

UPCOZ PTY LTD

Showdown Rules

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Document Classification: Public

Term	Meaning
Auto Pick	a system-generated combination of Selections for a Sports Leg in a Sports Showdown which will automatically become the Player's Sports Leg, should it not be modified or changed by the Player prior to the Leg commencing.
Back Half	the last (remaining) half of the total Races that are included in a Showdown (even if one or more of those Races are not run) as per the Competition details on the website (i.e. the last 6 Races of a 12 Race Showdown)
Back 6 Payouts	the Payouts for the Back Half (which may be cash or a complimentary Buy-In or Re-Buy).
Back Half Prize Pool	the total value of Back Half Payouts in a Showdown.
Back Your Bet (BYB)	means a novelty bet type that allows participants to bet on their own punting ability by betting on themselves to receive a minimum number of Green Thumbs in a Showdown, or 12 Green Thumbs in a Showdown.
Best Tote	the best price offered across the three (3) Australian TAB Totes.
Best Tote Place	the Best Tote price offered for the place selection in a Race.
Best Tote Win	the Best Tote price offered for the winning selection in a Race.
Bonus Cash	Bonus money added to a Bonus Wallet pursuant to Bonus promotions.
Bonus Showdown Entry	one (1) bet or entry in a Showdown, which can be either a Buy-In or a Re-Buy.
Bonus Wallet	The wallet which bonus money is deposited and Bonus Showdown Entries are placed.
Buy-In	one (1) bet or entry into a Showdown excluding a Re-Buy.
Buy-In Fee	the stake amount for one (1) Buy-In to a Showdown. The Buy-In Fee for a Flexi is in proportion to the Flexi Entry (e.g. 50% Flexi is 50% of the Buy-in Fee).
Buy-In Lockout	the date and time from which a person can no longer Buy-In to a Racing or Sports Showdown as displayed on our Showdown Platforms. For a Racing Showdown this must occur at or before the official scheduled start time of Racing Leg 1. For a Sports Showdown, this must occur at or before the official start time of the individual Sports Leg). For a

	Tipping Showdown this is either as per the Sports or Racing Showdown time above, depending on the nature of the leg.
Buy-In Period	the period before Buy-In Lockout in which a Player can Buy-In to a Racing or Sports Showdown.
Eligible Race	a Race in a Showdown that runs on the scheduled date, that is, the Race is not cancelled, postponed, suspended or postponed to another date.
Eligible Sport	a Sporting event in a Showdown which occurs on the scheduled date, that is, the Sport is not cancelled, postponed, suspended or postponed to another date.
Entry	one (1) bet or entry in a Racing or Sports Showdown, which can be a Buy-In, Re-Buy, or Flexi (in accordance with the definition of Flexi).
Entry Fee	a Buy-In Fee or a Re-Buy Fee.
Fixed Odds	the price offered for the selection or combination of selections for a Sports Leg at the time the Player places the Entry.
Fixed Odds Win	the Fixed Odds price offered for the winning selection in a Sports Leg.
Flexi	An Entry that is a portion of 100% or 1.0 of an Entry that entitles the entrant to an equivalent portion of the Payout.
Front Half (or equivalent front half)	the first 6 Races that are included in a Showdown (even if one or more of those Races are not run).
Front Half Payouts	the Payouts for the Front Half (which may be cash or a complimentary Buy-In or Re-Buy).
Front Half Prize Pool	the total value of Front Half Payouts in a Showdown.
Green Thumbs	means the green thumb that is displayed on our Platform in a Showdown that corresponds with a winning Leg in a Showdown.
Horse	the real life horse that participates in a Race.
Leaderboard	the list of Players in a Showdown and their accumulated Points in that Showdown.
Racing Leg	a Race in a Showdown or Tipping Showdown.
Lockout	the Buy-In Lockout or Re-Buy Lockout.
Main Showdown	the competition within a Showdown that includes the Front and Back half (i.e. Front 6 and Back 6 in a 12 Racing Leg Showdown) as per the Competition details on the website.

