

Soccer Spreads

SUPREMACY:

This is a market for predicting a team's dominance over their opposition. We will predict how many goals a team will beat the other by.

For example, we might make Man Utd favourites to beat Everton by 0.1 - 0.3 goals. Therefore, if you think Man Utd will win you might bet high at 0.3 for a stake of your choice, in this case R50 a goal.

If Man Utd were to win the game 4 - 1, their winning margin would be 3 goals. Had you placed your spread bet high at 0.3 you would have made 2.7 times your stake or R135.

Calculation is as follows: $(3 - 0.3) \times \text{your stake} = 2.7 \times R50 = R135$.

However, if Everton had won the game 1 - 0 the same bet would have lost you 1.3 times your stake. Calculation: $(-1 - 0.3) \times \text{your stake} = -1.3 \times R50 = R65$

TOTAL GOALS:

This is a market where we would predict the total number of goals scored by both teams in a match.

For instance, we may predict the total goals between Man Utd and Everton to be 2.7 - 3. If you think a high scoring game then you would bet high for a stake of your choice, in this case R50 a goal.

If the match finished Man Utd 4 - 1 Everton then you would have made a profit of 2 times your stake. Calculation: $(5 - 3) \times \text{your stake} = 2 \times R50 = R100$.

If however, the match finished Man Utd 1 - 0 Everton then you would have lost 2 times your stake. Calculation: $(1 - 3) \times \text{your stake} = -2 \times R50 = -R100$.

SHIRT NUMBERS:

This market is based on the total shirt numbers of all the goal scorers in a match. A 1-1 draw with players wearing shirt numbers 10 and 7 scoring the goals would result in the total shirt numbers being 17.

Eg. "Shirt Numbers 36 - 39" would mean that we would expect the total shirt numbers to be between 36 - 39.

You would bet either low or high depending on whether you think the match will be high scoring or not.

We also offer a market for the individual team shirt numbers separately.

CORNERS:

This market is based on the total number of corners taken by both teams in a match.

Eg. we might predict the total number of corners in a match to be 10.5 - 11. You would bet either low or high depending on how many corners you think the match would yield.

MULTI CORNERS:

This market is calculated by the total number of corners taken by both teams in the first half multiplied by the total corners by both teams in the second half.

Eg. If the first half produced 5 corners, and the second half produced 6 corners then the result would be 30 (5 x 6).

BOOKINGS INDEX:

This market is a prediction of the total points arising from yellow and red cards shown to all players in a match.

Points are awarded as follows: 10 points per yellow card, 25 points per red card.

You would bet either low or high depending on whether or not you think the match would be fiercely contested.

Eg. If there were 3 yellow cards and 1 red card shown then the result would be 55.

WIN INDEX

This market is a prediction on the outcome of a match based on a points system.

Points are awarded as follows: 25 points for winning, 10 points for drawing, 0 pts for losing.

Eg. "Man Utd win Index 16 - 17.5" - If you think Man Utd will win then you will go high for a stake of your choice, in this case R20 a point.

Should Man Utd win then you will win 7.5 times your stake $(25 - 17.5) \times \text{your stake} = R150$

If you think Man Utd will draw or lose the game then you will go low.

Here are following scenarios if Man Utd either Draw or Lose the match if you bet R20 a point:

Draw - you will win 6 times your stake $(16 - 10) \times \text{your stake} = R120$

Lose - you will win 16 times your stake $(16 - 0) \times \text{your stake} = R320$

TIME OF 1ST MATCH GOAL

This market is a prediction of when the first goal in the game will be scored (in minutes).

The Maximum Result is 90 (90 minutes if neither team scores), the Minimum Result is 1 (if a goal is scored in the 1st minute).

Eg. We would predict the time of the first goal to be between 40 - 44 minutes. You would bet low if you think there would be a goal before the 40th minute or high if you think it would come after the 44th minute.

