



SportChamps Sport Rules

V 2.0 March 2017

1. Australian Rules Football – General Rules

- 1.1. Payouts will be made when the official declared result is given. If extra time is played it is included for betting purposes. If extra time is NOT played, a draw is always included for margin betting and any bets placed on either team by a margin will be considered losing bets.
- 1.2. If the match ends a draw and there was no draw option within the market, all bets will be void and stakes refunded
- 1.3. If a venue is changed all bets stand.
- 1.4. In the event of a postponement or an abandoned match, the match must be played within 7 days of the original starting time for bets to stand. After 7 days single bets will be refunded. Multiple bets will be recalculated without the affected leg. The only exception to this is markets that have already been decided. (E.g. First goal kicker etc.)
- 1.5. For a Grand Final, in the Case of a draw, bets on the match winner will be paid out at half face value (Dead-Heat). All other match markets will be settled. A new market will be offered for the replay and bets from the previous match will not carry over.
- 1.6. The Premiership flag market is resulted when those results are official, replay included.
- 1.7. In the Case of more than one winner of the Brownlow Medal, the Dead-Heat-Rule will apply.

2. Baseball – General Rules

- 2.1. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the markets will remain open and SportChamps will update the start-time of the event.
- 2.2. If one or both of the starting pitchers are changed prior to the event, then SC will void all pitcher specific markets and create new markets with the new starting pitchers.

3. Baseball – Market Rules

- 3.1. **Odd or Even Total:** This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.
- 3.2. **Total Runs-Over/Under:** This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.
- 3.3. **First Team to Score:** This market is resulted including overtime. If the game is abandoned before any team has scored then the market is resulted as void. If the game is abandoned after a team has scored the first goal then the team who scored is resulted as the winner.
- 3.4. **Last Team to Score:** This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.
- 3.5. **First Innings Result:** This bet is to select which team is leading at the end of the first innings. This market is resulted at the end of the 1st Inning. If the match is abandoned at the end of the first innings then the market is resulted as void.

4. Basketball – General Rules

- 4.1. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the markets will remain open and SportChamps will update the start-time of the event.
- 4.2. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on the flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

5. Basketball – Market Rules

- 5.1. **Point Spread:** This market is resulted including Overtime. If the match is abandoned before the completion then all markets will be voided regardless of whether the outcome has already been
- 5.2. **Total Points:** This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.
- 5.3. **Odd or Even Total:** This market is resulted including Overtime. If the match is abandoned before the completion of regular time then the market will be resulted as void. 6.5.
- 5.4. **Half-Time Result:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 5.5. **Half-Time/Full-Time:** This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 5.6. **Highest Scoring Half:** This market is resulted at the end of the regular time. In the event that both halves have the same highest score then this is treated as a Dead-Heat and SC will result both halves as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 5.7. **Highest Scoring Quarter:** This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-Heat and SC will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 5.8. **First Team to Score:** This market is resulted at the end of regular time. If the match is abandoned before a point was scored then the market is resulted as void. If the match is abandoned after the first team has scored then the first team who scored will be resulted as the winner.
- 5.9. **Last Team to Score:** This market is resulted including Overtime. If the match is abandoned before the completion then the market will be resulted as void.
- 5.10. **1st Half Handicap:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.
- 5.11. **1st Half Odd or Even:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 5.12. **1st Half Point Spread:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.
- 5.13. **1st Half Total Points:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.
- 5.14. **1st Quarter Handicap:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.15. **1st Quarter Match Result:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.
- 5.16. **1st Quarter Point Spread:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.
- 5.17. **1st Quarter Total Points:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.18. **2nd Quarter Point Spread:** This market is resulted at the end of the second quarter. If the match is abandoned before the completion of the second quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.19. **2nd Quarter Total Points:** This market is resulted at the end of the second quarter. If the match is abandoned before the completion of the second quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.20. **3rd Quarter Point Spread:** This market is resulted at the end of the third quarter. If the match is abandoned before the completion of the third quarter then the market is voided regardless of

whether the outcome has already been determined.

- 5.21. **3rd Quarter Total Points:** This market is resulted at the end of the third quarter. If the match is abandoned before the completion of the third quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.22. **4th Quarter Point Spread:** This market is resulted at the end of the fourth quarter. If the match is abandoned before the completion of the fourth quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.23. **4th Quarter Total Points:** This market is resulted at the end of the fourth quarter. If the match is abandoned before the completion of the fourth quarter then the market is voided regardless of whether the outcome has already been determined.