Main Showdown Payouts	the Payouts for the Main Showdown (which may be cash or a complimentary Buy-In or Re-Buy).
Main Showdown Prize Pool	the total value of Main Showdown Payouts in a Showdown.
Official Results	the final results as declared by the Stewards for a Race or the governing body for the sport.
Official Rules	the Rules of Racing (or equivalent) that apply to a Race or Sporting event.
Payout	the winnings a Player can win in a Showdown (which may be cash or a complimentary Buy-In or Re-Buy). Until the Showdown (or the Front Half or Back Half) has completed, the Payout is estimated.
Place	a Runner runs first, second or third in a Race (subject to clause 24).
Player or 'you' / 'your'	a person who has a Showdown Account and/or has an Entry in a Showdown.
Points	the points awarded to a Player for a Selection in a Showdown.
Prize Table	the estimated Payouts for a Showdown, including the Front Half Payouts, Back Half Payouts and Main Showdown Payouts (as set out on the Showdown Platforms). Note, the estimated Payouts displayed are for a 100% or 1.0 Entry. A Flexi entitles the entrant to an equivalent portion of the Payout.
Quickpick	a system-generated suggested combination of Selections.
Race	a real life horse race that is included in a Showdown.
Racecard	the list of horses that are running in a Race in the Showdown.
Rake	the portion of an Entry Fee that is retained by us.
Re-Buy	one (1) bet or Entry in the Back Half of a Showdown.
Re-Buy Fee	the fee for one (1) Re-Buy to a Showdown.
Re-Buy Lockout	the date and time from which a person can no longer Re-Buy into a Racing Showdown as displayed on our Showdown Platforms (which must occur at or before the official scheduled start time of Racing Leg 7 in a Showdown).
Re-Buy Period	the period between Buy-In Lockout and Re-Buy Lockout.
Runner	a real life horse in a Race in a Showdown.

Selection	the runner or sporting combinations selected by a Player for a Sport or Race in a Showdown.
Selections	all runners or sport combinations selected by a Player for all races or sports in a Sports, Race or Tipping Showdown.
Showdown	a tote derivative or Fixed Odds multi bet type in which Players compete against each other to score Points. This includes a Racing, Sports or Tipping Showdown.
Showdown Account	the betting account and wallet that a Player must open and use to enter a Showdown.
Showdown Platforms	Our website and apps from which you can enter a Showdown.
Showdown Wallet	The wallet into which the Player deposits money, places Entries and receives Showdown winnings.
Sport(s)	A sporting event that is included in a Sports or Tipping Showdown.
Sports Leg	a selection or combination of bet selections in a Sport.
Sports Showdown (including NRL, AFL or Other sport named competition)	A fixed odds multi bet type competition in which Players compete against each other to score points.
Stewards	the stewards for the public racing authority that conducts the Race.
Tip	A single selection of a Race Leg or Sport for a Tipping Round.
Tipping Round	A combination of Sport(s) or Racing Legs for a specific period in a Tipping Showdown. Each Round, and the Sport/Races included in a Tipping showdown will be indicated as such on our website.
Tipping Showdown	a Racing or Sport tipping competition, or combination of both, in which Players compete against each other to score Points based on the Fixed Odds for each Tipping Round.
Total Prize Pool	the total value of Payouts in a Showdown (ie. Front Half Prize Pool plus Back Half Prize Pool plus Main Showdown Prize Pool
UPCOZ or 'we' / 'us' / 'our'	UPCOZ Pty Ltd.
Win	<p>a Runner comes first in a Race in a Racing Showdown or a winning combination in a sporting event (e.g. the winning team and selected try scorers in an NRL match).</p> <p>A win in a Sports Showdown includes extra time/ golden point.</p> <p>A draw in a Sports Showdown after extra time will be resulted as a dead heat according to our dead heat rules in the UPCOZ General Terms & Conditions.</p>

