



Keeneland Association, Inc.
4201 Versailles Road
Lexington, KY 40510
P.O. Box 1690
Lexington, KY 40588-1690
859 254-3412 Tel.
800 456-3412
859 288-4347 Fax
www.keeneland.com

March 26, 2013

HAND DELIVERED

Robert M. Beck Jr.
Chairman
Kentucky Horse Racing Commission
4063 Ironworks Parkway, Building B
Lexington, KY 40511

RE: Application for Approval to Offer Pari-Mutuel Wagering at the
Kentucky Horse Park on May 3-4, 2013

Dear Chairman and Members of the Commission:

Each year on Kentucky Oaks Day and Kentucky Derby Day, the world focuses on Kentucky and its signature races. Each year on those days, Keeneland Association, Inc. ("Keeneland") struggles to offer patrons the opportunity to wager on Churchill Downs' races in a manner that does not frustrate the patrons by causing them to wait in extensive lines to place a wager, and inconvenience the community as a result of traffic complications from the long lines. To improve the situation and offer better services to patrons and to the community, Keeneland proposes to offer pari-mutuel wagering on Kentucky Oaks Day and Kentucky Derby Day at the Kentucky Horse Park, in addition to continuing to offer pari-mutuel wagering at Keeneland on Versailles Road, as was done on Kentucky Oaks Day and Kentucky Derby Day in 2012.

Keeneland is an association duly licensed by the Commission to conduct horse racing and offer pari-mutuel wagering thereon. Pursuant to this license, Keeneland is permitted to conduct pari-mutuel wagering only upon its "licensed premises." KRS 230.361.

Keeneland's current "licensed premises" are as described in its License to Conduct Live Horse Racing, Simulcasting, and Pari-Mutuel Racing. Keeneland desires to modify the description of its "licensed premises" to include certain locations at the Kentucky Horse Park on May 3-4, 2013, and seeks approval of the Kentucky Horse Racing Commission ("Commission") in order to do so. A copy of the letter requesting amendment of "Section P. LOCATION AND PHYSICAL PLANT" is attached hereto as Exhibit A and incorporated by this reference.

Kentucky law contemplates that property that is not contiguous to the track premises may be included under the definition of "track." KRS 230.210(9). In 2004, the General Assembly broadened the definition of "track," effective July 13, 2004, as follows:

"Track" means any association duly licensed by the Kentucky Horse Racing Commission to conduct horse racing. "Track" shall include any facility or real property that is owned, leased, or purchased by a track

within the same geographic area within a sixty (60) mile radius of a track but not contiguous to track premises, upon racing commission approval, and provided the noncontiguous property is not within a sixty (60) mile radius of another licensed track premise where live racing is conducted and not within a forty (40) mile radius of a simulcast facility, unless any affected track or simulcast facility agrees in writing to permit a noncontiguous facility within the protected geographic area[.]

KRS 230.210(9). As the statutory definition makes clear, the Commission has the authority to approve a location not contiguous to the track as part of the “track” and therefore, part of the licensed premises, provided it meets the following three requirements:

1. Keeneland owns or leases the real property where the track is located;
2. The property that is not contiguous to the track premises is located within sixty (60) miles of Keeneland; and
3. The noncontiguous property is not located within a sixty (60) mile radius of another licensed track premise where live racing is conducted and not within a forty (40) mile radius of a simulcast facility, unless any affected track or simulcast facility agrees in writing to permit a noncontiguous facility within the protected geographic area.

Keeneland has met these requirements:

1. Keeneland has agreed to lease certain locations at the Kentucky Horse Park premises for the following dates: April 29 – May 6, 2013;
2. Keeneland is located less than fifteen (15) miles from the Kentucky Horse Park; and
3. The Red Mile has provided written approval for the Kentucky Horse Park to be included as part of Keeneland’s “licensed premises” on May 3 and May 4, 2013.¹

Moreover, the request made herein would be consistent with the General Assembly’s restriction on pari-mutuel wagering to licensed premises of licensed persons or associations:

- (1) The racing commission shall promulgate

¹ The Red Mile is the only licensed track conducting live racing within a sixty (60) mile radius of Keeneland. As there are no known simulcast facilities located within a forty (40) mile radius of Keeneland, there are no affected simulcast facility approval required in this case.



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March 26, 2013

Mr. John T. Ward
Executive Director
Kentucky Horse Racing Commission
4063 Iron Works Parkway
Building B
Lexington, Kentucky 40511

Dear John:

Keeneland Association, Inc. respectfully seeks to amend the legal site description as submitted in Section P, Question 2 of our 2013 Renewal Application for License to Conduct Live Horse Racing, Simulcasting and Pari-Mutuel Wagering. The amended description includes the premises known as The Kentucky Horse Park located at 4089 Iron Works Pike, Lexington, Kentucky 40511 for the dates May 3 and 4, 2013. A map of the premises is attached hereto.

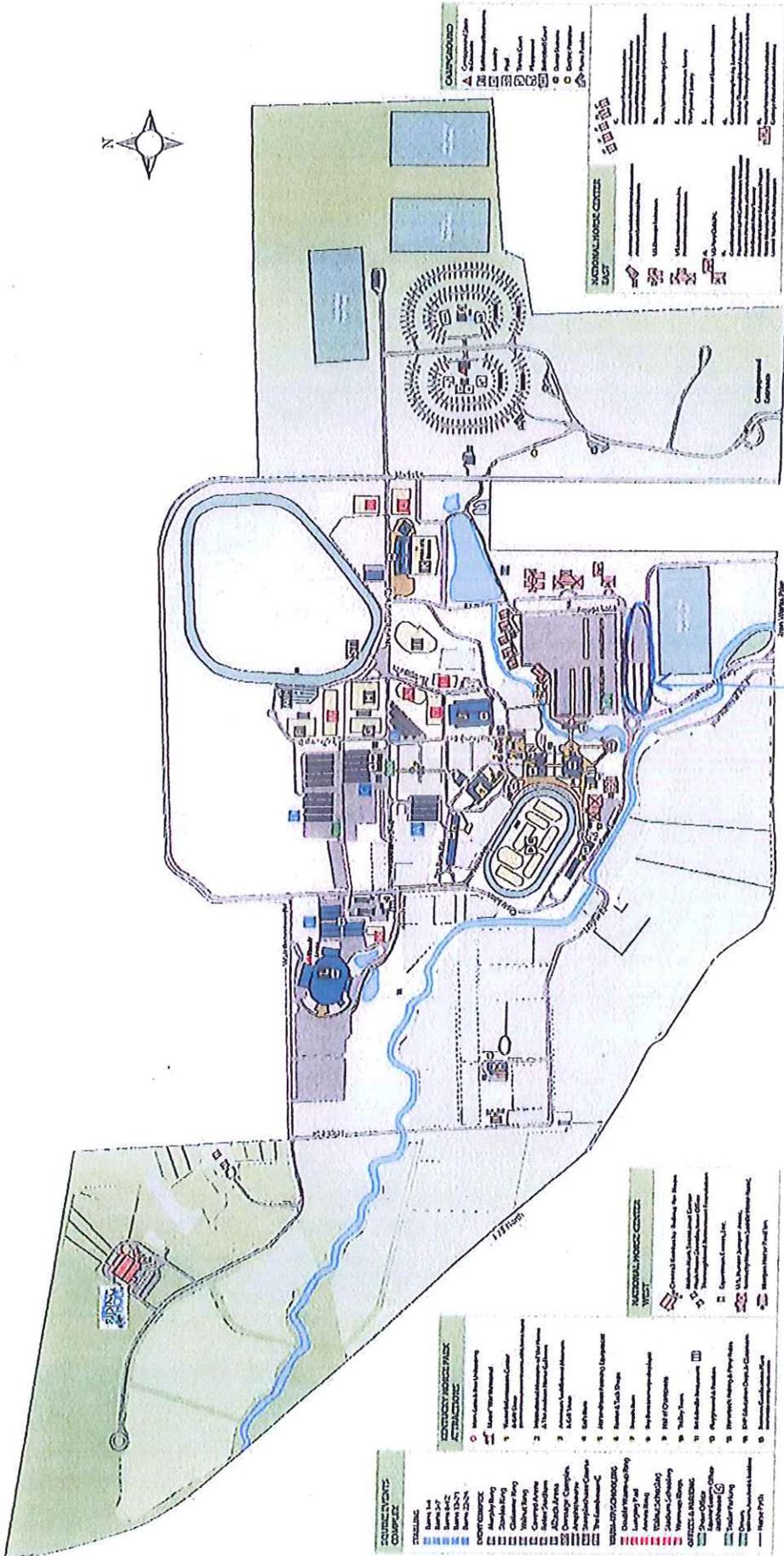
We appreciate your consideration and are happy to provide any further information you should need.

Sincerely,

A handwritten signature in blue ink, appearing to read "V. Gabbert", written over a horizontal line.

Vince Gabbert
Vice President and Chief Operating Officer

010210.003849/4110856.1



- EXHIBITION CENTER**
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- KENTUCKY HORSE PARK**
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Lease Premises



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March 26, 2013

Mr. John Ward
Executive Director
Kentucky Horse Racing Commission
4063 Iron Works Parkway
Building B
Lexington, Kentucky 40511

Dear John,

Keeneland Association, Inc. respectfully seeks to amend the legal site description as submitted in Section P, Question 2 of our 2013 Renewal Application for License to Conduct Live Horse Racing, Simulcasting and Pari-Mutuel Wagering. The amended description includes the premises known as The Thoroughbred Training Center located at 3380 Paris Pike, Lexington, Kentucky 40511. Please find enclosed a legal site description of the premises.

We appreciate your consideration and are happy to provide any further information.

Sincerely,

A handwritten signature in blue ink, appearing to read "V. Gabbert".

Vince Gabbert
Vice President and Chief Operating Officer

EXHIBIT A

400 JOHNSTON ROAD

Being all of Lot 1 as shown on the Final Record Plat of The Kentucky Horse Center, Inc., Tract 3 Johnston Road, Lexington, Fayette County, Kentucky, of record in Plat Cabinet K, Slide 93, Fayette County Clerk's office, to which plat reference is hereby made for a more particular description of said property; the improvements thereon being known and designated as 400 Johnston Road.

Being a part of the same property conveyed to The Kentucky Horse Center, a Delaware corporation, by deed dated September 29, 1989, of record in Deed Book 1525, page 711, and by deed dated September 1, 1988, of record in Deed Book 1490, page 198. The Kentucky Horse Center, Inc. changed its corporate name to Racing Corporation of America, pursuant to the Restated Certificate of Incorporation, of record in Corporate Record Book 213, page 49. All references are to the Fayette County Clerk's office.