6. Cricket – General Rules

- 6.1. If a match is transferred to a reserve day, all wagers will carry over.
- 6.2. **Most Sixes:** Select the team that hits the most sixes in their innings. If a match is abandoned, all bets are void unless the team batting second hits more sixes before abandonment in which case that team will be the winner.
- 6.3. **Highest Opening Partnership:** Select one of the two teams to score the most the runs from the opening partnership.
- 6.4. **Draw no bet:** This market is a two-way market between two teams and if the match ends in a draw then bets are void.
- 6.5. If a match is abandoned all bets are void and multiples will be recalculated excluding the affected leg.
- 6.6. In the event of a tie in series or matches (unless the tie is offered) all bets will be paid as a Dead-Heat unless there is a tiebreaker method in use.
- 6.7. In the event of a Tie in the High Batsman/Bowlers, Partnerships and First Innings lead, the Dead-Heat Rules apply
- 6.8. For top Batsman bets, bets are void on players not in starting 11. Players in starting 11 that do not bat are resulted as losers.

7. Golf – General Rules

- 7.1. Refunds will be given for non-starters unless otherwise stated. A playoff will count in determining the result
- 7.2. If a tournament is shortened the official result will determine the winner.
- 7.3. If a tournament is either officially abandoned or not completed within 14 days of commencement, all wagers are void
- 7.4. In head to head markets all players in that respective market must tee off for bets to stand. Players who play the most holes in that round can be determined as winner The Dead-Heat Rule applies unless tie or draw is offered in the market. Playoffs are excluded.
- 7.5. 2 Balls and 3 Ball markets will be for 1 round (18 holes) of play unless specified otherwise.

8. American Football – General Rules

- 8.1. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the market will remain open and SC will update the start-time of the event.
- 8.2. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

9. American Football – Market Rules

- 9.1. **Point Spread:** This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.
- 9.2. **Odd or Even Total:** This market is resulted including Overtime. If the match is abandoned before

- completion then the market will be resulted as void.
- 9.3. **Total Points:** This market is resulted including Overtime. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.
 - 9.4. **Half-Time Result:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
 - 9.5. **Half-Time/Full-Time:** This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
 - 9.6. **Highest Scoring Half:** This market is resulted at the end of the regular time. In the event that both halves have the same highest score then SC will void (push) the selections. If the match is abandoned before the completion of regular time then the market will be resulted as void.
 - 9.7. **Highest Scoring Quarter:** This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-Heat and SC will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.
 - 9.8. **First Team to Score:** If either team has scored before the game is abandoned then the market is resulted. If the game is abandoned before either team has scored then the market is resulted as void. Please note that safety goals count and penalty goals count
 - 9.9. **Last Team to Score:** This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that safety goals count.
 - 9.10. **1st Half Handicap:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be voided regardless of whether the outcome has already been determined.
 - 9.11. **1st Half Money Line:** This market is resulted based on the first half score. If the first half ends in a draw then the market is resulted as void. If the match is abandoned before the completion of the first half then the market will be resulted as void.
 - 9.12. **1st Half Point Spread:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
 - 9.13. **1st Half Total Points:** This market is resulted based on the first half score. If the match is abandoned before completion of the first half then the market will be voided regardless of whether the outcome has already been determined.
 - 9.14. **1st Quarter Point Spread:** This market is resulted based on the first quarter score. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.
 - 9.15. **1st Quarter Total Points:** This market is resulted based on the first quarter score. If the match is abandoned before completion of the first quarter then the market will be voided regardless of whether the outcome has already been determined.
 - 9.16. **2nd Half Point Spread:** This market is resulted based on the second half score. If the match is abandoned before the completion of the second half then the market will be resulted as void.
 - 9.17. **2nd Half Total Points:** This market is resulted based on the second half score. If the match is abandoned before completion of the second half then the market will be voided regardless of whether the outcome has already been determined.
 - 9.18. **2nd Quarter Point Spread:** This market is resulted based on the second quarter score. If the match is abandoned before the completion of the second quarter then the market will be resulted as void.
 - 9.19. **2nd Quarter Total Points:** This market is resulted based on the second quarter score. If the match is abandoned before completion of the second quarter then the market will be voided regardless of whether the outcome has already been determined.
 - 9.20. **3rd Quarter Point Spread:** This market is resulted based on the third quarter score. If the match is abandoned before the completion of the third quarter then the market will be resulted as void.
 - 9.21. **3rd Quarter Total Points:** This market is resulted based on the third quarter score. If the match is abandoned before completion of the third quarter then the market will be voided regardless of whether the outcome has already been determined.