Entry

1. You must have a Showdown Account to enter a Showdown and you must use your Showdown Account to enter.
2. To Buy-In, you must make a Selection in each of the available Races or Events in a Racing, Sports or Tipping Showdown on our Showdown Platforms before the Buy-In Lockout.
3. Re-Buys may be available to you on our Showdown Platforms during the Re-Buy Period. To Re-Buy, you must make a Selection in each of the available Races in the Back Half of a Showdown during the Re-Buy Period.
4. For each Selection, you must select either the Win or the Place in the case of a Racing Showdown, and a Win or individual player(s) selection in a Sports Showdown.
5. You may be permitted to enter a Showdown more than once as permitted on our Showdown Platforms and terms and conditions. We may restrict the Showdowns that you can enter and/or the number of Entries that you can have.
6. You can select each Buy-In Selection or use the Quickpick to system-generate Selections. Quickpicks are not available for Re-Buys.
7. Where you do not initially complete all Sports Legs in a Sports Showdown, you may be sent an Auto Pick which will make the selections for you. This will automatically become your bet for the subsequent Sports Leg should you not make an alternate entry.
8. Your Entry is not confirmed until you have pressed 'Confirm Bet' and receive the 'Purchase Complete' bet confirmation.
9. The Entry Fee is deducted from your Showdown Wallet or Bonus Wallet when you enter. In the case of a Sports Showdown, the Entry Fee will be deducted when an entry is made for the First Sports Leg.
10. If there are not sufficient funds in either your Showdown or Bonus Wallet, your Entry will be invalid, and any Selections deemed to be void.
11. You may make changes to your Race or Sports Showdown Selections until the Buy-In Lockout.
12. You are not permitted to cancel an Entry after it has been confirmed.
13. Your bet amount for a Showdown is the Entry Fee. The Prize Table outlines the potential winnings your bet could return. The odds for a bet are outlined as the potential return you can receive from your bet.
14. The Entry Fee is pre-determined and you are not able to change this amount.
15. When you purchase an Entry, you enter into a betting contract with us and not with the other Players.
16. Where any Entry has breached our terms and conditions, we may void that Entry and/or Payouts.

17. Any Buy-In that occurs after the Buy-In Lockout or after the scheduled start time of Race 1 in a Race Showdown is void.
18. Any Re-Buy that occurs after the Re-Buy Lockout or after the scheduled start time of Race Half in a Race Showdown is void.
19. Flexi Entries are available where indicated. A Flexi entry entitles the entrant to the equivalent portion of a Payout. For example, if a person has a 0.5 or 50% Flexi Entry, they are entitled to 50% of the Payout for an Entry that is 1.0 or 100%.
20. We may hold free or promotional Showdowns from time to time. These will attract an Entry Fee of Zero (\$0) for eligible Account holders.
21. Specific terms and conditions for Free Showdowns will be disclosed on our site Information page for the event.

Promotional Entries / Re-Buy Tokens (Bonus Bet rules)

22. We may make available to you bonus cash or promotional Buy-Ins, including as prizes awarded for a Showdown.
23. Bonus cash or promotional Re-Buys, including as prizes awarded for a Showdown may be withdrawn at any time prior to use at our sole discretion .
24. Promotional Entries and Bonus Cash expire after eight (8) days.
25. Re-buy tokens expire after eight (8) days.
26. Only one (1) Promotional Entry or Re-Buy Token can be used per Showdown, or as displayed in the General Terms for the Race or Sports Showdown on our Platform.

Race Scratchings, Cancellations etc.

27. If your Selection within a Race is scratched or declared a non-runner (as declared by the Stewards), then your Entry will automatically be assigned the lowest numbered runner in that Race at the time. For example, if you had selected the Runner with number 5 in a Race in your Entry, the Runner with number 1 was scratched, and then the Runner with number 5 is scratched, your Entry will automatically be assigned number 2 as the Selection for that Race.
28. If your Selection within a Race is declared a runner (according to the Stewards) but does not finish the Race, then you receive no Points for that Selection.
29. Where there are 8 or more Runners in a Race (as per the Official Results), Points in the Showdown are awarded for first, second and third places. Where there are 7, 6 or 5 Runners in a Race, Points in the Showdown are awarded on first and second places only. Where there are 4 or less Runners in a Race, Points in the Showdown are awarded for first place only.