8380 PARIS PIKE

All that tract or parcel of land situated on the southeasterly side of the Paris Pike (U.S. Highway 68 and 27) and on the southwesterly side of Johnston Road in Fayette County, Kentucky, and being more fully described and bounded as follows:

TRACT 1

Beginning at a point in the center line of the Paris Pike where it intersects the center line of Johnston Road; thence with the center line of the Paris Pike S 49°07'55" W 1025.12 feet to a point, said point being a corner to Raible (now or formerly); thence with Raible (now or formerly) for nine calls, S 29°22'37" E 747.70 feet to a point, S 95°19'37" E 62.59 feet to a point, S 31°33'41" E 79.35 feet to a point, S 22°23'44" E 15.95 feet to a point, S 09°06'01" E 15.72 feet to a point, S 24°14'52" W 14.97 feet to a point, S 36°29'51" W 15.58 feet to a point, S 61°14'00" W 393.30 feet to a point and N 29°52'26" W 846.96 feet to a point in the aforesaid center line of the Paris Pike (U.S. Highway 68 and 27); thence with the center line of the Paris Pike (U.S. Highway 68 and 27) for two calls, S 49°39'40" W 657.90 feet to a point and S 49°33'06" W 202.62 feet to a point, said point being a corner to Hisle (now or formerly); thence with Hisle (now or formerly) and continuing with Tract No. 3, a 131.962 acre tract of Benahcenlam, Inc., S 42°11'37" E 2161.98 feet to a point, said point being a corner to Tract No. 2, a 34.846 acre tract of Benahcenlam, Inc.; thence with said Tract No. 2, N 45°35'06" E 2290.0 feet to a point; thence again with said Tract No. 2 and continuously with the center line of Johnston Road N 41°06'37" W 686.54 feet to a point; thence again with the center line of Johnston Road for two calls, N 41°37'50" W 772.34 feet to a point and N 41°46'53" W 564.56 feet to the beginning and containing 101.973 acres.

TRACT 2

Beginning at a point in the center line of Johnston Road, said point being a corner to Tract No. 3, a 131.962 acre tract of Benahcenlam, Inc.; thence with the center line of Johnston Road for ten calls, N 42°49'15" W 229.98 feet to a point, N 42°44'55" W 301.23 feet to a point, N 42°01'38" W 111.42 feet to a point, N 53°11'58" W 42.34 feet to a point, S 88°37'19" W 40.59 feet to a point, S 55°22'20" W 39.08 feet to a point, S 46°46'36" W 132.66 feet to a point, S 56°49'17" W 35.06 feet to a point, S 84°47'27" W 35.02 feet to a point, N 36°38'19" W 44.68 feet to a point, said point being in the line of Tract No. 1, a 101.973 acre tract of Benahcenlam, Inc.; thence with said Tract No. 1, S 41°06'37" E 202.00 feet to a point; thence again with said Tract No. 1, S 45°55'06" W 2290.00 feet to a point in the line of the aforesaid Tract No. 3 of Benahcenlam, Inc.; thence with said Tract No. 3 of Benahcenlam, Inc., for four calls, S 42°11'37" E 549.96 feet to a point, N 45°35'06" E 829.69 feet to a point, N 53°06'24" E 308.72 feet to a point, and N 46°02'09" E 1450.65 feet to the beginning and containing 34.846 acres.

Being a part of the same property conveyed to The Kentucky Horse Center, a Delaware corporation, by deed dated September 29, 1989, of record in Deed Book 1525, page 711, and being the same property conveyed to Kentucky Horse Center, Inc., by deed dated September 1, 1988, of record in Deed Book 1490, page 51. The Kentucky Horse Center, Inc. changed its corporate name to Racing Corporation of America, pursuant to the Restated Certificate of Incorporation, of record in Corporate Record Book 213, page 49. All references are to the Fayette County Clerk's office.

Kentucky Training Center, LLC, dba The Thoroughbred Center

The Kentucky Training Center does business under the name of The Thoroughbred Center, or TTC. The property is located at 3380 Paris Pike, Lexington, Kentucky 40511. To arrive at the property when coming from Lexington, you proceed 2.5 miles past Interstate 75 and turn right on Johnston Road. You will immediately turn right into the main office entrance. TTC consists of 136 acres with substantial road frontage on Paris Pike and Johnston Road. The main office and accessory buildings are located on approximately 4 acres and are open to the public during regular business hours. The backside consists of 131 acres and is secured by fence and a guard gate that is attended 24 hours per day. Admittance to the backside is permitted only by licensed personnel or with a TTC escort.

TTC has 32 barns for stabling horses, with a total of 1,185 stalls and numerous accessory structures. There are two dirt/sand training tracks, with the main track being just over 7 furlongs and the smaller track 5 furlongs. TTC has two areas available for horses to be galloped on the grass and 36 turn out paddocks are available for trainers to use for their horses.

The main building consists of 33,000 square feet in a two story building. The main building houses 21 separate offices, three reception areas and two conference rooms. There is also a 2400 square foot event rental area, a 900 seat pavilion/theater and an 8,800 square foot event rental space in the main building.



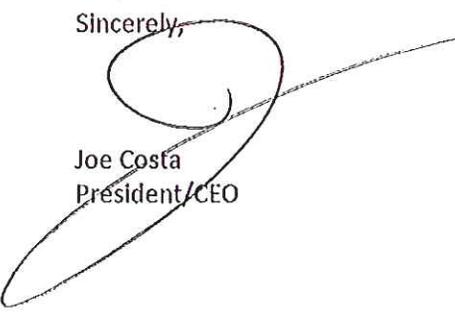
March 29, 2013

Mr. Vince Gabbert
CEO
Keeneland Association
4201 Versailles Road
Lexington, KY 40513

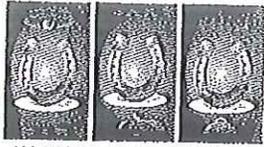
Dear Vince:

Lexington Trots Breeders Association (d/b/a The Red Mile) grants to Keeneland permission to conduct simulcast betting at the Kentucky Horse Park and the Kentucky Training Center, LLC, specifically on the race card for the 2013 Kentucky Derby and 2013 Kentucky Oaks Day. This permission does not grant the same or similar rights to any other locations, other race days, or any future years.

Sincerely,



Joe Costa
President/CEO



KENTUCKY DOWNS

P.O. Box 405
Franklin, Kentucky 42135
270.586.7778
www.kentuckydowns.com

March 26, 2013

John Ward
Executive Director
Kentucky Horse Racing Commission
4063 Ironworks Parkway, Building B
Lexington, KY 40511

Dear John,

Attached you will find the wager specification for Treasure of Egypt, Bayou Bash, Very Cherry and Pigs in Mud 2 (Exhibit A). Please accept them as a supplement to Kentucky Downs application to offer wagering on historical horse races.

The above mentioned wagers are based on ARCI Model Rule 004-155 A (4)-(6). Because they are based on an ARCI Model Rule, they fall under the group of wagers reviewed by John Walzak and addressed in his letter which was submitted to the KHRC as part of Kentucky Downs initial filing.

If the Benchmark wagers Bayou Bash and Visual Distinct Replicas (VDRs) Pigs in Mud 2, Treasure of Egypt and Very Cherry are approved then Kentucky Downs would modify its original application for the denominations and types of wagers and incorporate the above mentioned wagers onto our amended and expanded floor layout.

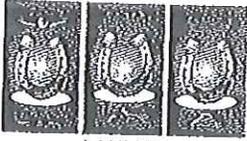
The Treasure of Egypt spec sheet replaces the spec sheet sent on March 15th as one of the pool percentages in that document was found to be incorrect.

Kentucky Downs also wishes to amend and expand its current floor layout by adding forty new Instant Racing terminals to its operation. A proposed new layout including the expanded surveillance coverage for our Instant Racing gaming floor is attached to this letter (Exhibit B).

The remainder of the information contained in the Kentucky Downs initial application, as approved by the KHRC on July 14, 2011 is unchanged. Please do not hesitate to contact me with questions, comments or concerns.

Sincerely,

Nicholas Hughes
Senior Vice President, Gaming Manager
Kentucky Downs



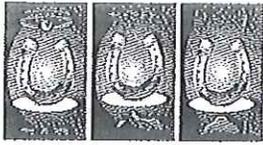
KENTUCKY DOWNS

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Exhibit A

Game Specifications:

- Treasure of Egypt
- Bayou Bash
- Very Cherry
- Pigs in Mud



KENTUCKY DOWNS

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April 02, 2013

John Ward
Executive Director
KENTUCKY HORSE RACING COMMISSION
4063 Ironworks Parkway, Building B
Lexington, KY 40511

Dear John:

As a follow up to our letter sent on March 26, 2013 regarding new wager specifications for Treasure of Egypt, Bayou Bash, Very Cherry and Pigs in Mud 2. Please find attached to this letter the amended specifications for the game Bayou Bash (Exhibit A). We are also attaching an updated chart showing the breakdown of denominations and wagers (Exhibit B).

The above mentioned wagers are based on ARCI Model Rule 004-155 A(4) – (6). Because they are based on an ACRI model rule, they fall under the group of wagers reviewed by John Walzak and addressed in his letter which was submitted to the KHRC as part of Kentucky Downs' initial filing.

The remainder of the information contained in the Kentucky Downs' initial application, as approved by the KHRC on July 14, 2011 is unchanged. Please don't hesitate to contact me with questions, comments or concerns.

Sincerely,

Nicholas Hughes
Senior Vice-President, General Manager
Kentucky Downs

Treasures of Egypt specifications

March 22, 2013

Revision 1.1

Revision History:

03/14/2013 - Original Version
03/22/2013 - Fix error in \$1 contributions

Details based on:

ARCI Model Rule 004-155 A(4) which is incorporated by reference. A copy of ARCI Model Rule 004-155 A(4) is attached as Appendix B.

Methods of Filling Grid:

For each position on the rectangular grid of fifteen boxes arranged in three rows and five columns a horse number is chosen. The player's three selections are placed in the first column in random order. The remaining 12 boxes are assigned at random from a list of all valid horse numbers, or possibly a "Wild" box. Next each grid horse number is compared to the winning order of finish. Each grid position horse number that matches the first place winner is replaced on the displayed grid with a "Scroll", each that matches the second place winner is replaced with a "Pharaoh", and each that matches the third place winner is replaced with a "Scarab". All other positions will be displayed as various losing graphical symbols.

"Wild" Multiplier box:

Randomly in about one fourth of the plays, a "Wild" box will appear in one of the boxes on the screen. A "Wild" box matches any of 1st, 2nd, or 3rd, as needed.

A "Wild" box can also have a multiplier number from two to ten. When there is no multiplier number, the box will indicate "Wild 1x". When the multiplier number is two, the box will indicate "Wild 2X", and so forth through "Wild 10X". Multiplier numbers multiply any payoff for the pay line, and can be anywhere on the pay line to get the multiplier.

Randomly in about one eighth of the plays the "Wild" box will not have a multiplier number. Multiplier number two will appear with half of that probability, and each higher multiplier number will appear with half the probability of the previous number. Thus in about 1/4000 of the plays the multiplier number will be ten.

Wager Amount and Pay Lines:

Terminals labeled "25¢" accept from \$0.25 for one pay line to \$1.25 for five pay lines per wager.

Terminals labeled "\$1" accept from \$1.00 for one pay line to \$5.00 for five pay lines per wager.

Pay line #1 is the middle row; pay line #2 is the top row; pay line #3 is the bottom row; pay line #4 is a "V" shape starting at the top left box, down to the bottom middle box, up to the top right box; pay line #5 is an inverted "V" shape starting at the bottom left box, up to the top middle box, down to the bottom right box.