We also offer markets for the time of the 1st goal for each team separately.

**Please note that a 'Stop Loss' is in place on every market in order to restrict the possible liability.

Cricket Spreads

SUPREMACY

This is a prediction of which team will win the match and the winning margin. If the team batting first wins the match the margin is in runs. The supremacy result is then settled as the winning margin. If the team batting 2nd wins the match then the winning margin is in wickets. The supremacy result is settled as winning margin in wickets multiplied by 10.

As an example SA bat first against England and scores 260 runs. The supremacy is set at SA/England 15 – 30. This bet is called as South Africa supremacy over England or more simply South Africa over England. You have two options. If you believe SA will win the match by more than 30 runs, i.e. prevent England from reaching 230, then you will bet high on the supremacy at 30. If you believe England will lose by less than 15 runs or will win the match then you will bet low on the supremacy at 15. The supremacy has a favourite, which you can either back or oppose.

We look at the example of you going high at 30 for R10 per point:

SA bowl England out for 190 runs. SA wins the match by 70 runs and this is the supremacy make-up. Your profit is $(70 - 30) \times R10 = R400$. You were right by 40 points; therefore you win 40 times your stake.

England passes the SA score with 8 wickets down. This means that England wins the match by 2 wickets. The supremacy is settled at 10 points per wicket, therefore England is superior by 20 points. The original bet had SA as favourites over England, therefore the make-up on this bet is -20. Your loss is $(-20 - 30) \times R10 = R500$.

If the second innings of a limited overs match is reduced in anyway, for whatever reason, all supremacy bets, whether open or closed, will be void.

INNINGS RUNS

This is a spread on the total number of runs in an innings. In limited overs, bets are void if less than 90% of the scheduled overs are bowled. In a Test Match, an "incomplete 1st innings" is defined as any 1st innings in which a team has lost less than 8 wickets or fewer than 80 overs are bowled. A batsman who has retired hurt and does not return to the crease is considered out for the purpose of this rule. An "incomplete 2nd innings" is defined as any 2nd innings in which a team is not bowled out and fewer than 20 overs are bowled. In any Test Match innings, all open or closed bets will be void on the Innings Run Market if the innings is incomplete, according to the definition above.

An innings in which a team is bowled out is obviously complete, however many overs have been bowled.

OPENING PARTNERSHIP

This is a spread on the total score at the fall of the first wicket. If an innings is curtailed due to rain or ends before the fall of the first wicket then the partnership will be the total on which the innings ends.

A batsman who retires hurt is not considered out. All bets on this market will stand, regardless of interruption or abandonment of the match, if at least one ball is bowled in the innings.

15 OVERS TOTAL

This is a spread on the innings total after 15 overs. Bets will be void if less than 15 overs are bowled. Changes to the fielding restrictions in rain affected matches will have no bearing on this market.

6 OVERS TOTAL

Ruling as per 15 Overs Total.

BATSMAN RUNS

This is a spread on the runs an individual batsman will score in an innings. All bets on this market will stand, regardless of interruption or abandonment of the match, if at least one ball is bowled in the innings after the batsman in question has come to the crease.

Rugby Spreads

SUPREMACY:

In this market we predict how many points one team will beat the other by.

We might predict that South Africa will beat England by 7-10 points.

If you fancied South Africa to beat England by a margin of more than 10 points you would bet high at 10 for the stake of your choice, in this case say R5 per point.

If it turned out to be a tight match, with South Africa scraping home 11-6, the supremacy (winning margin) would be just 5 points.

As a result you would have lost 5 times your stake: $(5 - 10) \times \text{your stake} = -5 \times R5 = -R25$.

However, if South Africa had romped home to win by 20 points you would have won 10 times your stake: $(20 - 10) \times \text{your stake} = 10 \times R5 = R50$.

TOTAL MATCH POINTS:

For this market we simply predict the total number of points that will be scored in a rugby match.