30. Where there are at least two-thirds (2/3) of Eligible Races in the Front Half completed and declared by race stewards, there will be Payouts (in accordance with the Prize Table) for the Front Half. If there are not at least 4 Eligible Races in the Front Half, there will not be Front Half Payouts, but Entries in the Showdown remain valid.
31. Where there are at least two-thirds (2/3) of Eligible Races in the Back Half completed and declared by race stewards, there will be Payouts (in accordance with the Prize Table) for the Back Half. If there are not at least 4 Eligible Races in the Back Half, there will not be Back Half Payouts, but Entries in the Showdown remain valid.
32. Where there are at least two-thirds (2/3) of Eligible Races in the Main Showdown completed and declared by race stewards, there will be Payouts (in accordance with the Prize Table) for the Main Showdown. If there are not two-thirds (2/3) of Eligible Races in the Main Showdown, there will not be Payouts for the Main Showdown, in which case all Entries in the Showdown will be void and the Entry Fees will be refunded.
33. If there are less than 3,000 number of Buy-Ins in a Showdown, we may, in our discretion, cancel that Showdown, in which case all Entries in the Showdown will be void and the Entry Fees will be refunded.
34. If there is a technology or other malfunction or error that impacts the operation of any part of the Showdown, we may cancel the Showdown, in which case all entries in the Showdown will be void and the Entry Fees will be refunded.

Showdown Points (Scoring)

35. During a Showdown, your Entry will earn Points for each Race or Sports Leg.
36. The results for each Race will be the Official Results.
37. The results for each sports event will be the official result as declared by the governing body.
38. For each Race, your Entry will be awarded Points as follows:
 - a) If your Selection was for the Win and your Runner wins, your Entry is awarded the number of Points corresponding to the Best Tote Win odds (based on the declared Bet Tote odds), for example, if the Best Tote Win odds for a Race are \$5.50, you receive 5.5 points; and
 - b) If your Selection was for the Place, and your Runner places, you are awarded the number of Points corresponding to the Best Tote Place Win odds (based on the declared Bet Tote odds), for example, if the Best Tote Win odds for a Race are \$1.75, you receive 1.75 points.
39. For each Sports Leg, Your entry will be awarded Points based on the winning selections in any Leg, i.e. you still earn points if as follows:
 - a) If your Selection was for a team and individual player selections and it wins however the player tries selections all lose, your Entry is awarded the number of Points

corresponding to the Fixed Odds at the time Your bet was placed for the Winning team selection. For example, if the Fixed Odds for the team you select to win are \$5.50, you receive 5.5 points.

- b) Where more than one selection in a Leg wins, the points are calculated by multiplying the combination of the Fixed Odds at the time of your bet. For example, the Fixed Odds for the team you select to win are \$5.50 and the Fixed Odds for the Player you selected to score a try is \$2.40, you will receive $5.50 \times 2.40 = 13.2$ points; and
- c) If your Selection was for a team and individual player selections and the team draws, after all time has expired, with your other player selections winning, your Entry is awarded the number of Points corresponding to the Dead Heat Rules in our General Terms and Conditions together with the Fixed Odds applicable to the player selections at the time Your bet was placed. For example, if the Fixed Odds for the winning Team selection Bet Entry are \$5.50, you receive 2.75 points multiplied by the Fixed Odds for each try selection. If the try Fixed Odds were 1.75 for James Tedesco and 2.00 for Joey Manu then the points are calculated as follows $(Team\ 5.50/2) \times Tedesco\ 1.75 \times Manu\ 2.00 = 9.625$;

40. Odds and therefore Points are calculated to 2 decimal points. Rounding is calculated using the midpoint method.

41. All Entries appear on the Leaderboard. You are not able to participate in the Showdown without your Entry appearing on the Leaderboard and in announcements about Showdown winners. The information included on the Leaderboard and in announcements about Showdown winners will be Players' username, accumulated Points and other information determined by us such as the type or method of Entry.

