next inning 1, 2… Team 2 hits a boundary ball	Yes, No	Will Team 2 hit a boundary on the specified ball in the specified inning: Yes, No
1, 2… next inning 1, 2… ball, wicket—Team 1	Yes, No	Will Team 1 take a wicket in the specified inning on the specified ball: Yes, No
1, 2… next inning 1, 2… ball, wicket—Team 2	Yes, No	Will Team 2 take a wicket in the specified inning on the specified ball: Yes, No
1, 2… next inning 1, 2… ball total runs Team 1	Over, Under	Number of runs scored by Team 1 in the specified ball of the specified inning
1, 2… next inning 1, 2… total runs for Team 2	Over, Under	Number of runs on the specified ball in the specified inning—Team 2

1, 2… next inning 1, 2… exact number of runs for that ball Team 1	0 runs, 1 run, 2 runs, 3 runs, 4 runs, 5 runs or more	Exact number of runs on a specified ball in a specified inning Team 1
1, 2… next inning 1, 2… ball, exact number of runs, Team 2	0 runs, 1 run, 2 runs, 3 runs, 4 runs, 5 runs or more	Exact number of runs scored on the specified pitch in the specified inning by Team 2
1, 2… next inning 1, 2… ball Even/Odd runs Team 1	Even, Odd	Number of runs scored by Team 1 in the specified ball of the specified inning
1, 2… next inning 1, 2… ball Even/Odd runs Team 2	Even, Odd	Number of runs on the specified ball in the specified inning—Team 2
1, 2… Total wickets for the inning, Team 1	Over, Under	Number of wickets in the specified inning, Team 1
1, 2… Inning total wickets for Team 2	Over, Under	Number of wickets in the specified inning, Team 2
1, 2… Inning total run-outs for Team 1	Over, Under	Number of run-outs in the specified inning, Team 1
1, 2… Inning total run-outs for Team 2	Over, Under	Number of run-outs in the specified inning, Team 2
1, 2… Inning total runs for Team 1	Over, Under	Number of runs in the specified inning, Team 1
1, 2… Inning total runs for Team 2	Over, Under	Number of runs in the specified inning, Team 2
1, 2… Inning total extra runs Team 1	Over, Under	Number of extra runs in the specified inning, Team 1
1, 2… Inning total extra runs Team 2	Over, Under	Number of extra runs in the specified inning, Team 2
1, 2… inning: Even/Odd runs for Team 1	Even, Odd	Number of runs in the specified inning, Team 1: Even/Odd

1, 2… inning Even/Odd runs Team 2	Even, Odd	Number of runs in the specified inning for Team 2: Even/Odd
1, 2… Total 6-run innings for Team 2	Over, Under	Number of 6-run plays in the specified inning, Team 2
1, 2… Over total runs	Over, Under	Number of runs in the specified over
1, 2… over Even/Odd runs	Even, Odd	Number of runs in the specified over: Even/Odd
Will there be a super over?	Yes, No	Will there be a super over?: Yes, No
1st, 2nd… inning runs scored by Team 1	0–99 runs, 100–119 runs, 120–129 runs, 130–139 runs, 140–149 runs, 150–159 runs, 160–169 runs, 170–189 runs, 190 runs or more	Number of runs in the specified inning, Team 1
1st, 2nd… inning runs Team 2	0–99 runs, 100–119 runs, 120–129 runs, 130–139 runs, 140–149 runs, 150–159 runs, 160–169 runs, 170–189 runs, 190 runs or more	Number of runs in the specified inning, Team 2
1st, 2nd… inning: number of runs in the highest-scoring over	0–12 runs, 13–14 runs, 15–16 runs, 17–18 runs, 19–20 runs, 21–22 runs, 23 runs or more	Number of runs in the highest-scoring over of the specified inning

