OFF TRACK

• BETTING •

Winning is just the beginning...

COEUR D'ALENE CASINO RESORT • HOTEL

Welcome to the Coeur D'Alene Casino!

Our goal is for you to experience the excitement of off track betting at its very best! We offer wagering on some of the finest racetracks across the United States and Australia. Enjoy your day at the races and good luck!

Wagering

In pari-mutuel wagering, bettors compete against each other, not against the track, while the racetrack holds the stakes.

A percentage of the money wagered is deducted for taxes, purse money and the track share — called the takeout. The remainder is divided among the winning bettors.

Odds are determined by the amount of money wagered on individual horse or betting propositions. They are automatically calculated by the pari-mutuel computer, after the takeout is deducted. The more money bet on a horse or combination of horses, the lower the odds. The odds to win are usually the odds displayed on the totalisator board and the television monitors. They are expressed in relation to $1 and change as money and betting continues. If your wager is $2, a horse that wins at 5-1 would pay at least $10, plus the $2 wagered, for a total of $12.

Each type of wager has its own betting pool. The odds and payoffs for each are calculated separately.

The minimum bet can change from track to track.

Pay to Win Odds

(*approximate for a $2.00 bet*)

Odds	Pays	Odds	Pays	Odds	Pays
1-5	$2.40	8-5	$5.20	6-1	$14.00
2-5	2.80	9-5	5.60	7-1	16.00
1-2	3.00	2-1	6.00	8-1	18.00
3-5	3.20	5-2	7.00	9-1	20.00
4-5	3.60	3-1	8.00	10-1	22.00
1-1	4.00	7-2	9.00	12-1	26.00
6-5	4.40	4-1	10.00	15-1	32.00
7-5	4.80	9-2	11.00	18-1	38.00
3-2	5.00	5-1	12.00	20-1	42.00

Pick the Winning Horses

Before making a wager, you'll want to know something about the horses. Your primary source of information will be the complimentary racing program. This contains detailed information about each horse and its most recent races.

Fans use many different strategies to pick horses. Some use non-technical methods — they like the name or color of the horse, or they like the color of the jockey's silks, or the jockey himself. Maybe it's their lucky number. One random selection is as good as any other.

Using the racing program will allow you to handicap* the horses, analyzing their past performances to make a reasoned choice based on their relative merits.

*See definition for handicap on inside back cover.

Wager Types

Win	Horse must finish first.
Place	Horse must finish first or second.
Show	Horse must finish first, second or third.
Daily Double	Object involves two races (i.e., race one and two) and to pick the winning horse in both races.
Quinella	The first two horses across the finish line in any order (i.e., 3-2 or 2-3).
Exacta	Two horses across the finish line in exact order (i.e., 2-3 – #2 must finish first and #3 second).
Trifecta	Three horses across the finish line in exact order – first, second and third.
Twin-Trifecta	A pair of trifectas involving consecutive races. Players exchange winning first half tickets for cash winnings and a ticket with their second half selections.
Superfecta	Four horses across the finish line in exact order – first, second, third and fourth.
Pick Three	Winners of three consecutive races.
Pick Four	Winners of four consecutive races.
Pick Six	Winners of six consecutive races.
Pick Eight	Winners of eight consecutive races.
Box	Selected numbers are put into every possible combination.
Wheel	A key horse is selected to finish first, second or third with remaining horses in all possible combinations.

Exotic Wagers

Exotic wagers involve picking more than one horse making it more difficult to win. Their payoffs can be much larger than straight wagers. This large payoff possibility makes the exotic wager a popular choice.

Some prefer to purchase more than one combination of horses. To facilitate the purchase of multiple combinations, certain techniques have evolved.

WHEEL

The bettor uses a single horse, called a key horse, in a wagering combination. Wheeling is effective for the daily double, exacta, quinella, trifecta, pick three, pick four, pick six, or pick eight wagers.

Daily Double Example

Use the #1 horse in the first race with four horses in the second race. Wheel #1 in the first race with #3-5-7-8 in the second creating four combinations (bets) 1-3, 1-5, 1-7, 1-8 at $2 each, for a total of $8. You win if #1 wins the first race and #3, 5, 7 or 8 wins the second race.

Quinella Example

Wheel the #4 horse with #1-2-6, creating three combinations (bets) 1-4, 2-4, 4-6 for $6. You win if the key horse, #4 finishes first or second with one of the other three, #1, 2 or 6, also first or second.

Exacta Example

Wheel the #4 horse with #1-2-6, creating three combinations (bets) 4-1, 4-2, 4-6 for $6. You win if the key horse, #4 finishes first with #1, 2 or 6, finishing second.