42. Each Player participating in a Showdown will be ranked (from highest to lowest) on the Leaderboard in accordance with the total Points scored for each of their Selections.

43. Our Showdown Platforms will show updates to and a near live Leaderboard, however the final results will not be determined and settled until we have collected, collated, verified and are satisfied with the Official Results, and the Entries and Payouts.

44. The Leaderboard is provided for entertainment purposes and does not give rise to a legal entitlement to a Payout that is separate to the verified results of the Showdown.

Determining Winners and Payouts

45. Subject to our other terms and conditions, where applicable to a particular Showdown:
 - a) Front Half Payouts are awarded for the Front Half (as set out in the Prize Table);
 - b) Back Half Payouts are awarded for the Back Half (as set out in the Prize Table); and
 - c) Main Showdown Payouts are awarded for the Main Showdown (as set out in the Prize Table).
46. First place in each of the Front Half, Back Half or Main Showdown is awarded to the Player that scores the highest number of Points. Second place in each of the Front Half, Back Half or Main Showdown is awarded to the Player that scores the second highest number of Points. Subsequent places (as set out in the Prize Table for that Showdown) will be determined in the same way.
47. The number of Payout winners in a Showdown are as set out in the Prize Table.
48. If more than one Entry ties for a place, then dead heat rules apply. For example:
 - a) in the event of a dead-heat between two (2) Entries, the Payout for first and second will be combined and shared equally between those two Entrants. The next highest Point scoring Entry will receive the Payout for third place.
 - b) In the event of a dead-heat between ten (10) Entries for 20th place in a Showdown that has a Payout for the top 20 ranked Entries, the Payout for 20th place will be shared equally between those ten (10) Entries.
49. Until the Front Half is completed, the Front Half Payouts and Front Half Prize Pool are estimated and subject to change.
50. Until the Back Half is completed, the Back Half Payouts and Back Half Prize Pool are estimated and subject to change.
51. Until the Showdown is completed, the Main Showdown Payouts and Main Showdown Prize Pool are estimated and subject to change.
52. A Payout is paid or payable to successful Players in a Showdown and represents the payment to a Player of winnings on a successful bet placed.
53. Payouts will be credited to winning Players' Showdown Account after the Official Results are determined. In the event of any errors in the calculation or payment of Prizes, we are entitled to correct Payouts, which may involve making an adjustment to your Showdown or other account with us. If making this adjustment results in a negative balance to your Showdown account, you agree that this is a debt that is immediately due and repayable by you to us.
54. Where an individual player selection is withdrawn prior to the commencement of a match or Leg in a Sports Showdown the selection will be removed from the Leg in calculating the points for that Leg. Should a Player be injured, sent off or otherwise fail to complete a

match, this will be resulted in accordance with our General Terms & Conditions, in that the selection will be deemed to have lost.

55. Any Winnings from Bonus Showdown Entries and/or parts thereof will be paid less the stake amount.
56. Payouts of below \$1,000 will be paid into your Showdown Account within 24 hours after the Showdown is complete.
57. Payouts of \$1,000 or above may take up to one (1) week to be paid into your Showdown Account.

You and Your Mates (“YNY”) Terms & Conditions

53. YNY is a product feature that allows UPC Showdown customers to create a Group, pool their funds and bet on behalf of the Group.
54. YNY is a product feature that allows UPC Showdown customers to create a Group, interact with other members of the Group and view members of the Group’s performance in a particular Competition via a ladder.
55. YNY is only available to customers with a valid UPC Showdown account.