Ways to Win:

The following list shows the ways to win. They are represented on the screen by the symbols Scroll = 1st, Pharaoh = 2nd, Scarab = 3rd. A “Wild” box matches any of 1st, 2nd, or 3rd, as needed. (There is no Maximum Bet Jackpot pool.)

- 5 Scrolls
All of the selections in the pay line match the first finisher. Qualifies for the bonus game.
- 5 Pharaohs
All of the selections in the pay line match the second finisher. Qualifies for the bonus game.
- 5 Scarabs
All of the selections in the pay line match the third finisher. Qualifies for the bonus game.
- 4 Scrolls
The first four selections in the pay line match the first finisher. Qualifies for the bonus game.
- 4 Pharaohs
The first four selections in the pay line match the second finisher. Qualifies for the bonus game.
- 4 Scarabs
The first four selections in the pay line match the third finisher. Qualifies for the bonus game.
- 3 Scrolls
The first three selections in the pay line match the first finisher. Qualifies for the bonus game.
- 3 Pharaohs
The first three selections in the pay line match the second finisher. Qualifies for the bonus game.
- 3 Scarabs
The first three selections in the pay line match the third finisher. Qualifies for the bonus game.
- 3 Scrolls Scattered
Any three selections in the pay line match the first finisher.
- 3 Pharaohs Scattered
Any three selections in the pay line match the second finisher.
- 3 Scarabs Scattered
Any three selections in the pay line match the third finisher.
- 2 Scrolls
The first two selections in the pay line match the first finisher.
- 2 Pharaohs
The first two selections in the pay line match the second finisher.
- 2 Scarabs
The first two selections in the pay line match the third finisher.

- **Treasures of Egypt Bonus**

All three of the player's selections match the first, second, or third finisher in any order, similar to a Trifecta Box bet. The first column constitutes a special pay line, included in the wager at no extra cost, once per unit bet.

Bonus Game:

A player qualifies to play the Bonus Game by matching some of the ways to win as noted above. The Bonus game is shown as the interior of an Egyptian tomb. Five stone coffins are arranged around the screen. The player is prompted to pick a coffin, which opens to reveal either a bonus amount, or a mummy with no amount. The player keeps picking until either the mummy coffin is selected, or all other coffins have been picked. When that happens, all accumulated winnings are paid and the bonus game is over.

When more than one active pay line qualifies to play the Bonus Game, the Bonus Game payoff is multiplied by number of qualifying pay lines. When a pay line that qualifies to play the Bonus Game includes a "Wild" multiplier box, then the pay line is deemed to qualify X times, where X is the multiplier number. When the number of times qualified is more than one, it is shown on the Bonus Game screen, and will multiply the Bonus Game payoff.

The Bonus Game payoffs, before applying the above multiplier, are calculated and shown on the screen as follows:

- A share amount of the total Bonus Game pool is calculated as 1/1000 of the pool, with no rounding applied, but a minimum amount of one bet unit (\$.25 in the twenty-five cent minimum game, \$1 in the one dollar minimum game).
- The initial Bonus Game payoff, the amount won just for reaching the bonus game, is two shares. Price rounding (breakage) is applied at this point.
- The coffin values are of five share amounts, 0 shares (the bone chest), 4 shares, 8 shares, 12 shares, and 16 shares. Price rounding (breakage) is applied at this point.
- As each payout value is landed upon its value is added to the total Bonus Game payoff.

Pool Split / Seed Pool / Minimum Pay:

The following tables show how each wager is split between Takeout (Commission), Seed Pool, Bonus Pool, and the individual pool for each way to win. Whenever the amount in a pool drops below the "Seed to" value, the shortfall is deducted from the Seed Pool. The designated threshold value for the initial Seed Pool has been set at \$4,600 for the 25 cent game and \$20,000 for the \$1 dollar game. While the amount of the Seed Pool is below this threshold amount, the Pool Split percentages are taken from the column "Seed below threshold", otherwise from the column "Seed above threshold".

Table 1 – 25 Cent Minimum Game

	Seed below threshold	Seed above threshold	Minimum Pay	Seed to	Play Bonus
Takeout	8.0%	8.0%			
5 Scrolls	1.0%	1.5%	87.50	87.50	Yes
5 Pharaohs	0.2%	0.3%	47.50	47.50	Yes
5 Scarabs	0.1%	0.2%	26.25	26.25	Yes
4 Scrolls	0.6%	1.0%	17.50	17.50	Yes
4 Pharaohs	0.4%	0.7%	12.50	12.50	Yes
4 Scarabs	0.2%	0.3%	8.75	8.75	Yes
3 Scrolls	1.2%	2.1%	6.25	6.25	Yes
3 Pharaohs	0.8%	1.4%	4.25	4.25	Yes
3 Scarabs	0.4%	0.7%	2.00	2.00	Yes
3 Scrolls Scattered	3.6%	6.2%	1.75	0.00	
3 Pharaohs Scattered	2.8%	4.8%	1.50	0.00	
3 Scarabs Scattered	2.0%	3.4%	1.25	0.00	
2 Scrolls	1.4%	2.7%	1.00	0.00	
2 Pharaohs	1.0%	1.8%	.75	0.00	
2 Scarabs	0.6%	1.1%	.50	0.00	
Deep Sea Bonus	0.1%	0.1%	.25	0.00	
Bonus Pool	20.0%	20.0%	.50	None	
Seed Pool	55.6%	43.7%			
Total	100.0%	100.0%			

Table 2 -- 1 Dollar Minimum Game

	Seed below threshold	Seed above threshold	Minimum Pay	Seed to	Play Bonus
Takeout	7.0%	7.0%			
5 Scrolls	1.5%	2.0%	350.00	350.00	Yes
5 Pharaohs	0.5%	0.6%	190.00	190.00	Yes
5 Scarabs	0.3%	0.4%	105.00	105.00	Yes
4 Scrolls	0.6%	1.0%	70.00	70.00	Yes
4 Pharaohs	0.4%	0.7%	50.00	50.00	Yes
4 Scarabs	0.2%	0.3%	35.00	35.00	Yes
3 Scrolls	1.2%	2.1%	25.00	25.00	Yes
3 Pharaohs	0.8%	1.4%	17.00	17.00	Yes
3 Scarabs	0.4%	0.7%	8.00	8.00	Yes
3 Scrolls Scattered	3.6%	6.2%	7.00	0.00	
3 Pharaohs Scattered	2.8%	4.8%	6.00	0.00	
3 Scarabs Scattered	2.0%	3.4%	5.00	0.00	
2 Scrolls	1.4%	2.7%	4.00	0.00	
2 Pharaohs	1.0%	1.8%	3.00	0.00	
2 Scarabs	0.6%	1.1%	2.00	0.00	
Deep Sea Bonus	0.1%	0.1%	1.00	0.00	
Bonus Pool	20.0%	20.0%	2.00	None	
Seed Pool	55.6%	43.7%			
Total	100.0%	100.0%			

Table 2 – 1 Dollar Minimum Game

	Seed below threshold	Seed above threshold	Minimum Pay	Seed to	Play Bonus
Takeout	7.0%	7.0%			
5 Scrolls	1.5%	2.0%	350.00	350.00	Yes
5 Pharaohs	0.5%	0.6%	190.00	190.00	Yes
5 Scarabs	0.3%	0.4%	105.00	105.00	Yes
4 Scrolls	0.6%	1.0%	70.00	70.00	Yes
4 Pharaohs	0.4%	0.7%	50.00	50.00	Yes
4 Scarabs	0.2%	0.3%	35.00	35.00	Yes
3 Scrolls	1.2%	2.1%	25.00	25.00	Yes
3 Pharaohs	0.8%	1.4%	17.00	17.00	Yes
3 Scarabs	0.4%	0.7%	8.00	8.00	Yes
3 Scrolls Scattered	3.6%	6.2%	7.00	0.00	
3 Pharaohs Scattered	2.8%	4.8%	6.00	0.00	
3 Scarabs Scattered	2.0%	3.4%	5.00	0.00	
2 Scrolls	1.4%	2.7%	4.00	0.00	
2 Pharaohs	1.0%	1.8%	3.00	0.00	
2 Scarabs	0.6%	1.1%	2.00	0.00	
Deep Sea Bonus	0.1%	0.1%	1.00	0.00	
Bonus Pool	20.0%	20.0%	2.00	None	
Seed Pool	55.6%	43.7%			
Total	100.0%	100.0%			

Bayou Bash specifications

April 2, 2013

Revision 1.1

Details based on:

ARCI Model Rule 004-155 A(4) which is incorporated by reference. A copy of ARCI Model Rule 004-155 A(4) is attached as Appendix B.

Methods of Filling Grid:

Horse numbers are placed in a rectangular grid of fifteen boxes arranged in three rows and five columns. The player chooses three selections that are placed one per row, in random order and random position in each row. The remaining twelve boxes of the grid are filled at random from the list of all valid horse numbers, or possibly Wild symbols, Bonus symbols, or Extra symbols. Each grid position horse number that matches the first place winner is replaced on the displayed grid with a "Gator", each that matches the second place winner is replaced with a "Raccoon", and each that matches the third place winner is replaced with a "Frog". All other positions with horse numbers will be displayed as various losing graphical symbols.

Wild symbols:

Up to two Wild symbols (Free Boxes) may appear in the grid. They will appear randomly in the remaining boxes, each with a 40% chance per play. A Wild symbol matches any of 1st, 2nd, 3rd, or Extra symbols as needed. It will *not* substitute for a Bonus symbol. There will be *no* wild multipliers (i.e. X2 ... X10) in this game.

Bonus symbols:

Up to three "Golden Crawfish" Bonus symbols may appear in the grid. They will appear randomly in the remaining boxes, each with a 44.1% chance per play. If all three Bonus symbols appear on an active pay line *and* at least one of the player's three selections is "in the money", the player qualifies to play the Bonus Game.

Horse numbers and Extra symbols:

Either of two different Extra symbols, a "Crawfish Pot" and "Cajun Instruments", may appear in boxes in the grid. The ten horse numbers and two Extra symbols will appear randomly in the remaining boxes, each with a one-in-twelve (1/12) chance per box. Patterns of Extra symbols simply provide more ways to win.

Wager Amount:

Terminals labeled "90¢ Minimum" accept from one to five \$0.90 unit bets per play, automatically activating all nine pay lines. The base unit is \$0.10, which represents the amount wagered on each line. Note that it is not possible for the player to activate less than all nine lines, thus the smallest possible wager is the unit bet of \$0.90. The maximum wager amount per play is 5 bets × \$0.90 = \$4.50.

Pay Lines:

Pay line #1 is the middle row [•••••]. Pay line #2 is the top row [*****]. Pay line #3 is the bottom row [•••••]; pay line #4 is a “V” [•••] shape starting at the top left box, down to the bottom middle box, up to the top right box. Pay line #5 is an inverted “V” [•••] shape starting at the bottom left box, up to the top middle box, down to the bottom right box. Pay line #6 is a descending ramp [•••] shape including the first two boxes in the top row, the middle box in the middle row, and the last two boxes in the bottom row. Pay line #7 is an ascending ramp [•••] shape including the first two boxes in the bottom row, the middle box in the middle row, and the last two boxes in the top row. Pay line #8 is a shallow “U” [•••] shape including the first box in the middle row, the second and third and fourth boxes in the bottom row, then the last box in the middle row. Pay line #9 is an inverted shallow “U” [•••] shape including the first box in the middle row, the second and third and fourth boxes in the top row, then the last box in the middle row.