Trifecta Wheel Example

Wheel horses #1-2 with #1-2 with #5-6 creating four combinations (bets) 1-2-5, 1-2-6, 2-1-5, 2-1-6 for $4. You win if #1 and #2 finishes first and second (either order), and #5 or 6 finishes third.

BOX OR BASEBALL

An easy way to reverse an exotic wager is to box or baseball, giving you all possible combinations.

Quinella Example

Box three horses, #1-2-3 for $6 creating three combinations (bets) 1-2, 1-3, 2-3. You win if any two of your selections, #1, 2 or 3, finishes first and second.

Exacta Example

Box three horses, #1-2-3 for $12 creating six combinations (bets) 1-2, 1-3, 2-3, 2-1, 3-1, 3-2. You win if any two of your selections, #1, 2, or 3 finishes first and second.

Trifecta Example

Box horses #3-4-5 for $1 each, creating six combinations (bets) 3-4-5, 3-5-4, 4-3-5, 4-5-3, 5-3-4, 5-4-3 for $6. You win if your selections, #3, 4 and 5, finish first, second and third in any order.

KEY BOX

Select a key horse to run first or second with at least two other horses.

Key Box Example

Key box the #2 horse with #5-6-7-8 creating eight combinations (bets) 2-5, 2-6, 2-7, 2-8, 5-2, 6-2, 7-2, 8-2. You win if your key horse, #2, is first or second with any horse from your selections, #5, 6, 7 or 8, also finishing first or second.

Exotic Box Wager Costs

The cost to box different types of wagers are below.

# of Horses	$2.00 Quinella	$2.00 Exacta	$1.00 Trifecta
2	$2.00	$4.00	n/a
3	6.00	12.00	$6.00
4	12.00	24.00	24.00
5	20.00	40.00	60.00
6	30.00	60.00	120.00

Twin Trifecta Wagers

Twin trifectas involve two races:

1) Selections are made for race one, called the twin trifecta *first half*. A winning ticket from the first half is exchanged for a cash payout and the bettor's selection in the next race, called the *second half* trifecta. *One winning combination will allow you one exchange.*
2) Bettors can bet multiple first half combinations to increase chances of winning in the second half.

SUPERFECTA

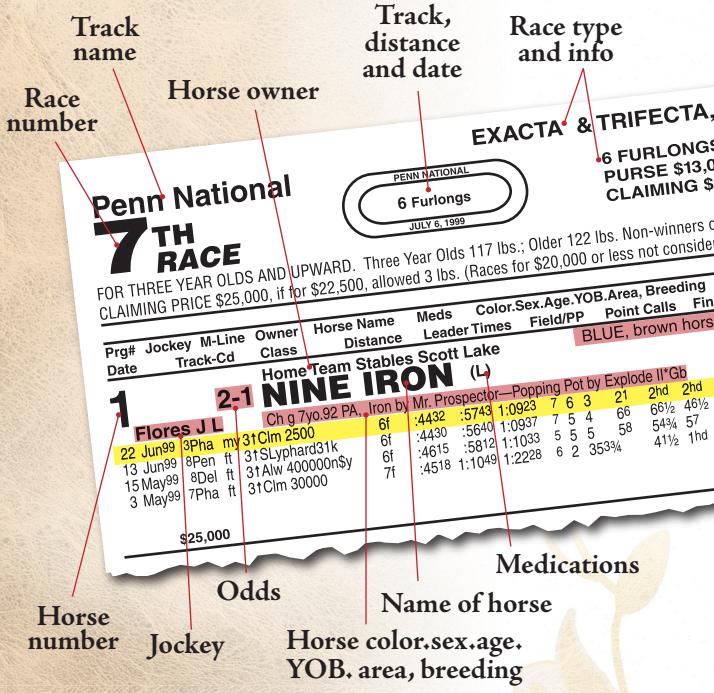
The superfecta uses the same principals as the trifecta, except you must select four horses.

PICK THREE, FOUR, SIX, AND EIGHT

These four wagers use the same betting principals as the daily double. Select three, four, six or eight races in a row. Bet them straight or use the wheel.

For further explanation, please see a friendly mutuel teller at the Off Track Betting window.