Will it be a tie?	Yes, No	Will it be a tie: Yes, No
1st, 2nd… inning 1X2 outcome after the first 1, 2… overs	1, X, 2	Which team will score more runs
1st, 2nd… inning total after the first 1st, 2nd… overs Team 1	Over, Under	Number of runs scored by Team 1 during the time period from the start of the specified inning until the end of the specified over in that inning
1, 2… inning total after the first 1, 2… overs Team 2	Over, Under	Number of runs scored by Team 2 during the time period from the start of the specified inning until the end of the specified over in that inning
1, 2… Inning total runs after the first 1, 2… overs by Team 1	0–24 runs, 25–29 runs, 30–34 runs, 35–39 runs, 40–44 runs, 45–49 runs, 50–54 runs, 55–59 runs, 60 runs or more	Number of runs scored by Team 1 during the time period from the start of the specified inning until the end of the specified over in that inning
1st, 2nd… inning: number of runs after the first 1, 2… overs by Team 2	0–24 runs, 25–29 runs, 30–34 runs, 35–39 runs, 40–44 runs, 45–49 runs, 50–54 runs, 55–59 runs, 60 runs or more	Number of runs scored by Team 2 during the time period from the start of the specified inning until the end of the specified over in that inning
1, 2… Inning total runs after the first 1, 2… overs by Team 1	0–49 runs, 50–59 runs, 60–64 runs, 65–69 runs, 70–74 runs, 75–79 runs, 80–84 runs, 85–94 runs, 95 runs or more	Number of runs scored by Team 1 during the time period from the start of the specified inning until the end of the specified over in that inning

1st, 2nd… inning: number of runs after the first 1, 2… overs by Team 2	0–49 runs, 50–59 runs, 60–64 runs, 65–69 runs, 70–74 runs, 75–79 runs, 80–84 runs, 85–94 runs, 95 runs or more	Number of runs scored by Team 2 during the time intervals from the start of the specified inning until the end of the specified over in that inning
1, 2… Total 4-run innings for Team 1	Over, Under	Number of 4-run plays in the specified inning for Team 1
1, 2… Inning total of 4-run plays Team 2	Over, Under	Number of 4-run plays in the specified inning, Team 2
1, 2… Inning total of 6-run plays for Team 1	Over, Under	Number of 6-run plays in the specified inning, Team 1
1, 2… Inning: Even/Odd 4-run plays for Team 1	Even, Odd	Number of 4-run innings in the specified inning, Team 1: Even/Odd
1, 2… inning Even/Odd 4-run innings Team 2	Even, Odd	Number of 4-run innings in the specified inning, Team 2: Even/Odd
Even/Odd 4-run innings	Even, Odd	Number of 4-run innings: Even/Odd
Even/Odd 6-run innings	Even, Odd	Number of 6-point shots: Even/Odd
Even/Odd Run-outs	Even, Odd	Number of run-outs: Even/Odd
Which team will take the final shot	1, 2	Which team will take the last shot in the penalty shootout: Team 1, Team 2
Result of the last penalty kick	Goal, Miss	Result of the last penalty kick
1, 2… innings Even/Odd runs after the first 1, 2… overs Team 1	Even, Odd	Number of runs scored by Team 1 during the time period from the start of the specified inning until the end of the specified over in that inning: Even/Odd

1, 2… innings: Even/Odd runs after the first 1, 2… overs, Team 2	Even, Odd	Number of runs scored by Team 2 during the time period from the start of the specified inning until the end of the specified over in that inning: Even/Odd
Outcome 12 and Total	Team 1/Over, Team 1/Under, Team 2/Over, Team 2/Under	Outcome and number of games
1, 2… set total of double plays for Player 1	Over, Under	Number of double faults in the specified set – Player 1
1, 2… set total of double faults for Player 2	Over, Under	Number of double faults in the specified set, Player 2
1, 2… set, best of 1, 2… games	1, None, 2	Which participant will win the race to the specified number of games in the specified set: Participant 1, None, Participant 2

Appendix No. 3
LIST OF GAMBLING GAMES

No.	Name of the Game	Type of Gambling Game	Provider
1.	Onyx Auto Roulette	Live roulette game	EGT Interactive Ltd.
2.	Dynamic Roulette 120x	Live roulette game	EGT Interactive Ltd.
3.	Vegas Roulette 500x	Live roulette game	EGT Interactive Ltd.
4.	Dynamic European Roulette	Live roulette game	Amusnet Interactive Ltd