Payment Calculation and Display:

- All payoffs will be in multiples of the base unit, which is always ten cents.
- When the maximum amount (\$4.50) is wagered, all the money in a pool is paid as usual for a particular winning pay line. However, if less than the maximum amount is wagered, a proportional fraction of that pool is paid on the winning pay line, leaving the remainder for subsequent winners.
- All payoffs will be rounded down the next lower unit bet, i.e. breakage is to \$0.10. When the maximum amount is wagered so that all the money in a pool is paid, breakage will be withheld as usual. However, when less than the maximum is wagered, any resulting breakage will be left with the remainder of the pool for subsequent winners.
- Displays of pools in the help screen will show the amounts in dollars and cents. These will be the amounts to be paid per unit bet.
- The upper display on the terminal will display the amount in cents (not units) that could be won by a maximum bet, for the three levels of the bonus.

Ways to Win:

The following list shows the ways to win. They are represented on the screen by the symbols Gator = 1st, Raccoon = 2nd, Frog = 3rd, Crawfish Pot = Extra-A, Cajun Instruments = Extra-B, and Golden Crawfish = Bonus. A “Wild” symbol matches any of 1st, 2nd, 3rd, or either Extra symbol as needed. The “Wild” symbol does *not* match the Bonus symbol. All patterns except “scattered” must be consecutive from the left. There is *no* “Maximum Line Jackpot” in this game.

- 5 Gators
All of the selections in the pay line match the first finisher.
- 5 Raccoons
All of the selections in the pay line match the second finisher.
- 5 Frogs
All of the selections in the pay line match the third finisher.
- 5 Crawfish Pots
All of the symbols in the pay line are the Extra-A symbol.

- 5 Cajun Instruments
All of the symbols in the pay line are the Extra-B symbol.
- 4 Gators
The first four selections in the pay line match the first finisher.
- 4 Raccoons
The first four selections in the pay line match the second finisher.
- 4 Frogs
The first four selections in the pay line match the third finisher.
- 4 Crawfish Pots
The first four symbols in the pay line are the Extra-A symbol.
- 4 Cajun Instruments
The first four symbols in the pay line are the Extra-B symbol.
- 3 Gators
The first three selections in the pay line match the first finisher.
- 3 Raccoons
The first three selections in the pay line match the second finisher.
- 3 Frogs
The first three selections in the pay line match the third finisher.
- 3 Crawfish Pots
The first three symbols in the pay line are the Extra-A symbol.
- 3 Cajun Instruments
The first three symbols in the pay line are the Extra-B symbol.
- 3 Gators Scattered
Any three selections in the pay line match the first finisher.
- 3 Raccoons Scattered
Any three selections in the pay line match the second finisher.
- 3 Frogs Scattered
Any three selections in the pay line match the third finisher.
- Daily Special
All three of the player's selections match the first, second, or third finisher in any order, similar to a Trifecta Box bet. The combination of the three player selections constitute a special scattered pay line, included in the wager at no extra cost, once per unit bet.
- 3 Golden Crawfish Scattered, and in the money
Three Bonus symbols appear in anywhere in the pay line, *and* at least one of the player's three selections matches the first, second or third finisher. This qualifies for the Bonus Game. *A Wild symbol cannot substitute for the Bonus symbol.*

- **Bonus Game:**

A player qualifies to play the Bonus Game by getting three scattered Golden Crawfish symbols *and* by selecting at least one horse in the money, as noted above. There are three levels of play in the Bonus Game.

In the first level, known as the “Frog Bonus”, the player is presented with a frog icon and 5 dragonflies. The player selects a dragonfly. If it contains a multiplier, the bonus is over. If it contains a raccoon icon, the bonus continues.

In the second level, known as the “Raccoon Bonus”, the player is presented with a raccoon icon and an underwater scene with 5 critter hideouts. The player selects a hideout. If it contains a multiplier, the bonus is over. If it contains a frog icon, the bonus continues.

In the third and final level, known as the “Gator Bonus”, the player is presented with a bayou celebration. In the foreground, a crawfish stands before 5 lily pads. The player touches the crawfish to start the level, and the crawfish begins to hop from pad to pad. Wherever the crawfish stops, the player is awarded the multiplier shown at that point. The Bonus Game is over.

The Bonus Game payoffs are calculated and shown on the screen as follows:

- A share amount of the total Bonus Game pool is calculated as 1/40,000 of the pool, but a minimum amount of one base unit (\$0.10). The upper display payouts are based on 5 coins × 4,000 multiplier = 20,000 shares, so the display amount rises and falls with a minimum of \$2,000.
- The dragonflies in the first level, hideouts in the second level, and lily pads in the third level hide a random arrangement of share amount multipliers, shown in tables 1-3 below.
- When the Bonus Game is over the share amount is multiplied by the multiplier that was selected, giving the Bonus Game payoff.
- Price rounding (breakage) is applied at this point to the Bonus Game payoff.
- The Bonus Game payoff is then multiplied by the number (from 1 to 5) of unit bets (\$0.90) wagered.
- When more than one active pay line qualifies to play the Bonus Game, the Bonus Game payoff is further multiplied by number of qualifying pay lines. (At most two pay lines can qualify, if pay lines #2 and #9 have Bonus symbols in the middle three boxes in the top row, or #3 and #8 have them in the bottom row.)

Bonus Game frequencies and share multipliers:

In the Bonus level tables, Frequency indicates how often an item will be selected per play of a Bonus Game. The Average Payback is the expected number of shares to be paid per play of a Bonus Game, for each unit bet. It is the Frequency times the Share Multiplier. The grand total at the end of Table 3 indicates that the total average paid per Bonus Game will be about 126 pool shares for each unit bet. The highest possible Bonus Game payoff is 4,000 shares × 5 unit bets × 2 qualifying pay lines = 40,000 shares, which is at least \$4,000.

Table 1 – Bonus level 1 frequency and shares

Dragonfly number	Frequency	Share Multiplier	Average Payback	Continue to Next Level
1	0.200	24	4.8	No
2	0.200	34	6.8	No
3	0.200	44	8.8	No
4	0.200	54	10.8	No
5	0.200	0	0	Yes
Total	1.000		31.2	

Table 2 – Bonus level 2 frequency and shares

Hideout number	Frequency	Share Multiplier	Average Payback	Continue to Next Level
1	0.040	120	4.8	No
2	0.040	170	6.8	No
3	0.040	220	8.8	No
4	0.040	270	10.8	No
5	0.040	0	0	Yes
Total	0.200		31.2	

Table 3 – Bonus level 3 frequency and shares

Lily Pad number	Frequency	Share Multiplier	Average Payback	Continue to Next Level
1	0.008	600	4.8	No
2	0.008	850	6.8	No
3	0.008	1100	8.8	No
4	0.008	1350	10.8	No
5	0.008	4000	32.0	No
Total	0.040		63.2	
Grand Total All Levels			125.6	

Pool Split / Seed Pool / Minimum Pay:

The following table shows how each wager is split between Takeout (Commission), Seed Pool, Bonus Pool, and the individual pool for each way to win.

Whenever the amount in a pool drops below the "Seed to" value, the shortfall is deducted from the Seed Pool. The designated threshold value for the initial Seed Pool has been set at \$4,400. While the amount of the Seed Pool is below this threshold amount, the Pool Split percentages are taken from the column "Seed below threshold", otherwise from the column "Seed above threshold".

Minimum Pay figures are per unit bet. Multiply by the number of units wagered per pay line.

Table 4 - 10 Cent Game

	Seed below threshold	Seed above threshold	Minimum Pay \$	Minimum Pay Units	Seed to
Takeout	10.0%	10.0%			
5 Gators	0.6%	3.9%	200.00	2000	900.00
5 Raccoons	0.4%	2.6%	146.20	1462	728.00
5 Frogs	0.2%	1.3%	112.50	1125	560.00
5 Crawfish Pots	0.1%	0.1%	70.00	700	224.00
5 Cajun Instruments	0.1%	0.1%	56.00	560	179.00
4 Gators	0.6%	3.9%	18.00	180	90.00
4 Raccoons	0.4%	2.6%	15.70	157	78.50
4 Frogs	0.2%	1.3%	13.50	135	67.50
4 Crawfish Pots	0.1%	0.7%	8.70	87	39.00
4 Cajun Instruments	0.1%	0.7%	7.00	70	31.50
3 Gators	1.5%	1.5%	4.00	40	0.00
3 Raccoons	1.5%	1.5%	3.50	35	0.00
3 Frogs	1.0%	1.0%	3.00	30	0.00
3 Crawfish Pots	1.0%	1.0%	1.70	17	0.00
3 Cajun Instruments	1.0%	1.0%	1.40	14	0.00
3 Gators Scattered	2.5%	2.5%	0.70	7	0.00
3 Raccoons Scattered	2.0%	2.0%	0.60	6	0.00
3 Frogs Scattered	2.0%	2.0%	0.50	5	0.00
Daily Special	0.4%	0.4%	0.10	1	0.00
Bonus Pool, 3 Golden Crawfish Scattered	20.0%	20.0%	0.10	1	None
Seed Pool	54.3%	39.9%			
Total	100.0%	100.0%			

Very Cherry Specifications

March 14, 2013

Revision 1.0

Details based on:

ARCI Model Rule 004-155 A(6) which is incorporated by reference. A copy of ARCI Model Rule 004-155 A(6) is attached as Appendix B.

Wager Amount:

Terminals labeled "25¢ Per Play" accept from \$0.25 to \$0.75 bets. Terminals labeled "\$1 Per Play" accept from \$1 to \$3 bets. Terminals labeled "\$5 Per Play" accept from \$5 to \$15 bets.

Ways to Qualify for the Bonus Game:

After the player enters three horse number selections and presses the "Start" button, a video clip of the first race is shown. The player then qualifies to play the bonus game if any of the player's selections are "in the money", i.e. any one of the player's three selections correctly matches the first, second, or third finisher of the first race. Otherwise, the game is over and the player may enter another bet or cash out.

Ways to Win the Bonus Game:

A bonus race is chosen using a random permutation of the player's selections. Matching the finishers of the bonus race to the player's selections determines the winning (or losing) level. Although the player has no influence on the choice of the bonus race, skill affects the outcome in two ways. First is the requirement to qualify for the bonus game by selecting at least one finisher in the money in the first race. Second, if the player has selected all three finishers in the money in the first race and still fails to win anything in the random selection of the bonus race, the "3 Any Order Consolation" or "Player Trinella" occurs. In this case the player is paid from the last pool shown in the tables below.

The bonus race is not shown on the screen. Instead, a graphic image of three spinning reels is shown. These reels have no influence on the outcome of the bonus game, they simply give a visual indication of how well the player did, in a fashion familiar to players of some other popular games. These reels start spinning while the first race video is playing, and stop after its results are revealed.

The bonus race outcome determines which symbols are shown on the "pay line" of the reels. The tables below detail the symbol patterns that will be shown to indicate each outcome of the bonus race. The tables also show the probability that each outcome will be chosen.

Pay Lines:

Three rows of symbols are shown on three simulated spinning reels. There is just one pay line, the middle row of symbols. Sometimes the blank space between two symbols stops on the pay line.