How to Use the Program



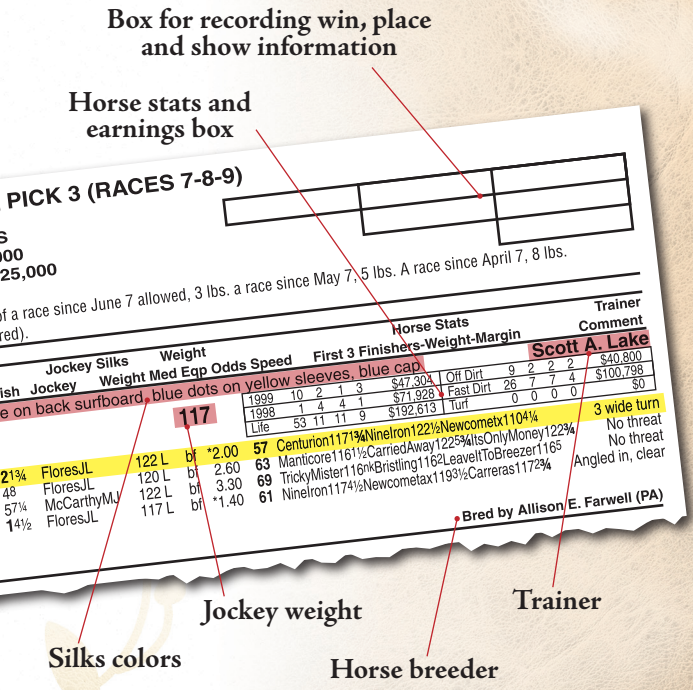
To better understand the horse's past performances, let's look at the sample race for Nine Iron at Penn National. Let's go through the last race he ran highlighted in yellow above.

When and where —
22 Jun^{99} ^{3}Pha my
Nine Iron's last race was on June 22, 1999 in the third race at Philly Park with a muddy track condition.

Race type —
3↑Clm 25000 6f
Three-year-old's and upward competition in a claiming race **(3↑)**. Any horse in the race could be purchased for a claiming price of $25,000 **(Clm 25000)**. The race distance was six furlongs **(6f)**.

Times — :44^{32} :57^{43} 1:09^{23}
Fractional times recorded in 1/100th of a second. His first recorded time was at the half mile marker with 44^{32} seconds, then 57^{43} at the 5/8 mile and the final recorded time for this six furlong race was 1:09^{23}.

Running line —
^{7}6 3 2^{1} 2^{hd} 2^{hd} 2^{1¾}
Nine Iron's performance during the race. He ran in a field of seven horses starting at the gate in the sixth position **(^{7}6)**. First call out of the gate, he's third **(3)**. Second call, he's second by one length **(2^{1})**. Then, second by a head **(2^{hd})**. Same call for the stretch **(2^{hd})**. Final call, he finishes second by one and ¾ lengths **(2^{1¾})**.



Track conditions		Medications	Equipment
Fast ..... ft	Good..... gd	Lasix L	Blinders ..... b
Firm ..... fm	Yielding ..... yl	Bute ..... B	Front bandages ... f
Hard dry .. hd	Sloppy ..... sy		
Wet fast .... wf	Muddy ..... my		

Jockey and weight — FloresJL 122
Nine Iron's jockey was JL Flores for this race. The jockey's weight was 122 pounds **(122).**

Medication list and equipment — L bf
Nine Iron's medication is listed here. **(L)** for Lasix is given to horses with a tendency to bleed. He was wearing blinkers and front bandages **(bf)**.

Betting odds and speed rating — *2.00 57
Betting odds for Nine Iron was $2.00 to $1.00 or 2-1 **(*2.00)**. The (*) means he was the betting favorite of the race. Nine Iron received a speed rating of 57 based on the six furlong track record **(57)**. His rating would be 100 if he had ran the record time.

Top three finishers — Centurion117¹³⁄₄NineIron122½ Newcometx110⁴¹⁄₄
Centurion won the race by 1¾ lengths, Nine Iron was second by half a length, and New Complex was third by 4¼ lengths.

Race comments — 3 wide turn
Brief comment about Nine Iron's race explains that he ran wide into the turn.

Place Your Bet

You've made your choice, and it's time to place your bet. Go to any pari-mutuel window and tell the clerk in this order to place your bet:

1) Track name
2) Bet amount
3) Bet type
4) Horse number

Example, *"At Hollywood Park, I would like $2 to win on number five."* Or, *"At Churchill Downs, I would like a $4 exacta box on numbers one and two."*

Advance Wagering

For advance wagering, remember to give the clerk the following in this order:

1) Track name
2) Race number
3) Bet amount
4) Bet type
5) Horse number

A ticket may be cancelled any time prior to the start of the race if an error has been made.

CHECK YOUR TICKET
BEFORE LEAVING THE WINDOW!