5.	Live European Roulette	Live roulette game	Amusnet Interactive Ltd
6.	Live Speed Roulette	Live roulette game	Amusnet Interactive Ltd
7.	Showtime Roulette 500x	Live roulette game	Amusnet Interactive Ltd
8.	Live Roulette - Russian	Live roulette game	Amusnet Interactive Ltd
9.	Russian Roulette	Live roulette game	Arrise Solutions (Malta) Limited
10.	Roulette	Live roulette game	Arrise Solutions (Malta) Limited
11.	VIP Roulette	Live roulette game	Arrise Solutions (Malta) Limited
12.	Roulette Macao	Live roulette game	Arrise Solutions (Malta) Limited
13.	Speed Roulette	Live roulette game	Arrise Solutions (Malta) Limited
14.	Auto Roulette	Live roulette game	Arrise Solutions (Malta) Limited
15.	Mega Roulette	Live roulette game	Arrise Solutions (Malta) Limited
16.	PowerUP Roulette	Live roulette game	Arrise Solutions (Malta) Limited
17.	Sweet Bonanza CandyLand	Online betting game	Arrise Solutions (Malta) Limited
18.	Money Time	Online betting game	Arrise Solutions (Malta) Limited
19.	Snakes & Ladders Live	Online betting game	Arrise Solutions (Malta) Limited

20.	Mega Wheel	Online betting game	Arrise Solutions (Malta) Limited
21.	Treasure Island	Online betting game	Arrise Solutions (Malta) Limited
22.	Mega Sic Bo	Online betting game	Arrise Solutions (Malta) Limited
23.	Dragon Tiger	Live card game	Arrise Solutions (Malta) Limited
24.	Mega Baccarat	Live card game	Arrise Solutions (Malta) Limited
25.	Super 8 Baccarat	Live card game	Arrise Solutions (Malta) Limited
26.	Baccarat	Live card game	Arrise Solutions (Malta) Limited
27.	Speed Baccarat	Live card game	Arrise Solutions (Malta) Limited
28.	ONE Blackjack	Live card game	Arrise Solutions (Malta) Limited
29.	Bet Behind Pro Blackjack	Live card game	Arrise Solutions (Malta) Limited
30.	VIP Blackjack	Live card game	Arrise Solutions (Malta) Limited
31.	Blackjack	Live card game	Arrise Solutions (Malta) Limited
32.	Speed Blackjack	Live card game	Arrise Solutions (Malta) Limited
33.	Russian Blackjack	Live card game	Arrise Solutions (Malta) Limited
34	Russian Roulette	Live roulette game	Arrise Solutions (Malta) Limited
35	Auto Roulette	Live roulette game	Arrise Solutions (Malta) Limited
36	Speed Roulette 1	Live roulette game	Arrise Solutions (Malta) Limited

37	Speed Roulette 2	Live roulette game	Arrise Solutions (Malta) Limited
38	Roulette 1	Live roulette game	Arrise Solutions (Malta) Limited
39	Roulette 3	Live roulette game	Arrise Solutions (Malta) Limited
40	VIP Roulette	Live roulette game	Arrise Solutions (Malta) Limited
41	Roulette Macao	Live roulette game	Arrise Solutions (Malta) Limited
42	Mega Roulette	Live roulette game	Arrise Solutions (Malta) Limited
43	PowerUP Roulette	Live roulette game	Arrise Solutions (Malta) Limited
44	Sweet Bonanza CandyLand	Live roulette game	Arrise Solutions (Malta) Limited
45	Money Time	Live roulette game	Arrise Solutions (Malta) Limited
46	Snakes & Ladders Live	Live roulette game	Arrise Solutions (Malta) Limited
47	Mega Wheel	Live roulette game	Arrise Solutions (Malta) Limited
48	Treasure Island	Live roulette game	Arrise Solutions (Malta) Limited
49	Dragon Tiger	Live card game	Arrise Solutions (Malta) Limited
50	Mega Baccarat	Live card game	Arrise Solutions (Malta) Limited
51	Super 8 Baccarat	Live card game	Arrise Solutions (Malta) Limited