Here's an example. We may predict a high scoring game between South Africa and England with a quote of 56 - 59. Lets say the game finished South Africa 42 - 28 England.

If you bet high at 59 for R5 a point you would have won 11 times your stake: $(70 - 59) \times \text{your stake} = 11 \times R5 = R55$.

Had you bet low at 56 however you would have lost 14 times your stake: $(56 - 70) \times \text{your stake} = -14 \times R5 = -R70$

We also offer a market on the Total Points of each team seperately.

SHIRT NUMBERS:

This market is a prediction of the total number of try scorers' shirt numbers. For eg. If numbers 13, 12 and 14 all score a try, the total shirt numbers would be 39.

Here again, we would give an initial quote, for instance 63 - 67, and you would bet either low or high depending on how you think the game might go.

If you think the game would be high scoring then you would bet high because you would expect a lot of tries, otherwise low if you think a low scoring game.

We also offer a market for the Shirt Numbers of each team separately.

SHIRT SUPREMACY:

This market uses the same principal as 'SUPREMACY' (see above).

Here instead of points for each team, the market is based on each teams total shirt numbers (based on try scorers).

TOTAL MATCH TRIES

This market is very similar to 'TOTAL MATCH POINTS' (see above).

We simply predict the total number of tries that would be scored in the match. You would bet either low or high depending on how you think the game would pan out.

We also offer a market for the Total Tries of an individual team separately.

TRY SUPREMACY

Here again, the same principal as 'SUPREMACY' (see above), but in this market we substitute the points scored by each team with the number of tries scored by each team.

TIME OF 1ST MATCH TRY

This is a prediction on when the first try of a game will be scored, measured in minutes.

If you were to bet low on the time of the first match try then ideally you would like a try to be scored in the first minute of the match.

However if there were no tries in the match then this market would be resulted as 80 (as in 80 minutes).

You would bet low or high depending on how soon you think the first try of the game would be scored.

We offer a market for the first match try (scored by either team) and separately for individual teams.

Golf Spreads

FINISHING POSITIONS

This market is a prediction of the finishing position that a player will achieve at the conclusion of a tournament.

Eg. We may predict that Louis Oosthuizen will finish 12th or 13th in a tournament therefore we will offer a spread of 10 - 14.

If you believe that he will do better than what we say than you would go Low, otherwise you would go high if you think he would not do so well.

72 HOLE MATCH BETS

In this market we pick two golfers and predict who will finish higher at the end of the tournament.

The result is the number of shots that one beats the other by. If either player misses the cut, both players' halfway scores will be doubled.

Eg. We may predict that Louis Oosthuizen will beat Retief Goosen by around one shot, therefore our quote would be 0.5 - 2.0.

If you think that Oosthuizen will win then you would bet high for a stake of your choice, in this case R50 a point.

Should Oosthuizen win by 5 shots then you would make a profit of 3 times your stake: $(5 - 2.0) \times \text{your stake} = 3 \times R50 = R150$.

If however, Goosen were to win by 3 shots then you would lose 5 times your stake since you bought (went high) at 2.0. Calculation: $(-2 - 3) \times \text{your stake} = -5 \times R50 = -R250$

18 HOLE MATCH BETS

This market is very similar to the 72 hole match bet. We pick 2 players from the field and predict which golfer will win over 18 Holes.

A player is awarded 10 points for winning plus 3 points for each shot he wins by.

Eg. We may predict that Els will beat Goosen by 3 or 4 shots in the first round of a tournament (18 Holes), therefore a quote of 2 - 5.

If you think that Els will win then you would bet high, for instance R10 a point.

If Els shot a 68 and Goosen 70, the result would have been 16 (10 points for Els winning the Match bet plus 3 points for each shot he won by = 16 points.)

As a result you would have won 11 times your stake: $16 - 5 \times \text{your stake} = 11 \times R10 = R110$.