Payment Calculation and Display:

- All payoffs will be in multiples of the unit bet for this game, which may be 25¢, \$1, or \$5.
- Displays of pools on the terminal screen will show numbers of units, not dollars and cents. For example, a will-pay amount of \$100 will be displayed in the 25¢ game as 400 units, in the \$1 game as 100 units, and in the \$5 game as 20 units.
- Will-pay displays will be the amounts to be paid for each unit bet, before any multiplier is applied. These amounts may be seen by pressing the "Pools" tab at the right edge of the screen.
- The separate upper display on the terminal (the L.E.D.), and the wall display boards, will display the highest amount that could be won in dollars and cents (not units), by a maximum bet of three units. The symbols indicating the highest payment are three Very Cherry's.
- When the maximum of three unit bets are wagered, three times the amount shown as the will-pay is paid.
- Certain outcomes contain payment multipliers of 2x and 4x, visually corresponding to the inclusion of one or two Very Cherry symbols, respectively. For example, if the will-pay display for three Strawberry symbols shows 100 units, then two Strawberries and a Very Cherry would double it to 200 units, and one Strawberry and two Very Cherry's would double it twice to 400 units.
- When the outcome is three Very Cherry symbols, no Very Cherry multipliers apply. However, when the maximum three unit bets are wagered, the Maximum Bet Jackpot pool is added to the payment, as seen on the terminal's upper display.
- When the maximum three unit bets are wagered *and* the outcome has the highest multiplier of all outcomes that pay the same pool, all the money in a pool is paid and breakage will be withheld as usual. Otherwise, a proportional fraction of that pool is paid, leaving the remainder, including breakage, for subsequent winners.
- All multipliers and correspondences between outcomes and pools are shown in the tables below.

Pool Split / Seed Pool / Minimum Pay:

The following tables detail the correlations and values controlling the Very Cherry bonus race. Tables 1a and 1b refer to the 25¢ game; tables 2a and 2b refer to the \$1 game; tables 3a and 3b refer to the \$5 game.

"Pool Name" shows which pool payments will be made from, some shared among a number of outcomes. Use the pool name to correlate the "a" and "b" tables.

In the "a" tables: "Permutation" indicates which of the player's selections correspond to that outcome. "Weighted Probability" is the number of chances out of the total used by the random number generator to select the outcome. "Multiplier" shows the payment multiplier corresponding to the number of Very Cherry symbols. "Symbols" shows the sequence of symbols (in any order) that will be displayed on the pay line for the outcome.

The "b" tables show how each wager is split between Takeout (Commission), Seed Pool, Bonus Pool, and the individual pool for each way to win. The designated threshold value for the initial Seed Pool has been set at \$20,000 for the \$5 game, \$5,000 for the \$1 game, and \$2,000 for the \$.25 game. While the amount of the Seed Pool is

below this threshold amount, the Pool Split percentages are taken from the column "Seed below threshold", otherwise from the column "Seed above threshold". "Minimum pay" shows the least that will be paid per credit bet, before any multiplier is applied. Whenever the amount in a pool drops below the "Seed to" value, the shortfall is deducted from the Seed Pool. These "Seed to" values can be seen to be three times to twelve times the minimum pay value, due to the payment calculation procedure. In that procedure, the pool is divided by the maximum number of credits in a bet (3), then by the "Maximum multiplier" found in any of the outcomes that share this pool (1, 2 or 4). The result is rounded (for breakage), raised if necessary to the minimum pay, then multiplied by the actual number of credits bet and the actual multiplier for the outcome.

Table 1a -- Permutations and Symbols for 25¢ Game

Permutation	Weighted Probability	Multiplier	Symbols	Pool Name
1 st /2 nd /3 rd	1	1	3 Very Cherry	3 Very Cherry
1 st /3 rd /2 nd	3	4	1 Strawberry + 2 Very Cherry	3 Strawberry
2 nd /1 st /3 rd	3	2	2 Strawberry + 1 Very Cherry	
2 nd /3 rd /1 st	1	1	3 Strawberry	
3 rd /1 st /2 nd	7	4	1 Triple Cherry + 2 Very Cherry	3 Triple Cherry
3 rd /2 nd /1 st	13	2	2 Triple Cherry + 1 Very Cherry	
1 st /2 nd /none	7	1	3 Triple Cherry	
2 nd /1 st /none	13	4	1 Double Cherry + 2 Very Cherry	3 Double Cherry
1 st /none/2 nd	45	2	2 Double Cherry + 1 Very Cherry	
2 nd /none/1 st	42	1	3 Double Cherry	
None/1 st /2 nd	2	4	1 Watermelon + 2 Very Cherry	3 Single Cherry or 3 Watermelon
None/2 nd /1 st	2	2	2 Watermelon + 1 Very Cherry	
1 st /3 rd /none	1	1	3 Watermelon	
3 rd /1 st /none	25	4	1 Single Cherry + 2 Very Cherry	
1 st /none/3 rd	187	2	2 Single Cherry + 1 Very Cherry	
3 rd /none/1 st	325	1	3 Single Cherry	
None/1 st /3 rd	137	2	1 Watermelon + 1 Very Cherry	3 Any Cherry or 2 Watermelon
None/3 rd /1 st	43	1	2 Watermelon	
2 nd /3 rd /none	437	2	2 Any Cherry + 1 Very Cherry	
3 rd /2 nd /none	3001	1	3 Any Cherry	
2 nd /none/3 rd	1416	1	1 Watermelon	1 Watermelon
None/none/none	34065	0	Various	None
Total	39776			

Table 1b -- Pool Split for 25¢ Game

Pool Name	Seed below threshold	Seed above threshold	Minimum pay*	Seed to	Maximum multiplier
Takeout	8.0%	8.0%			
3 Very Cherry	0.3%	0.7%	175.00	525.00	1
3 Strawberry	0.3%	3.0%	17.50	210.00	4
3 Triple Cherry	0.3%	8.0%	8.75	105.00	4
3 Double Cherry	1.4%	6.8%	6.25	0.00	4
3 Single Cherry or 3 Watermelon	2.2%	10.2%	2.50	0.00	4
3 Any Cherry or 2 Watermelon	6.5%	29.1%	1.25	0.00	2
1 Watermelon or Player Trinella*	1.0%	4.2%	0.50	0.00	1
Maximum Bet Jackpot Pool*	0.0%	0.0	12.50	37.50	1
Seed Pool	80.0%	30.0%			
Total	100.0%	100.0%			

* Notes:

1. Minimum pay is stated in terms of one credit bet and 1x multiplier.
2. The "1 Watermelon" pool is also won by a player who has won nothing else, but did correctly select all three finishers in the first race in any order, i.e. winning a "3 Any Order Consolation" or "Trinella".
3. The "Maximum Bet Jackpot Pool" is won only by betting the maximum of 3 credits and winning the "3 Very Cherry" pool, so the minimum pay shown here is always tripled.

Table 2a -- Permutations and Symbols for \$1 Game

Permutation	Weighted Probability	Multiplier	Symbols	Pool Name
1 st /2 nd /3 rd	1	1	3 Very Cherry	3 Very Cherry
1 st /3 rd /2 nd	3	4	1 Strawberry + 2 Very Cherry	3 Strawberry
2 nd /1 st /3 rd	3	2	2 Strawberry + 1 Very Cherry	
2 nd /3 rd /1 st	1	1	3 Strawberry	
3 rd /1 st /2 nd	7	4	1 Triple Cherry + 2 Very Cherry	3 Triple Cherry
3 rd /2 nd /1 st	13	2	2 Triple Cherry + 1 Very Cherry	
1 st /2 nd /none	7	1	3 Triple Cherry	
2 nd /1 st /none	13	4	1 Double Cherry + 2 Very Cherry	3 Double Cherry
1 st /none/2 nd	45	2	2 Double Cherry + 1 Very Cherry	
2 nd /none/1 st	42	1	3 Double Cherry	
None/1 st /2 nd	2	4	1 Watermelon + 2 Very Cherry	3 Single Cherry or 3 Watermelon
None/2 nd /1 st	2	2	2 Watermelon + 1 Very Cherry	
1 st /3 rd /none	1	1	3 Watermelon	
3 rd /1 st /none	25	4	1 Single Cherry + 2 Very Cherry	
1 st /none/3 rd	187	2	2 Single Cherry + 1 Very Cherry	
3 rd /none/1 st	325	1	3 Single Cherry	
None/1 st /3 rd	137	2	1 Watermelon + 1 Very Cherry	3 Any Cherry or 2 Watermelon
None/3 rd /1 st	43	1	2 Watermelon	
2 nd /3 rd /none	437	2	2 Any Cherry + 1 Very Cherry	
3 rd /2 nd /none	3001	1	3 Any Cherry	
2 nd /none/3 rd	1416	1	1 Watermelon	1 Watermelon
None/none/none	34065	0	Various	None
Total	39776			

NOTE: In Table 2b, only "Minimum pay" and "Seed to" are different from Table 1b which describes the 25¢ game. The \$1 game numbers are each four times the corresponding number for the 25¢ game.

Table 2b -- Pool Split for \$1 Game

Pool Name	Seed below threshold	Seed above threshold	Minimum pay*	Seed to	Maximum multiplier
Takeout	8.0%	8.0%			
3 Very Cherry	0.3%	0.7%	700.00	2100.00	1
3 Strawberry	0.3%	3.0%	70.00	840.00	4
3 Triple Cherry	0.3%	8.0%	35.00	420.00	4
3 Double Cherry	1.4%	6.8%	25.00	0.00	4
3 Single Cherry or 3 Watermelon	2.2%	10.2%	10.00	0.00	4
3 Any Cherry or 2 Watermelon	6.5%	29.1%	5.00	0.00	2
1 Watermelon or Player Trinella*	1.0%	4.2%	2.00	0.00	1
Maximum Bet Jackpot Pool*	0.0%	0.0	50.00	150.00	1
Seed Pool	80.0%	30.0%			
Total	100.0%	100.0%			

* Notes:

1. Minimum pay is stated in terms of one credit bet and 1x multiplier.
2. The "1 Watermelon" pool is also won by a player who has won nothing else, but did correctly select all three finishers in the first race in any order, i.e. winning a "3 Any Order Consolation" or "Trinella".
3. The "Maximum Bet Jackpot Pool" is won only by betting the maximum of 3 credits and winning the "3 Very Cherry" pool, so the minimum pay shown here is always tripled.