The YNY Group Rules

56. All Group Members acknowledge and agree it is their sole responsibility to decide, set and Administrate any particular Group betting rules, processes or undertakings they see fit, including any betting limits imposed on Members. By using the YNY product, all Group Members acknowledge and agree that it is solely their responsibility to form these Group rules for the Group and the following:
 - The Group and/or Member(s) expressly acknowledge they have no recourse against UPCOZ nor the GWIC (and neither UPCOZ nor GWIC will entertain or consider any complaint or dispute) in relation to any conduct by a Group Member which may be in breach of any Group rules (including, without limitation, placing bet(s), bet amount in excess of any limit, or withdrawing funds) on a YNY Group.
 - For the avoidance of any doubt, this condition will apply whether or not a Group has agreed any group-based rules or not.

Group Creation

57. To create a Group, customers will need to set the Buy-In and transfer the applicable amount of funds into the Group from their personal Showdown account.
58. The customer who creates the Group will be the Administrator.
59. A Group must have at least two (2) Members (including the Administrator) who have transferred the Buy-In. An Administrator Activates the group when they are satisfied that all invited individuals have joined. and transferred the Buy-In, after which they will become Members. All Members own an equal share in the funds held by the Group.
60. Duplicate Groups are not permitted. An Administrator will not be able to Activate the Group if a Duplicate Group is detected.

Administrator

61. Each Group must contain at least one (1) Administrator. If a Group has only one (1) Administrator and that Administrator exits the Group.
62. The individual Group Member and Administrator are the only persons authorised to remove an individual from a Group.

Invitations and Joining

63. An invitation to join a Group can be sent to any individual, but their ability to join is not guaranteed and will depend upon individual circumstances and UPC Showdown account settings. The individual must be a UPC Showdown account holder.
64. Only the Group Administrator can send invitations to join a Group.
65. While UPCOZ provides the platform to facilitate group betting, an individual is not obliged to accept an invitation to join a Group and/or sign up to UPCOZ.

Members

66. Each Member is entitled to an equal share of the amount of funds within the Group (including any winnings generated from pending bets).
67. Members are not obliged to bet, Re-Fund or do any other act in connection with their participation in the Group.
68. Funds added to a Group by a Member will count towards any deposit limits on their personal UPCOZ account.

Exiting the Group

69. Members can exit the Group at any time for any reason.
70. If a Member exits the Group, they acknowledge and accept that they will no longer be able to:
 - participate in the Group or view any of their previous activity within the Group (including bet and transaction history); or
 - view any future transactions or bets the group decides to make.
 - Re-join the Group from the time of exit.

Betting Rules

71. It is the responsibility of the Administrator to determine the operation of the Group with respect to betting turns, stake value, bet selection, Buy-Ins, Re-Funds, Cash Out, promotions use and invitations to join.
72. There are no set turns for bet placement within the Group meaning a Member can place a bet at any time and of any value provided that there are Group funds available (subject to any applicable Member and market limits) and each Member owns an equal share in all bets placed on behalf of the Group.
73. It is a member's responsibility to ensure they are correctly placing their bet selection with their Group or personal UPC Showdown account. UPCOZ's normal bet cancellation policy applies to Groups (see rule 1.11 of UPCOZ's Betting Rules).

YNY Chat Rules & Community Guidelines

74. Content that UPCOZ will not allow on platform and therefore will result in the comment or post being removed including:

Violence and criminal behaviour

- Violence & Incitement
- Dangerous individuals and organisations
- Coordinating harm and promoting crime
- Restricted good and service
- Fraud and deception

Safety

- Suicide and self-injury
- Child sexual exploitation and abuse
- Adult sexual exploitation and abuse
- Bullying and harassment
- Human exploitation
- Privacy Violations

Objectionable Content

- Any content that would be considered offensive by the general community. This includes, but is not limited to: racism, sexism, sexual content and offensive language.
- Hate speech
- Violent and graphic content
- Sexual solicitation

Integrity and authenticity

- Spam
- Cybersecurity
- Misinformation

75. UPC Showdown reserves the right to close any groups that have Group names that do not comply with the Community Guidelines.