OFF TRACK
BETTING
TRUSTEDOWN
TRUSTEDOWN

RACE 1
MINUTES TO RACE 23
TIME OF DAY 6:12
TRACK CONDITION MUDDY
HORSE NUMBER
1 3
2 15
3 5
4 4
APPROXIMATE ODDS
5 5
6 20
7 10
8 5
9 20
10 10
11 20
12
TURF CONDITION

Race Types

Allowance race

The weight carried by each horse is determined by the number of races won by that horse, often during a specific time.

Claiming race

All horses in a claiming race may be claimed or purchased at the stated price.

Claiming races are designed to maintain competition among horses of similar ability and value. These races tend to prevent horses of greater value or ability from racing against lesser horses and gaining a competitive edge. An owner who races a horse below its proper level risks having his or her horse claimed for an amount below its worth. Although the horse may win, if a claim is entered, the claimant will own the horse following the race, no matter where it finishes.

Claims must be filed and sufficient money must be on deposit with the horseman's bookkeeper before the race is ran. If more than one claim is entered for a horse, lots are drawn to determine the new owner. Any purse money earned goes to the former owner.

Derby race

A classic race run exclusively for three-year-old's, named and patterned after England's Epsom Derby founded in 1780 by the 12th Earl of Derby.

Feature race
The highlight race of the day's racing program.

Handicap race
The track handicapper weighs nominated or eligible horses after evaluating their current form. Each horse is put on a theoretically equal basis. The racing secretary is usually the track handicapper.

Invitational race
A race of any type in which only horses invited by the racing secretary are eligible to enter.

Maiden race
A race for horses who have never won.

Stakes race
From the word "sweepstakes," stakes races are for the best horses. In most instances, owners pay fees to run their horses in a stakes race. The track adds a significant sum to the winner's prize money. Most stakes are run under allowance of handicap conditions.

Terms to Know

Changes in Program Overweights, rider and equipment changes that differ from the official program. Changes are announced before each race.

Coupled Entries Two or more horses, owned by the same owner or trained by the same trainer, comprising a single betting unit. Entries are listed in the program as #1, #1A, #1B. A wager on any horse in an entry is a wager on all of them.

Furlong One-eighth of a mile or 220 yards.

Handicapping Using horses' past performances to determine their chances of winning a current race.

Lead Weight Metal carried, in addition to the saddle, to help a jockey make an assigned weight. When jockey and gear weigh correct amount or more, no lead is carried. The sheets of lead are carried in a pad under the saddle.

Maiden A horse of any sex who has never won a race.

Odds An indication of the public's opinion of the relative merits of the individual horse, or in the case of exotic wagers, combinations of horses. Odds are determined by the amount of money bet on each horse or proposition, relative to the total amount bet.

Overweight Weight carried in addition to the amount assigned each horse. Determined by the weight of the jockey, who is allowed to be as much as six pounds overweight.

Pool The money bet on each type of wager.

Post Position A horse's position in the starting gate, technically located at "the Post." Stalls are numbered from the inside rail. Positions are assigned after a race day's entries close, by a blind draw.

Scratch Withdrawing a horse from the race for any reason, after its entry has been accepted.

Tack Equipment used to ride or control a horse.

Track Condition A function of the weather. Some horses improve and others run below their best when the track is off. Conditions ranging from dry to wet are fast, firm, hard dry, wet fast, good, yielding, sloppy and muddy.

Trainer A horse owner's employee who is responsible for conditioning, entering and running the owner's horses.

Over 1,800 video gaming machines

Live professional boxing & concerts

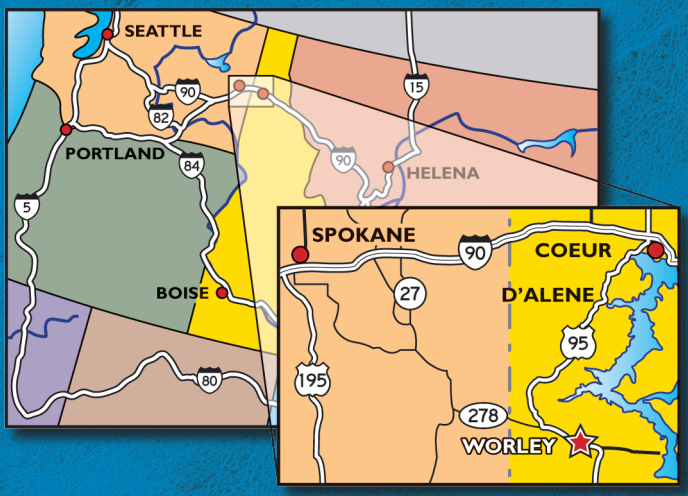
Luxurious 202-room hotel

Banquet / catering facilities

18 hole championship
Circling Raven Golf Club

$30,000 bingo sessions

Restaurants and Lounge



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