Table 3a -- Permutations and Symbols for \$5 Game

Permutation	Weighted Probability	Multiplier	Symbols	Pool Name
1 st /2 nd /3 rd	1	1	3 Very Cherry	3 Very Cherry
1 st /3 rd /2 nd	3	4	1 Strawberry + 2 Very Cherry	3 Strawberry
2 nd /1 st /3 rd	3	2	2 Strawberry + 1 Very Cherry	
2 nd /3 rd /1 st	1	1	3 Strawberry	
3 rd /1 st /2 nd	7	4	1 Triple Cherry + 2 Very Cherry	3 Triple Cherry
3 rd /2 nd /1 st	13	2	2 Triple Cherry + 1 Very Cherry	
1 st /2 nd /none	7	1	3 Triple Cherry	
2 nd /1 st /none	13	4	1 Double Cherry + 2 Very Cherry	3 Double Cherry
1 st /none/2 nd	45	2	2 Double Cherry + 1 Very Cherry	
2 nd /none/1 st	42	1	3 Double Cherry	
None/1 st /2 nd	2	4	1 Watermelon + 2 Very Cherry	3 Single Cherry or 3 Watermelon
None/2 nd /1 st	2	2	2 Watermelon + 1 Very Cherry	
1 st /3 rd /none	1	1	3 Watermelon	
3 rd /1 st /none	25	4	1 Single Cherry + 2 Very Cherry	
1 st /none/3 rd	187	2	2 Single Cherry + 1 Very Cherry	
3 rd /none/1 st	325	1	3 Single Cherry	
None/1 st /3 rd	137	2	1 Watermelon + 1 Very Cherry	
None/3 rd /1 st	43	1	2 Watermelon	3 Any Cherry or 2 Watermelon
2 nd /3 rd /none	437	2	2 Any Cherry + 1 Very Cherry	
3 rd /2 nd /none	3001	1	3 Any Cherry	
2 nd /none/3 rd	1441	1	1 Watermelon	1 Watermelon
None/none/none	33165	0	Various	None
Total	38901			

Table 3b – Pool Split for \$5 Game

Pool Name	Seed below threshold	Seed above threshold	Minimum pay*	Seed to	Maximum multiplier
Takeout	6.0%	6.0%			
3 Very Cherry	1.3%	1.7%	3500.00	10500.00	1
3 Strawberry	0.9%	3.6%	350.00	4200.00	4
3 Triple Cherry	0.7%	8.4%	175.00	2100.00	4
3 Double Cherry	1.4%	6.8%	125.00	0.00	4
3 Single Cherry or 3 Watermelon	2.2%	10.2%	50.00	0.00	4
3 Any Cherry or 2 Watermelon	6.5%	29.1%	25.00	0.00	2
1 Watermelon or Player Trinella*	1.0%	4.2%	10.00	0.00	1
Maximum Bet Jackpot Pool*	0.0%	0.0	250.00	750.00	1
Seed Pool	80.0%	30.0%			
Total	100.0%	100.0%			

* Notes:

1. Minimum pay is stated in terms of one credit bet and 1x multiplier.
2. The "1 Watermelon" pool is also won by a player who has won nothing else, but did correctly select all three finishers in the first race in any order, i.e. winning a "3 Any Order Consolation" or "Trinella".
3. The "Maximum Bet Jackpot Pool" is won only by betting the maximum of 3 credits and winning the "3 Very Cherry" pool, so the minimum pay shown here is always tripled.

Pigs in Mud 2 specifications

March 14, 2013

Revision 1.0

Revision History:

03/14/2013 - Original Version

Details based on:

ARCI Model Rule 004-155 A(4) which is incorporated by reference. A copy of ARCI Model Rule 004-155 A(4) is attached as Appendix B.

Methods of Filling Grid:

For each position on the rectangular grid of fifteen boxes arranged in three rows and five columns a horse number is chosen. The player's three selections are placed in the first column in random order. The remaining 12 boxes are assigned at random from a list of all valid horse numbers, or possibly a "Pigs in Mud" wild box. Next each grid horse number is compared to the winning order of finish. Each grid position horse number that matches the first place winner is replaced on the displayed grid with a "Tubing Pig", each that matches the second place winner is replaced with a "Parasol Pig", and each that matches the third place winner is replaced with a "Surfing Pig". All other positions will be displayed as various losing graphical symbols.

Pigs in Mud Multiplier box:

Randomly in about one fourth of the plays, a "Pigs in Mud" wild box will appear in one of the boxes on the screen. A "Pigs in Mud" box matches any of 1st, 2nd, or 3rd, as needed.

A "Pigs in Mud" box can also have a multiplier number from two to ten. When there is no multiplier number, the box will indicate "Pigs in Mud 1x". When the multiplier number is two, the box will indicate "Pigs in Mud 2X", and so forth through "Pigs in Mud 10X". Multiplier numbers multiply any payoff for the pay line, and can be anywhere on the pay line to get the multiplier.

Randomly in about one eighth of the plays the "Pigs in Mud" box will not have a multiplier number. Multiplier number two will appear with half of that probability, and each higher multiplier number will appear with half the probability of the previous number. Thus in about 1/4000 of the plays the multiplier number will be ten.

Wager Amount and Pay Lines:

Terminals labeled "25¢" accept from \$0.25 for one pay line to \$1.25 for five pay lines per wager.

Terminals labeled "\$1" accept from \$1.00 for one pay line to \$5.00 for five pay lines per wager.

Pay line #1 is the middle row; pay line #2 is the top row; pay line #3 is the bottom row; pay line #4 is a "V" shape starting at the top left box, down to the bottom middle box, up to the top right box; pay line #5 is an inverted "V" shape starting at the bottom left box, up to the top middle box, down to the bottom right box.

Ways to Win:

The following list shows the ways to win. They are represented on the screen by the symbols Tubing Pig = 1st, Parasol Pig = 2nd, Surfing Pig = 3rd. A "Pigs in Mud" box matches any of 1st, 2nd, or 3rd, as needed. (There is no Maximum Bet Jackpot pool.)

- 5 Tubing Pigs
All of the selections in the pay line match the first finisher. Qualifies for the bonus game.
- 5 Parasol Pigs
All of the selections in the pay line match the second finisher. Qualifies for the bonus game.
- 5 Surfing Pigs
All of the selections in the pay line match the third finisher. Qualifies for the bonus game.
- 4 Tubing Pigs
The first four selections in the pay line match the first finisher. Qualifies for the bonus game.
- 4 Parasol Pigs
The first four selections in the pay line match the second finisher. Qualifies for the bonus game.
- 4 Surfing Pigs
The first four selections in the pay line match the third finisher. Qualifies for the bonus game.
- 3 Tubing Pigs
The first three selections in the pay line match the first finisher. Qualifies for the bonus game.
- 3 Parasol Pigs
The first three selections in the pay line match the second finisher. Qualifies for the bonus game.
- 3 Surfing Pigs
The first three selections in the pay line match the third finisher. Qualifies for the bonus game.
- 3 Tubing Pigs Scattered
Any three selections in the pay line match the first finisher.
- 3 Parasol Pigs Scattered
Any three selections in the pay line match the second finisher.
- 3 Surfing Pigs Scattered
Any three selections in the pay line match the third finisher.
- 2 Tubing Pigs
The first two selections in the pay line match the first finisher.
- 2 Parasol Pigs
The first two selections in the pay line match the second finisher.
- 2 Surfing Pigs
The first two selections in the pay line match the third finisher.

- **Pig Party**

All three of the player's selections match the first, second, or third finisher in any order, similar to a Trifecta Box bet. The first column constitutes a special pay line, included in the wager at no extra cost, once per unit bet.

Bonus Game:

A player qualifies to play the Bonus Game by matching some of the ways to win as noted above. The Bonus game is shown as a Pig Pen with 5 signs designating prize mud pits. The player is prompted to "Pick Any Mud Pit." The player touches a mud pit sign, and the pig jumps into the pit. If the pig lands in the mud a bonus value appears and that value is accumulated. If a bathtub appears and the pig lands in it, the bonus game ends and all accumulated winnings are paid. Players are prompted to continue picking mud pits until the pig lands in the bathtub, at which time the bonus game is over.

When more than one active pay line qualifies to play the Bonus Game, the Bonus Game payoff is multiplied by number of qualifying pay lines. When a pay line that qualifies to play the Bonus Game includes a Pigs in Mud Multiplier box, then the pay line is deemed to qualify X times, where X is the multiplier number. When the number of times qualified is more than one, it is shown on the Bonus Game screen, and will multiply the Bonus Game payoff.

The Bonus Game payoffs, before applying the above multiplier, are calculated and shown on the screen as follows:

- A share amount of the total Bonus Game pool is calculated as 1/1000 of the pool, with no rounding applied, but a minimum amount of one bet unit (\$.25 in the twenty-five cent minimum game, \$1 in the one dollar minimum game).
- The initial Bonus Game payoff, the amount won just for reaching the bonus game, is two shares. Price rounding (breakage) is applied at this point.
- The pigpen values are of five share amounts, 0 shares (the washtub), 4 shares, 8 shares, 12 shares, and 16 shares. Price rounding (breakage) is applied at this point.
- As each payout value is landed upon its value is added to the total Bonus Game payoff.

Pool Split / Seed Pool / Minimum Pay:

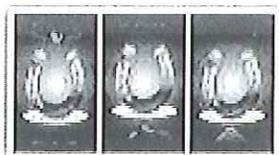
The following tables show how each wager is split between Takeout (Commission), Seed Pool, Bonus Pool, and the individual pool for each way to win. Whenever the amount in a pool drops below the "Seed to" value, the shortfall is deducted from the Seed Pool. The designated threshold value for the Seed Pool has been set at \$4,600 for the 25 cent game and \$20,000 for the \$1 dollar game. While the amount of the Seed Pool is below this threshold amount, the Pool Split percentages are taken from the column "Seed below threshold", otherwise from the column "Seed above threshold".

Table 1 – 25 Cent Minimum Game

	Seed below threshold	Seed above threshold	Minimum Pay	Seed to	Play Bonus
Takeout	8.0%	8.0%			
5 Tubing Pigs	1.0%	1.5%	87.50	87.50	Yes
5 Parasol Pigs	0.2%	0.3%	47.50	47.50	Yes
5 Surfing Pigs	0.1%	0.2%	26.25	26.25	Yes
4 Tubing Pigs	0.6%	1.0%	17.50	17.50	Yes
4 Parasol Pigs	0.4%	0.7%	12.50	12.50	Yes
4 Surfing Pigs	0.2%	0.3%	8.75	8.75	Yes
3 Tubing Pigs	1.2%	2.1%	6.25	6.25	Yes
3 Parasol Pigs	0.8%	1.4%	4.25	4.25	Yes
3 Surfing Pigs	0.4%	0.7%	2.00	2.00	Yes
3 Tubing Pigs Scattered	3.6%	6.2%	1.75	0.00	
3 Parasol Pigs Scattered	2.8%	4.8%	1.50	0.00	
3 Surfing Pigs Scattered	2.0%	3.4%	1.25	0.00	
2 Tubing Pigs	1.4%	2.7%	1.00	0.00	
2 Parasol Pigs	1.0%	1.8%	0.75	0.00	
2 Surfing Pigs	0.6%	1.1%	0.50	0.00	
Pig Party	0.1%	0.1%	0.25	0.00	
Bonus Pool	20.0%	20.0%	0.50	None	
Seed Pool	55.6%	43.7%			
Total	100.0%	100.0%			