If there are repeated offences in the same chat group, UPC Showdown reserves the right to

remove the relevant customer from the chat group or in some cases UPC Showdown has the right to close the chat group at any time, at our sole discretion.

76. Customers should not publish PII data such as email address, date of birth, last name, first name, address, phone number, credit card credentials etc. in the YNY Chat function.

Dispute Resolution

77. Any Dispute which may arise in relation to a bet placed by a Group will be handled in accordance with Section 7 of UPCOZ's General Terms and Conditions ('Dispute Resolution'). For the avoidance of any doubt, a Dispute may be lodged by any Member of a Group in relation to a Group bet.

Group Limits

78. An individual may not participate in more than five (5) Groups at a time.

79. An individual may not be an Administrator in more than five (5) Groups.

80. An individual may not create and/or join more than three (3) Groups.

Reservation of Rights

79. UPCOZ reserves the right to remove Members and/or an Administrator from a Group at any time for any reason without notice or explanation.

80. UPCOZ reserves the right to close any groups that have Group names that do not comply with the Community Guidelines.

81. UPCOZ reserves the right to close any Group at any time for any reason without notice or explanation.

82. UPCOZ reserves the right to determine that a Group is ineligible to receive promotions or generosity.

83. UPCOZ reserves the right to prohibit an individual from joining or participating in a Group any time for any reason without notice or explanation.

84. UPCOZ reserves the right to share a Group name and activity for marketing purposes.

85. An individual's ability to join a Group is not guaranteed and will depend upon their circumstances and UPCOZ account settings (if a customer).

Privacy

86. UPCOZ cannot provide information about other Member's personal UPCOZ accounts.

87. UPCOZ cannot provide information about any activity of a Group after a Member has exited the Group.

88. An Administrator (not UPC Showdown) is responsible for sending an invitation to join a Group to any individual and accordingly must, before sending the invitation, take care to ensure that individual has consented to receiving this type of communication from them.
89. UPCOZ will otherwise operate and manage the YNY product in accordance with its Privacy Policy.

Defined Terms – YNY

90. Capitalised terms used in these Terms and Conditions have the meaning given to them in the Rules unless otherwise defined below:

Activate refers to the action taken by an Administrator to allow Group to start betting. This is done by clicking the ‘start betting’ button and confirming that the Group is ready to bet;

Administrator means an Administrator of the Group;

Buy-In means the amount each Member must contribute to join the Group. The Buy-In is determined by an Administrator in accordance with these Terms and Conditions;

Duplicate Group means a Group with an identical set of Members;

Group means the social betting group created by the Administrator within the YNY product;

Member means any person who becomes a member of a Group, including Members and Administrators;

Resume Group Betting refers to the action taken by an Administrator to end a Re-Fund period and allow the Group to continue betting. Members who have not Topped Up when an Administrator ‘Resumes Betting’ will be exited from the Group.

Re-Fund means the amount of funds that each Member must contribute to continue betting for the Group. The Re-Fund amount is determined by an Administrator in accordance with these Terms and Conditions.

Tipping Showdowns Terms & Conditions

These Tipping Showdown Terms should be read in conjunction with, and seen as an extension of, the Showdown Terms and Conditions (“T&Cs”) above. Where a conflict arises between the Showdown and Sports Showdown T&Cs and the Tipping Showdown T&Cs, the Tipping T&Cs will prevail.

Where the Tipping Showdown T&Cs are silent on a specific matter, and is covered by the Showdown and Sports Showdown, the relevant Showdown or Sports Showdown clause shall apply.