- 9.22. **4th Quarter Point Spread:** This market is resulted based on the fourth quarter score. If the match is abandoned before the completion of the fourth quarter then the market will be voided.
- 9.23. **4th Quarter Total Points:** This market is resulted based on the fourth Quarter score. If the match is abandoned before completion of the fourth Quarter then the market will be voided regardless of whether the outcome has already been determined.

10. Rugby League – General Rules

- 10.1. **Payouts based on official results:** Payouts are based on the official declared result including the end of any additional extra time. But, conditions do apply specifically to Half-Time/Normal-Time (HT/NT) and any bet type that involves Margin Betting will be resulted at the end of normal-time. A price for the draw will always be included in margin betting. If the result of a match is a draw after extra time, the Dead-Heat Rule applies.
- 10.2. **Draw's & Golden Point** – all markets are resulted on the result at 80 minutes, golden point outcomes are not included in the result. Any market without a draw option will have bets refunded if there is a draw after 80 minutes.
- 10.3. **Handicap & Totals betting:** In Handicap and Totals betting where the line or total is a flat (whole) number, if the result lands on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 10.4. **Matches not completed:** If a match does not reach total completion, is suspended or abandoned and not played within 7 days bets are void and Multis will be recalculated excluding the affected leg.
- 10.5. **Totals betting:** Totals betting will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match is completed.
- 10.6. **Change of venue:** All bets stand, regardless of change of venue.
- 10.7. **Players not starting:** Players who do not start and are included in markets i.e. try scorer etc. are refunded in full and Multis will be recalculated with the affected leg excluded.
- 10.8. **First Half result & First-Half betting:** First half result and first half handicap are resulted at the end of the first half. The Dead-Heat Rule apply to first half result. If a line ends on a flat line bets will be refunded.

11. Soccer – General Rules

- 11.1. All markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.
- 11.2. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the markets will remain open and SC will update the start-time of the event.
- 11.3. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

12. Soccer – Market Rules

- 12.1. **Match Result:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.2. **Handicap:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.
- 12.3. **Over/Under. A "Total Goals" market:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.
- 12.4. **Double Chance:** A three way market consisting on Team A and Draw, Team B and Draw and either Team A or Team B to win. This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void
- 12.5. **Odd or Even Total:** The market is resulted at the end of regular time. In the event of no goals scored, market will be resulted as even. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.6. **Half-Time/Full-Time:** The market is resulted at the end of regular time. If the match is

- abandoned before the completion of regular time then the market will be resulted as void.
- 12.7. **First Goalscorer:** The bet is to select a player to score the first goal in a particular match. Any selection that does not take part in the match will be void, as will selections on first player to score where the player comes on after the first goal is scored. Please note that own goals do not count. If the match is abandoned before half-time then all markets will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then all markets will be resulted provided that the outcome has already been determined in the first half.
- 12.8. **Last Goalscorer:** Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do not count.
- 12.9. **Highest Scoring Half:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.10. **Score in Both Halves:** The bet is to select a team or a player to score in the first half and second half. The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
- 12.11. **Win Both Halves.** To select a team to win outright the first-half and second-half: The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
- 12.12. **Clean Sheet** The bet is to select a team to have no goal scored against them in a particular match: The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
- 12.13. **Correct Score:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.14. **Draw No Bet:** The market is a two way market between two teams and if the match ends in a draw then bets are void: The market is resulted at the end of regular time. If regular time ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.15. **Half-Time Correct Score:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 12.16. **Half-Time Result:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 12.17. **Half-Time Draw No Bet:** The bet is to select a team to win at half-time however the market is a two way market between two teams and if the match at half-time is a draw then bets are void and the bet is refunded. The market is resulted based on the half-time score. If the first half ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 12.18. **Half-Time Total Goals:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void. Please note that own goals do count.
- 12.19. **Half-Time Totals Over/Under:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the 1st Half then all markets will be voided regardless of whether the outcome has already been determined.
- 12.20. **First Team to Score:** The market is resulted at the end of regular time. If the match is abandoned before half-time then this market will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then all markets will be resulted provided that the outcome has already been determined in the first half. Please note that own goals count.
- 12.21. **Last Team to Score:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals count.
- 12.22. **Both Teams to Score:** The market is resulted at the end of regular time. If the match is

abandoned before half-time then this market will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then all markets will be voided provided that the outcome has already been determined in the first half. Please note that own goals count.