Table 2 – 1 Dollar Minimum Game

	Seed below threshold	Seed above threshold	Minimum Pay	Seed to	Play Bonus
Takeout	6.0%	6.0%			
5 Tubing Pigs	1.3%	1.6%	350.00	350.00	Yes
5 Parasol Pigs	0.2%	0.4%	190.00	190.00	Yes
5 Surfing Pigs	0.1%	0.2%	105.00	105.00	Yes
4 Tubing Pigs	0.6%	1.2%	70.00	70.00	Yes
4 Parasol Pigs	0.4%	0.8%	50.00	50.00	Yes
4 Surfing Pigs	0.2%	0.4%	35.00	35.00	Yes
3 Tubing Pigs	1.2%	2.3%	25.00	25.00	Yes
3 Parasol Pigs	0.8%	1.5%	17.00	17.00	Yes
3 Surfing Pigs	0.4%	0.8%	8.00	8.00	Yes
3 Tubing Pigs Scattered	3.6%	6.9%	7.00	0.00	
3 Parasol Pigs Scattered	2.8%	5.4%	6.00	0.00	
3 Surfing Pigs Scattered	2.0%	3.8%	5.00	0.00	
2 Tubing Pigs	1.4%	2.7%	4.00	0.00	
2 Parasol Pigs	1.0%	1.9%	3.00	0.00	
2 Surfing Pigs	0.6%	1.2%	2.00	0.00	
Pig Party	0.1%	0.1%	1.00	0.00	
Bonus Pool	20.0%	20.0%	2.00	None	
Seed Pool	57.3%	42.8%			
Total	100.0%	100.0%			



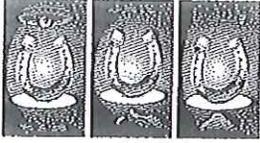
KENTUCKY DOWNS

P.O. Box 405
Franklin, Kentucky 42135
270.586.7778
www.kentuckydowns.com

Exhibit B

Layouts:

- Current
- New



KENTUCKY DOWNS

P.O. Box 405
 Franklin, Kentucky 42135
 270.586.7778
www.kentuckydowns.com

Exhibit B

- Game Mix:

	Wager	Current	New
Cruisin' for Cash	\$ 0.10	40	40
Sir Willie's Treasure Quest	\$ 0.10	40	40
Bayou Bash	\$ 0.10	0	8
Pigs in Mud	\$ 0.10	14	15
Deep Sea Treasure	\$ 0.10	11	12
10 Cent Wagers		105	115

Across the Board	\$ 0.25	0	0
Double Horseshoe	\$ 0.25	19	19
Super Fired Up 7's	\$ 0.25	16	16
Ted & Edna	\$ 0.25	10	0
Pigs in Mud 2	\$ 0.25	0	6
Treasure of Egypt	\$ 0.25	0	6
Very Cherry	\$ 0.25	0	6
Triple Instant Double	\$ 0.25	8	8
Wild West Willie's Bonus Spin	\$ 0.25	10	8
Wild West Willie's Lucky Draw	\$ 0.25	19	19
Yukon Willie's Gold Rush	\$ 0.25	30	30
25 Cent Wagers		112	118

Pigs in Mud	\$ 0.50	11	11
Deep Sea Treasure	\$ 0.50	11	11
50 Cent Wagers		22	22

Cash Carnival	\$ 1.00	15	15
Double Horseshoe	\$ 1.00	21	21
Super Fired Up 7's	\$ 1.00	10	10
Pigs in Mud 2	\$ 1.00	0	7
Treasure of Egypt	\$ 1.00	0	7
Very Cherry	\$ 1.00	0	6
Wild West Willie's Bonus Spin	\$ 1.00	8	8
Wild West Willie's Lucky Draw	\$ 1.00	11	11
Yukon Willie's Gold Rush	\$ 1.00	31	31
Instant Double	\$ 1.00	8	8
\$1 Dollar Wagers		104	124

Double Horseshoe	\$ 5.00	7	7
Very Cherry	\$ 5.00	0	4
\$5 Dollar Wagers		7	11

Total		350	390
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KHRC Veterinary Report

Winter/Spring 2013 Meet

Total Starts	2957
<hr/>	
Post Race Samples	643
tCO ₂	442
<hr/>	

Veterinary Scratches	49
<hr/>	
Pre-Race	25
On-Track	24
<hr/>	

KHRC Veterinary List	76
<hr/>	
Scratches	49
Race Injuries	14
Post-Race Lameness	11
Heat Stress/Exhaustion	1
EIPH	1
<hr/>	

Ambulance Runs	15
<hr/>	

Racing Fatalities	4
<hr/>	

Training Fatalities*	4
<hr/>	

*11/30/12 through 3/31/13

Race-related Fatal Injury Occurrence over Time—All Kentucky racetracks

Year	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Total
2007	2	1	5	2	4	3	4	2	3	5	4	5	40
2008	3	0	5	2	3	2	1	2	3	3	4	8	36
2009	3	5	1	2	4	1	2	4	3	3	2	3	33
2010	2	1	2*	1**	0	3	4	2	1	2	7	1	26
2011	2	2	1	1	2	5	1	3	2/1**	4	3	1	27
2012	0	0	1	2	8	2	0	2	0/3#	3/1**	5	3	26/30
2013	2	2	0										

* Fatality related to racing accident subsequent to equipment failure

** Fatality not musculoskeletal origin

Fatalities were race, but not exercise, related. (Examples: gate, paddock or post parade trauma)

TOTAL WAGERED BY KENTUCKY RESIDENTS THRU ADWs - 2012

AmWest	\$1,118,704.00
eBet	\$823,858.00
Premier Turf Club	\$415,697.00
Racing2day	\$34,125.00
TVG	\$53,955,818.00
Twin Spires	\$63,840,935.00
Xpressbet	\$14,383,750.00
Avatar Ventures	\$6,951,818.00
Lien Games Racing	\$1,198,577.00
TOTAL	\$142,723,282.00

WAGERING ON HISTORICAL RACES TOTALS
COMBINED- March 2013

Total Wagered.....	\$	30,519,435.10
Total Commission.....	\$	2,348,921.71
(Total wagered minus takeout rates)		
Net Track Commission.....	\$	1,891,130.18
(Total Commission minus the pari-mutuel tax)		
Purse Fund.....	\$	264,758.23
(14% of the net track commission)		
Breeder's Incentive Fund.....	\$	18,911.30
(1% of the net track commission)		
State Commission.....	\$	457,791.53
(Pari-mutuel tax...1.5% of the total wagered)		
Development Fund.....	\$	228,895.76
(.75% of the total wagered)		
Equine Industry Program.....	\$	61,038.87
(.2% of the total wagered)		
Equine Drug Research.....	\$	30,519.44
(.1% of the total wagered)		
Higher Education Fund.....	\$	30,519.44
(.1% of the total wagered)		
General Fund.....	\$	106,818.02
(.35% of the total wagered)		
Returned to the Public.....	\$	28,090,209.23

WAGERING ON HISTORICAL RACES TOTALS
KENTUCKY DOWNS-March 2013

Total Wagered.....	\$	28,037,238.40
Total Commission.....	\$	2,154,449.56
(Total wagered minus takeout rates)		
Net Track Commission.....	\$	1,733,890.98
(Total Commission minus the pari-mutuel tax...Amount that goes to KY Downs)		
Purse Fund.....	\$	242,744.74
(14% of the net track commission)		
Breeder's Incentive Fund.....	\$	17,338.91
(1% of the net track commission)		
State Commission.....	\$	420,558.58
(Pari-mutuel tax...1.5% of the total wagered)		
Development Fund.....	\$	210,279.29
(.75% of the total wagered)		
Equine Industry Program.....	\$	56,074.48
(.2% of the total wagered)		
Equine Drug Research.....	\$	28,037.24
(.1% of the total wagered)		
Higher Education Fund.....	\$	28,037.24
(.1% of the total wagered)		
General Fund.....	\$	98,130.33
(.35% of the total wagered)		
Returned to the Public.....	\$	25,866,604.16

WAGERING ON HISTORICAL RACES TOTALS
ELLIS PARK-March 2013

Total Wagered.....	\$	2,482,196.70
Total Commission.....	\$	194,472.15
(Total wagered minus takeout rates)		
Net Track Commission.....	\$	157,239.20
(Total Commission minus the pari-mutuel tax...Amount that goes to Ellis Park)		
Purse Fund.....	\$	22,013.49
(14% of the net track commission)		
Breeder's Incentive Fund.....	\$	1,572.39
(1% of the net track commission)		
State Commission.....	\$	37,232.95
(Pari-mutuel tax...1.5% of the total wagered)		
Development Fund.....	\$	18,616.48
(.75% of the total wagered)		
Equine Industry Program.....	\$	4,964.39
(.2% of the total wagered)		
Equine Drug Research.....	\$	2,482.20
(.1% of the total wagered)		
Higher Education Fund.....	\$	2,482.20
(.1% of the total wagered)		
General Fund.....	\$	8,687.69
(.35% of the total wagered)		
Returned to the Public.....	\$	2,223,605.07

WAGERING ON HISTORICAL RACES TOTALS
Combined- September 1, 2011 thru March 31, 2013

Total Wagered.....	\$ 302,592,436.50
Total Commission.....	\$ 24,430,135.47
(Total wagered minus takeout rates)	
Net Track Commission.....	\$ 19,891,248.92
(Total Commission minus the pari-mutuel tax)	
Purse Fund.....	\$ 2,784,774.85
(14% of the net track commission)	
Breeder's Incentive Fund.....	\$ 198,882.99
(1% of the net track commission)	
State Commission.....	\$ 4,538,886.55
(Pari-mutuel tax...1.5% of the total wagered)	
Development Fund.....	\$ 2,269,443.27
(.75% of the total wagered)	
Equine Industry Program.....	\$ 605,184.87
(.2% of the total wagered)	
Equine Drug Research.....	\$ 302,592.44
(.1% of the total wagered)	
Higher Education Fund.....	\$ 302,592.44
(.1% of the total wagered)	
General Fund.....	\$ 1,059,073.53
(.35% of the total wagered)	
Returned to the Public.....	\$ 277,947,451.47

WAGERING ON HISTORICAL RACES TOTALS
KY Downs- September 1, 2011 thru March 31, 2013

Total Wagered.....	\$ 287,103,316.50
Total Commission.....	\$ 23,207,378.25
(Total wagered minus takeout rates)	
Net Track Commission.....	\$ 18,900,828.50
(Total Commission minus the pari-mutuel tax)	
Purse Fund.....	\$ 2,646,115.99
(14% of the net track commission)	
Breeder's Incentive Fund.....	\$ 188,979.36
(1% of the net track commission)	
State Commission.....	\$ 4,306,549.75
(Pari-mutuel tax...1.5% of the total wagered)	
Development Fund.....	\$ 2,153,274.87
(.75% of the total wagered)	
Equine Industry Program.....	\$ 574,206.63
(.2% of the total wagered)	
Equine Drug Research.....	\$ 287,103.32
(.1% of the total wagered)	
Higher Education Fund.....	\$ 287,103.32
(.1% of the total wagered)	
General Fund.....	\$ 1,004,861.61
(.35% of the total wagered)	
Returned to the Public.....	\$ 263,885,204.58

WAGERING ON HISTORICAL RACES TOTALS
Ellis Park- August 31, 2012 thru March 31, 2013

