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**Sports Bet Montana product - Parameters updates**

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**Game Parameter updates**

1.) The addition of Micro-Market game parameters to accommodate new in-play football wagering.

Update:

**1.2 Football Wager types****1.2.19 Micro-Markets****Football Markets:****Drive Bets**

“Drive bets” may include the below proposition In-Game wagers:

**Drive Result:** Bet on the result of the current drive. Potential available selections of this market are Touchdown, Field Goal Made, Punt, Turnover

**Score This Drive:** Bet on the result of the current drive. Available selections of this market are Offensive Score, No Offensive Score

**Drive Crosses 50 Yardline:** Bet on if the drive will cross the opponents 50 yardline. Available selections of this market are Yes, No

**Drive Crosses 35 Yardline:** Bet on if the drive will cross the opponents 35 yardline. Available selections of this market are Yes, No

**Drive Goes to Red Zone:** Bet on if the drive will cross the opponents 20 yardline. Available selections of this market are Yes, No

**Explanation on the outcomes of special cases:****DRIVE RESULT:**

- Touchdown = Passing Touchdown, Rushing Touchdown, Kick-Off Return for Touchdown
- Field Goal Made
- Punt
- Turnover = Interception, Fumble Loss, Turnover on Downs, Safety, Field Goal Miss, Blocked Punt, Blocked Field Goal

**DRIVES ENDING DUE TO END OF 1<sup>st</sup> Half, 2<sup>nd</sup> Half, GAME OR OVERTIME:**

The unresulted “Drive Result” and “Score this Drive” wagers will be voided. The “Drive Crosses Yardline” wagers will be resulted based on whatever the last yard line of the drive is.

**CROSSES YARDLINE MARKETS:**

The ball must cross the stated yardline for “Yes” to be considered the winning selection. For example, if the drive ends exactly on the 35, “No” would be the winning selection for the “Crosses 35 yardline”.

If a drive crosses a yardline but yards are subsequently lost on a play that pushes the line of scrimmage back before the stated yardline, that Drive is still considered to have crossed the yardline.

**Situational Bets**

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Situational bets may include the below propositions In-Game wagers offered at the relevant occurrences of the game:

**Situational Kickoff Touchback:** Bet on whether the kickoff will result in a touchback or not. Available selections are Yes, No.

**Situational Extra Point Make:** Bet on whether the team will make the extra point or not. Available selections are Yes, No.

**Situational Field Goal Make:** Bet on whether the team will make the field goal or not. Available selections are Yes, No.

**Situational Punt Return Fair Catch:** Bet on whether the punt return will result in a fair catch or not. Available selections are Yes, No.

**Situational Two Point Conversion Make:** Bet on whether the team's 2-point conversion attempt will be successful or not. Available selections are Yes, No.

**PLAY RESULT MARKETS**

**If there is a penalty on the play after the snap and the play stands (is not nullified), the respective markets will be resulted according to official statistics of the play prior to the penalty being assessed.**

**Example:** 11-yard completed pass on 2nd & 8 at Own 27 with a personal foul - facemask penalty on the defense (15 yards is tacked on from the end of the play). The markets would result as the following:

**Team Play First Down:** Yes (the offense needed 8 yards for a first down, they got 11 from the completed pass)

**Team Play Touchdown:** No (the offense needed 73 yards for a touchdown)

**Team Play Attempt Type:** Pass

**Team Play Attempt Type/First Down Script:** Pass | Yes

**Example:** 3-yard rush on 2nd & 8 at Own 27 with a personal foul - facemask penalty on the defense (15 yards is tacked on from the end of the play). The markets would result as the following:

**Team Play First Down:** No (the offense needed 8 yards for a first down, they got 3 from the rush)

**Team Play Touchdown:** No (the offense needed 73 yards for a touchdown)

**Team Play Attempt Type:** Rush

**Team Play Attempt Type/First Down Script:** Rush | No