- 12.23. **Team Not to Score:** The market is voided at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided as void. Please note that own goals do count.
- 12.24. **Teams to Score:** The market is voided at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided as void. Please note that own goals do count.
- 12.25. **2nd Half Result.** The bet is to select which team wins the second half only: The market is voided at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided as void.
- 12.26. **2nd Half Correct Score.** The bet is to select the score in the second half only (i.e. the first-half scores are excluded): The market is voided at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided as void.
- 12.27. **Half-Time Handicap:** The market is voided based on the half-time score. If the match is abandoned before the completion of the first half then all markets will be voided regardless of whether the outcome has already been determined.
- 12.28. **Half-Time Odd or Even Total:** The bet is to select the total goals scored by both teams at half-time: The market is voided based on the half-time score. If the match is abandoned before the completion of the 1st half then the market will be voided as void.
- 12.29. **Total Goals:** The market is voided at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided as void. Please note that own goals do count.
- 12.30. **Winning Margin:** The market is voided at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided as void. Please note that own goals do count.

13. Tennis – Market Rules

- 13.1. **Winning Margin:** The market is voided at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided as void.
- 13.2. **Handicap & Totals betting:** In Handicap and Totals betting where the handicap or total is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 13.3. **First Set Winner & Set Score betting:** For First Set Winner and Set Score Betting, the applicable set must be completed for bets to stand.
- 13.4. **Tournament Winner betting:** Tournament outright betting is offered on an All-In basis. No refunds will be given for non-starters, or for competitors who retire or are disqualified mid-tournament.
- 13.5. **Rescheduled matches:** If a match is postponed, rescheduled and runs to full completion, all wagers stand.
- 13.6. **Set Betting:** Select a player to win in a number of sets. E.g, in a five set match, you may select a player to win 3:2, 3:1, or 3:0. In a three set match you may select a player to win 2:1 or 2:0. The market is voided at the end of the match. If the match is abandoned before completion then the market is void regardless of whether the outcome has already been determined.
- 13.7. **Game Handicap:** The market is voided at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.8. **Game Handicap (With Draw).** Just like a line market but with the choice of draw: The market is voided at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.9. **Set Handicap:** The market is voided at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

- 13.10. **Most Games.** A bet where you select which player will win more games in a match: The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.
- 13.11. **Total Games Over/Under:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.12. **Total Games Odd or Even:** The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.
- 13.13. **Total Sets:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.14. **First Set Winner:** The market is resulted at the end of first Set including tiebreak if needed. If the match is abandoned before completion of the first set then the market will be voided.
- 13.15. **First Set Correct Score Select the exact score** (including tiebreak) and player in the first set: The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.
- 13.16. **First Set Total Games Over/Under:** The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then all markets will be voided regardless of whether the outcome has already been determined.
- 13.17. **Second Set Correct Score:** The market is resulted at the end of second set (including tiebreak). If the match is abandoned before completion of the second set then the market will be voided.
- 13.18. **Second Set Winner:** The market is resulted at the end of second Set including tiebreak. If the match is abandoned before completion of the second set then the market will be voided.
- 13.19. **Third Set Correct Score:** The market is resulted at the end of third Set (including tiebreak). If the match is abandoned before completion of the third set then the market will be voided.
- 13.20. **Doubles Match:** The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.
- 13.21. **Doubles Set Betting:** The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.
- 13.22. **Doubles Game Handicap:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.23. **Doubles Win 1st Set:** The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.
- 13.24. **Multi-bet odds display:** Display of odds for multi-bets: "For display purposes the multi-bet dividend may be rounded up or down to two decimal places, however the correct dividend will be paid to the winning bet/s by multiplying the legs of a particular wager." For example if two 1.91 selections are taken in a multi-bet, the dividend displayed will be 3.65 at the time of placing a bet however the dividend paid will be based upon multiplying 1.91 x 1.91 (or 3.6481).