Total Wagered.....	\$	15,489,120.00
Total Commission.....	\$	1,222,757.22
(Total wagered minus takeout rates)		
Net Track Commission.....	\$	990,420.42
(Total Commission minus the pari-mutuel tax...Amount that goes to Ellis Park)		
Purse Fund.....	\$	138,658.86
(14% of the net track commission)		
Breeder's Incentive Fund.....	\$	9,903.64
(1% of the net track commission)		
State Commission.....	\$	232,336.80
(Pari-mutuel tax...1.5% of the total wagered)		
Development Fund.....	\$	116,168.40
(.75% of the total wagered)		
Equine Industry Program.....	\$	30,978.24
(.2% of the total wagered)		
Equine Drug Research.....	\$	15,489.12
(.1% of the total wagered)		
Higher Education Fund.....	\$	15,489.12
(.1% of the total wagered)		
General Fund.....	\$	54,211.92
(.35% of the total wagered)		
Returned to the Public.....	\$	14,062,246.89

Total Handle on "Live" Kentucky Races: Turfway Park

Race Date	Total Handle	Commission	Adjustment	Pos Break	Neg Break	Runner Pay
03/01/13	\$1,422,414.60	\$289,606.24	\$3,825.75	\$4,720.10	(\$308.00)	1,124,570.51
03/02/13	\$1,712,902.44	\$349,030.20	\$1,711.22	\$7,338.74		1,354,822.28
Week 1 Total	\$3,135,317.04	\$638,636.44	\$5,536.97	\$12,058.84	(\$308.00)	\$2,479,392.79
Cumulative	\$3,135,317.04	\$638,636.44	\$5,536.97	\$12,058.84	(\$308.00)	\$2,479,392.79
03/08/13	\$1,513,433.40	\$307,201.42	(\$8,879.07)	\$6,992.44	(\$2,197.55)	1,210,316.16
03/09/13	\$1,419,222.06	\$288,973.01	\$702.13	\$8,931.29		1,120,615.63
Week 2 Total	\$2,932,655.46	\$596,174.43	(\$8,176.94)	\$15,923.73	(\$2,197.55)	\$2,330,991.79
Cumulative	\$6,067,972.50	\$1,234,810.87	(\$2,639.97)	\$27,982.57	(\$2,505.55)	\$4,810,324.58
03/15/13	\$1,154,198.22	\$235,382.98	\$850.90	\$5,875.66	(\$279.68)	912,368.36
03/16/13	\$1,504,504.37	\$307,910.44	(\$2,149.35)	\$6,989.78	(\$2,245.89)	1,193,999.39
Week 3 Total	\$2,658,702.59	\$543,293.42	(\$1,298.45)	\$12,865.44	(\$2,525.57)	\$2,106,367.75
Cumulative	\$8,726,675.09	\$1,778,104.29	(\$3,938.42)	\$40,848.01	(\$5,031.12)	\$6,916,692.33
03/22/13	\$1,168,065.66	\$238,390.35	\$952.96	\$6,029.70	(\$86.76)	922,779.41
03/22/13	\$1,383,666.23	\$280,889.51	\$3,031.66	\$6,594.76		1,093,150.30
03/23/13	\$6,736,159.21	\$1,359,023.11	\$6,775.35	\$28,556.21	(\$2,966.09)	5,344,770.63
Week 4 Total	\$9,287,891.10	\$1,878,302.97	\$10,759.97	\$41,180.67	(\$3,052.85)	\$7,360,700.34
Total Monthly	\$18,014,566.19	\$3,656,407.26	\$6,821.55	\$82,028.68	(\$8,083.97)	\$14,277,392.67
03/29/13	\$1,606,407.88	\$326,600.88	(\$10,761.97)	\$10,534.96	(\$0.83)	1,280,034.84
03/30/13	\$1,296,822.48	\$266,613.72	(\$0.22)	\$4,648.37	(\$0.32)	1,025,560.93
Week 5 Total	\$2,903,230.36	\$593,214.60	(\$10,762.19)	\$15,183.33	(\$1.15)	\$2,305,595.77
Total Monthly	\$20,917,796.55	\$4,249,621.86	(\$3,940.64)	\$97,212.01	(\$8,085.12)	\$16,582,988.44

Race Date	Total Handle	Difference	Percentage
03/03/12	\$1,817,870.49	(\$395,455.89)	-21.75%
03/04/12	\$1,366,448.95	\$346,455.49	25.35%
	\$3,184,319.44	(\$49,002.40)	-1.54%
03/09/12	\$3,184,319.44	(\$49,002.40)	-1.54%
03/10/12	\$1,590,498.07	(\$77,064.67)	-4.85%
03/11/12	\$1,403,098.43	\$16,123.63	1.15%
	\$4,594,101.61	(\$1,661,446.15)	-36.16%
3/16/2012	\$1,702,162.12	(\$1,702,162.12)	-100.00%
3/17/2012	\$1,217,205.83	(\$63,007.61)	-5.18%
3/18/2012	\$850,555.91	\$653,948.46	76.88%
	\$3,769,923.86	(\$1,111,221.27)	-29.48%
	\$11,548,344.91	(\$2,821,669.82)	-24.43%
03/23/12	\$1,387,026.57	(\$218,960.91)	-15.79%
03/24/12	\$5,619,643.96	(\$4,235,977.73)	-75.38%
03/25/12	\$1,299,393.27	\$5,436,765.94	418.41%
	\$8,306,063.80	\$981,827.30	11.82%
	\$19,854,408.71	(\$1,839,842.52)	-9.27%
3/30/2012	\$1,624,624.92	(\$18,217.04)	-1.12%
3/31/2012	\$1,233,321.51	\$63,500.97	5.15%
	\$2,857,946.43	\$45,283.93	1.58%
	\$22,712,355.14	(\$1,794,558.59)	-7.90%

Audit Check Report

Date Range: 3/01/2013 - 3/31/2013

Race Type: All

Locations: All Locations

Tracks: All Tracks

Report By: Track

Host: All Hosts

Track	Total Handle	Commission	Adjustment	Pos Break	Neg Break	Runner Pay
Aqueduct	1,833,713.60	358,316.85	77,945.45	6,785.60	-8,961.84	1,399,627.61
Australia	12,289.80	2,912.74	311.9	14.46	0	9,050.70
Australia B	9,778.40	2,336.53	-3,697.97	13.07	-0.25	11,127.02
Australia C	6,674.00	1,572.52	1,213.39	7.3	0	3,880.79
Balmoral	218,664.60	46,523.07	-18,794.27	1,248.74	-251.34	189,938.40
Beulah Park	105,535.70	21,297.68	5,171.97	521.35	-5,453.54	83,998.24
Buffalo Raceway	33,104.10	7,507.35	-508.19	117.67	-0.78	25,988.05
Charles Town	156,748.50	30,557.74	13,113.17	1,022.85	-144.71	112,199.45
Chester Downs	99,093.50	22,844.46	2,997.38	456.08	-240.77	73,036.35
Delta Downs	271,176.70	57,649.47	15,564.17	1,150.05	-7.5	196,820.51
Dover Downs Raceway	294,490.00	68,969.53	-22,586.65	1,666.52	-701.45	247,142.05
Dubai	76,922.30	17,857.41	3,086.51	283.42	-4.08	55,699.04
Fair Grounds	1,840,551.80	386,008.33	56,094.03	10,415.48	-2,745.04	1,390,779.00
Fairmount Park	2,501.90	499.62	308.71	27.04	-14.17	1,680.70
Flamboro	17,432.00	4,426.03	1,690.44	34.14	-10.31	11,291.70
Freehold Raceway	30,488.10	6,372.61	2,338.43	179.39	-258.76	21,856.43
Golden Gate Fields	329,746.20	65,248.79	2,792.70	2,094.71	-6,599.80	266,209.80
Gulfstream Park	3,932,147.50	810,204.74	276,446.53	19,026.16	-1,714.01	2,828,184.08
Hawthorne	646,051.70	135,922.14	9,195.93	3,474.22	-569.58	498,028.99
Kawartha Downs	4,465.00	1,012.65	432.42	4.06	-0.73	3,016.60
Laurel Park	473,103.90	101,818.80	-6,379.47	2,460.61	-6,358.57	381,562.53
Lebanon	13,376.00	2,867.89	1,119.58	59.83	-0.4	9,329.10
Los Alamitos Quarters	26,096.20	5,662.36	-570.08	121.65	-5.05	20,887.32
Louisiana Downs	38,541.20	8,320.46	3,482.04	188.27	-0.86	26,551.29

	Total Handle	Commission	Adjustment	Pos Break	Neg Break	Runner Pay
Maywood Park	80,450.20	17,042.61	5,420.92	579.26	-111.6	57,519.01
Meadowlands Racecourse (Harness)	541,074.00	105,423.07	-60,532.07	2,639.03	-174.03	493,718.00
Monticello Raceway	71,913.80	16,133.45	534.46	227.75	-150.75	55,168.89
Mountaineer Park	202,812.00	41,641.81	11,082.59	886.75	-1,915.10	151,115.95
Northfield Park	279,096.00	59,040.05	-55,896.50	1,270.82	-114.86	274,796.49
Northlands Park Harness	2,510.00	547.72	301.68	7.35	0	1,653.25
Northville Downs	5,016.50	1,273.11	208.33	23.6	-0.16	3,511.62
Oaklawn Park	1,837,353.60	360,181.71	-135,236.52	9,441.97	-831.39	1,603,797.83
Penn National	197,994.50	44,985.36	13,128.36	1,144.59	-17.84	138,754.03
Philadelphia Park/Parx	79,230.80	17,899.87	249.49	404.6	-46.12	60,722.96
Poconos	14,009.00	3,256.99	-297.96	53.24	-54.25	11,050.98
Pompano Park	45,441.30	9,730.58	1,981.57	172.78	-169.41	33,725.78
Remington Park	13,491.40	2,962.78	-490.8	22.61	-0.11	10,996.92
Rideau Carlton Raceway	10,427.00	2,646.57	-2,467.37	24.13	-6.71	10,230.38
Rosecroft	4,511.50	1,068.18	-918.22	12.86	-0.21	4,348.89
Sam Houston Race Park	112,627.00	23,667.15	10,991.35	631.11	-5.01	77,342.40
Santa Anita Park	1,387,397.50	281,629.42	36,429.08	7,318.19	-3,257.54	1,065,278.35
Saratoga Harness Raceway Night	31,854.80	7,079.10	1,561.77	95.94	-44.26	23,162.25
Sunland Park (Nuevo Sol)	160,997.70	35,055.03	9,498.92	852.53	-11.57	115,602.79
Tampa Bay Downs	1,994,322.00	414,851.69	103,094.94	9,413.19	-5,018.25	1,471,980.43
The Meadows	387,891.50	93,368.74	-26,632.16	1,849.80	-870.23	320,175.35
The Raceway @ Western Fair District	61,724.80	14,820.68	1,675.73	103.62	-567.37	45,692.14
Turf Paradise	97,531.60	22,394.37	11,777.89	439.06	-311.61	63,231.89
Watch and Wager Harness	158,574.20	34,184.42	-15,208.32	673.39	-22.38	138,947.09
Will Rogers Downs	15,524.80	3,218.28	1,696.17	87.73	-4.78	10,527.40
Woodbine	275,615.20	61,623.66	-27,623.92	697.27	-5.76	240,923.95
Yonkers	177,512.30	37,947.94	-6,851.73	725.62	-1,459.73	147,150.20
Total:	18,719,597.70	3,880,384.11	298,245.80	91,171.46	-49,214.57	14,499,010.97