52	Baccarat 1	Live card game	Arrise Solutions (Malta) Limited
53	Baccarat 2	Live card game	Arrise Solutions (Malta) Limited
54	Baccarat 3	Live card game	Arrise Solutions (Malta) Limited
55	Baccarat 5	Live card game	Arrise Solutions (Malta) Limited
56	Baccarat 6	Live card game	Arrise Solutions (Malta) Limited
57	Speed Baccarat 1	Live card game	Arrise Solutions (Malta) Limited
58	Speed Baccarat 10	Live card game	Arrise Solutions (Malta) Limited
59	Speed Baccarat 11	Live card game	Arrise Solutions (Malta) Limited
60	Speed Baccarat 12	Live card game	Arrise Solutions (Malta) Limited
61	Speed Baccarat 13	Live card game	Arrise Solutions (Malta) Limited
62	Speed Baccarat 15	Live card game	Arrise Solutions (Malta) Limited
63	Speed Baccarat 2	Live card game	Arrise Solutions (Malta) Limited
64	Speed Baccarat 3	Live card game	Arrise Solutions (Malta) Limited
65	Speed Baccarat 5	Live card game	Arrise Solutions (Malta) Limited
66	Speed Baccarat 6	Live card game	Arrise Solutions (Malta) Limited
67	Speed Baccarat 7	Live card game	Arrise Solutions (Malta) Limited
68	Speed Baccarat 8	Live card game	Arrise Solutions (Malta) Limited

69	Speed Baccarat 9	Live card game	Arrise Solutions (Malta) Limited
70	ONE Blackjack 1	Live card game	Arrise Solutions (Malta) Limited
71	ONE Blackjack 2	Live card game	Arrise Solutions (Malta) Limited
72	Bet Behind Pro Blackjack	Live card game	Arrise Solutions (Malta) Limited
73	VIP Blackjack 1	Live card game	Arrise Solutions (Malta) Limited
74	VIP Blackjack 2	Live card game	Arrise Solutions (Malta) Limited
75	VIP Blackjack 3	Live card game	Arrise Solutions (Malta) Limited
76	VIP Blackjack 4	Live card game	Arrise Solutions (Malta) Limited
77	VIP Blackjack 5	Live card game	Arrise Solutions (Malta) Limited
78	VIP Blackjack 6	Live card game	Arrise Solutions (Malta) Limited
79	VIP Blackjack 7	Live card game	Arrise Solutions (Malta) Limited
80	VIP Blackjack 8	Live card game	Arrise Solutions (Malta) Limited
81	VIP Blackjack 9	Live card game	Arrise Solutions (Malta) Limited
82	VIP Blackjack 10	Live card game	Arrise Solutions (Malta) Limited
83	Blackjack 1	Live card game	Arrise Solutions (Malta) Limited
84	Blackjack 2	Live card game	Arrise Solutions (Malta) Limited
85	Blackjack 3	Live card game	Arrise Solutions (Malta) Limited

86	Blackjack 4	Live card game	Arrise Solutions (Malta) Limited
87	Blackjack 5	Live card game	Arrise Solutions (Malta) Limited
88	Blackjack 6	Live card game	Arrise Solutions (Malta) Limited
89	Blackjack 7	Live card game	Arrise Solutions (Malta) Limited
90	Blackjack 8	Live card game	Arrise Solutions (Malta) Limited
91	Blackjack 9	Live card game	Arrise Solutions (Malta) Limited
92	Blackjack 10	Live card game	Arrise Solutions (Malta) Limited
93	Blackjack 11	Live card game	Arrise Solutions (Malta) Limited
94	Blackjack 12	Live card game	Arrise Solutions (Malta) Limited
95	Blackjack 14	Live card game	Arrise Solutions (Malta) Limited
96	Blackjack 15	Live card game	Arrise Solutions (Malta) Limited
97	Blackjack 16	Live card game	Arrise Solutions (Malta) Limited
98	Blackjack 17	Live card game	Arrise Solutions (Malta) Limited
99	Blackjack 18	Live card game	Arrise Solutions (Malta) Limited
100	Blackjack 19	Live card game	Arrise Solutions (Malta) Limited
101	Blackjack 20	Live card game	Arrise Solutions (Malta) Limited
102	Blackjack 21	Live card game	Arrise Solutions (Malta) Limited