Entry

90. The Entry Fee is deducted from your Showdown Wallet or Bonus Wallet when you enter. The Tipping Showdown Entry Fee is payable up front on entering the Tipping Showdown on Our website. It will be deducted in full at the time of signing up to the Tipping showdown, no Selections need to be made.
91. Selections for any Tipping Round need to be made prior to the Lockout time.
92. Where you do not initially complete all Sports Legs in a Sports Showdown, you may be sent an Auto Pick which will make the selections for you. This will automatically become your bet for the subsequent Sports Leg should you not make an alternate entry.
93. You are required for the first Selection of each Round to enter a winning margin.
94. If you do not select a winning margin for the first leg of any Round, you will be allocated a margin of 1.
95. Tips for each Round in a Tipping Showdown can be amended up until each game is scheduled to commence or the Lockout time, whichever is earlier.
96. You can only have one Entry in a Tipping Showdown once.
97. The estimated points displayed on our website at the time of an Entry are based on Fixed Odds at the time the bet was placed and are not the odds that are used to determine your points.
98. Final Fixed odds for the Leg will be displayed according to the odds provided by UPC Showdown up to 5 minutes before the official starting time of each game.
99. If you do not select a team to win prior to the start time. You will be allocated the away team as a default selection.

Showdown Points (Scoring)

100. Tipping Showdown points are allocated according to the Sports or Racing Showdown methodology outlined in clauses above.
101. If a Sport ends in a draw at the of the match including any extra time (i.e. Golden Point), you will receive half the points if your selected team had won. For example, if you picked a team that would have awarded you 5 points for a win (odds of 5 to 1), and the game ended in

a draw, you would receive 2.5 points (rounded up to the nearest hundredth of a point (i.e. two decimal places).

Determining Winners and Payouts

102. The Winner of the Tipping competition is determined by the Player with the highest number of points over the Tipping Showdown.
103. If more than one Entry ties for a place, then a tiebreaker will apply calculated on the difference between the actual margin and your tiebreaker margin value entered for each of the tipping rounds in the Tipping Showdown. The entry with the smallest cumulative differential to the actual margins will be declared in the higher place.
 - a) For example: If Team A defeats Team B by 10 points, and you have selected Team A to win by 20 points, your tiebreaker for that round is 10, and if you have selected Team B to win by 20 points, your tiebreaker for that round is 30.
104. If after applying the tiebreaker in clause 103 above the a tie still exists, the Dead Heat rules applicable to UPC Showdown will apply.
105. Perfect Round – If a Player gets all games in a round correct, they will receive 5 bonus points on top (Every Premiership or Qualification Round game of the current season, finals excluded).
106. Should one or more Sport or Race Leg not be able to be completed (i.e. delayed, cancelled or abandoned) there will be no Perfect Round bonus for that Round.
107. If a Sport or Race Leg cannot be completed within the scheduled completion time of the last Leg of that Round (i.e. delayed, cancelled or abandoned), no points will be allocated for that Leg. This relates to re-scheduled matches or races, unless otherwise notified by UPCOZ on our website.

Back Your Bet (BYB) Terms and Conditions

Your BYB

108. We may offer BYB on the Main Showdowns and other Showdowns at our discretion.

- a) To place a BYB, you must select the BYB bet offer (where available) after placing your Showdown bet.
- b) We may offer BYB markets from '2 or more Green Thumbs' up to '12 Green Thumbs' (at our discretion), at the odds displayed for the relevant BYB market at the time of placing the bet.
- c) The BYB is a bet on your own punting ability.
- d) A stake amount must be selected against the odds for the selected BYB bet outcome.
- e) If the BYB is a winning bet, you win the amount for the selected BYB outcome at the odds for that selected outcome. For example, if you selects '3 or more Green Thumbs' at odds of \$3.00 with a \$10 stake, and you receive 3 or more Green Thumbs in that Showdown, you receive a payout of \$30. If you select '4 or more Green Thumbs' at odds of \$3.00 with a \$10 stake, you still win \$30 even if you receive 5 or more Green Thumbs.

Abandoned or Scratched Horses

109. For a BYB where the underlying Showdown involves a Race that is abandoned or a Selection that is scratched, the BYB will be cancelled and stake refunded.