103	Blackjack 22	Live card game	Arrise Solutions (Malta) Limited
104	Blackjack 23	Live card game	Arrise Solutions (Malta) Limited
105	Blackjack 24	Live card game	Arrise Solutions (Malta) Limited
106	Blackjack 25	Live card game	Arrise Solutions (Malta) Limited
107	Blackjack 26	Live card game	Arrise Solutions (Malta) Limited
108	Blackjack 27	Live card game	Arrise Solutions (Malta) Limited
109	Blackjack 28	Live card game	Arrise Solutions (Malta) Limited
110	Blackjack 29	Live card game	Arrise Solutions (Malta) Limited
111	Blackjack 30	Live card game	Arrise Solutions (Malta) Limited
112	Blackjack 31	Live card game	Arrise Solutions (Malta) Limited
113	Blackjack 32	Live card game	Arrise Solutions (Malta) Limited
114	Blackjack 33	Live card game	Arrise Solutions (Malta) Limited
115	Blackjack 34	Live card game	Arrise Solutions (Malta) Limited
116	Blackjack 35	Live card game	Arrise Solutions (Malta) Limited
117	Blackjack 36	Live card game	Arrise Solutions (Malta) Limited
118	Blackjack 37	Live card game	Arrise Solutions (Malta) Limited
119	Blackjack 38	Live card game	Arrise Solutions (Malta) Limited

120	Blackjack 39	Live card game	Arrise Solutions (Malta) Limited
121	Blackjack 40	Live card game	Arrise Solutions (Malta) Limited
122	Blackjack 41	Live card game	Arrise Solutions (Malta) Limited
123	Blackjack 42	Live card game	Arrise Solutions (Malta) Limited
124	Blackjack 43	Live card game	Arrise Solutions (Malta) Limited
125	Blackjack 44	Live card game	Arrise Solutions (Malta) Limited
126	Blackjack 45	Live card game	Arrise Solutions (Malta) Limited
127	Blackjack 46	Live card game	Arrise Solutions (Malta) Limited
128	Blackjack 47	Live card game	Arrise Solutions (Malta) Limited
129	Blackjack 48	Live card game	Arrise Solutions (Malta) Limited
130	Blackjack 49	Live card game	Arrise Solutions (Malta) Limited
131	Blackjack 50	Live card game	Arrise Solutions (Malta) Limited
132	Blackjack 51	Live card game	Arrise Solutions (Malta) Limited
133	Speed Blackjack 6	Live card game	Arrise Solutions (Malta) Limited
134	Speed Blackjack 7	Live card game	Arrise Solutions (Malta) Limited
135	Speed Blackjack 8	Live card game	Arrise Solutions (Malta) Limited
136	Speed Blackjack 9	Live card game	Arrise Solutions (Malta) Limited

137	Speed Blackjack 10	Live card game	Arrise Solutions (Malta) Limited
138	Russian Blackjack 1	Live card game	Arrise Solutions (Malta) Limited
139	Russian Blackjack 2	Live card game	Arrise Solutions (Malta) Limited
140	Russian Blackjack 3	Live card game	Arrise Solutions (Malta) Limited
141	Russian Blackjack 4	Live card game	Arrise Solutions (Malta) Limited
142	Russian Blackjack 5	Live card game	Arrise Solutions (Malta) Limited
143	Russian Blackjack 6	Live card game	Arrise Solutions (Malta) Limited
144	Gates of Olympus Roulette	Live roulette game	Arrise Solutions (Malta) Limited
145	Candy Wheel	Live roulette game	Amusnet Interactive Ltd
146	Speed Baccarat (Dealer)	Live card game	Amusnet Interactive Ltd