FanDuel, DraftKings, BetMGM, Bally's: Sub-Binder 2 (Part 6)

FanDuel, DraftKings, BetMGM, Bally's: Platform Provider Applicant Technical Proposal
Sub-Binder 2
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6.1.A

6.1 EXPERIENCE

6.1.A. Description of Comparable Mobile Sports Wagering Platforms Developed and Operated by the Applicants.

The Application presents the dream scenario for New York: four of the nation's largest and most experienced mobile sports wagering platforms have aligned in a Consortium that will ensure that New York will maximize revenue and its citizens will enjoy a gold-standard product.

FanDuel, DraftKings, BetMGM, and Bally's collectively already operate mobile sports betting platforms in 12 states—including New York's two most populous neighbors, Pennsylvania and New Jersey—with more on the way. They process more than ████ ████ in annual wagers in the United States and maintain ████████ individual domestic accounts.

Each of these companies individually offers customers myriad options to bet on a wide variety of events that, combined, will create limitless choices for the consumer. And because of their place at the top of the market and their deep experience in the field, each of the four companies boasts staffs stacked with industry leaders in betting, technology, customer service, and financial oversight. With all four platforms available to New Yorkers, the state will enjoy a market unparalleled anywhere in the world, with a sustainable source of revenue generated by the most reliable names in the business.

This Subsection 6.1.A includes summaries of the four platforms in the Application with examples of each Platform's comparable mobile sports wagering platform.

6.1.A - *FanDuel*

An overview of the wagering activity conducted through the Platforms. The FanDuel Sportsbook mobile sports wagering product runs on FanDuel's proprietary sports betting platform ("FanDuel GBP"). The FanDuel GBP is the U.S. version, tailored specifically for FanDuel, derived from FanDuel's parent company Flutter Entertainment PLC's ("Flutter") proprietary Global Betting Platform ("GBP"). The GBP has been developed by Flutter over the last nine years, and the FanDuel GBP now services the online FanDuel Sportsbook in the 10 U.S. states in which FanDuel operates a mobile sports wagering product. The GBP relies predominantly on proprietary software developed by and services managed by Flutter, and also incorporates a limited amount of licensed third-party and open-source technology that is tailored for use specifically in the unique GBP system used exclusively by Flutter Group companies. The FanDuel Sportsbook is fully integrated into the FanDuel GBP, which is operated and maintained by FanDuel, and which accepts and registers all wagers, generates all electronic wagering tickets, computes wagering and payoffs, maintains records of all wagering activities, and will generate and submit to the Commission all required reports.

Based on FanDuel's leading market share in the U.S., the FanDuel GBP is processing and settling exponentially more bets than any platform in the market, and offering more markets for wagering than any other platform. In just the last two weeks of July, the FanDuel GBP hosted roughly ███████ customers on the platform and accepted over ███ ███ wagers. The FanDuel GBP also boasts roughly █████ unique markets for wagering on just the core U.S. sports (NFL, NBA, MLB, NHL). Globally, Flutter-owned operators running on the same core GBP software welcomed over ████████ customers and accepted over ███████ wagers in 2020 across nearly ███████ unique markets. No other operator in the U.S. can draw upon such a depth of scaling knowledge and operational know-how as that held by Flutter, making the FanDuel GBP technology uniquely suited to efficiently handle a new market launch the size of New York.

The jurisdictions where the Applicant operates the Platforms. FanDuel currently operates and maintains a state-specific version of the FanDuel GBP in the following 10 U.S. jurisdictions: New Jersey, Pennsylvania, Colorado, Illinois, Indiana, Iowa, Michigan, Tennessee, Virginia, and West Virginia. FanDuel anticipates launching other FanDuel Sportsbook mobile product offerings on the FanDuel GBP in at least two other U.S. states (Arizona and Connecticut) before the end of 2021.

Current integration of the Platforms with other wagering operators. FanDuel is the only wagering operator in the world currently integrated with the FanDuel GBP, the U.S. version of the GBP. Across other Flutter group companies, market-specific versions of

the GBP are currently operating in the United Kingdom and Ireland and throughout Europe under the Paddy Power and Betfair brands.

The number of accounts maintained through the Platforms. FanDuel currently hosts over ▉▉▉▉▉▉ unique sports wagering accounts on the FanDuel GBP. These accounts are maintained on FanDuel's proprietary player account management ("PAM") system, which houses a patron's account-related information (e.g., login information, responsible gaming settings, saved deposit and withdrawal details, etc.). The PAM is designed to interact directly and seamlessly with the FanDuel GBP.

Wagering volume processed annually through the Platforms. FanDuel initially launched its mobile sports wagering offerings utilizing platform technology provided by a third-party provider. However, as described above in this Section, the Company dedicated substantial time and resources towards developing what FanDuel believes is the most advanced sports wagering platform currently in operation in the United States: the FanDuel GBP. Starting in late 2020 and concluding in mid-2021, FanDuel carried out platform migrations across its 10 mobile sports wagering states to replace the Company's prior third-party provided wagering platform with the GBP. As of July 2021, all FanDuel mobile sports wagering offerings are conducted on the FanDuel GBP. To date, the FanDuel GBP has accepted over ▉▉▉▉▉▉ unique wagers across FanDuel's mobile sports wagering states, totaling over ▉▉▉▉▉▉ in bets. In total since launching in the U.S., the FanDuel Sportsbook has accepted over ▉▉▉▉▉▉ unique wagers. In 2020 alone, in the U.K, Ireland, and other European gaming jurisdictions, the GBP instances in those countries cumulatively accepted over ▉▉▉▉▉▉ unique wagers.

Additional information the Applicant believes relevant to demonstrate the Applicant's experience. As a result of the global scale of Flutter and the investments both Flutter and FanDuel have made in building a best-in-class platform, the GBP enjoys unrivaled global support from a deep bench of technology professionals. The FanDuel technology team maintaining and supporting the FanDuel GBP alone includes over ▉▉ professionals located on three continents and spanning five time zones, allowing FanDuel to maintain 24/7 monitoring and servicing of the FanDuel GBP. This large FanDuel team is supported by over ▉▉▉ technologists employed by the wider Flutter organization, yielding a combined strength of over ▉▉▉ technology professionals. This level of investment in staffing allows FanDuel and Flutter to maintain a platform that is more nimble, more scalable, and is overall superior to platforms maintained by FanDuel's competitors. The result is faster product feature developments, fewer and reduced periods of platform downtime, and an improved customer experience, all of which yield more revenue for FanDuel and, ultimately, the State of New York.

6.1.A – FanDuel

6.1.A - DraftKings

An overview of the wagering activity conducted through the platforms. ████
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The sportsbook platform that DraftKings acquired in 2020 and has subsequently
integrated into its technology stack has been developed and refined for the last twelve
years. Since the repeal of PASPA in 2018, the platform has █████████████████
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The jurisdictions where the Applicant operates the platforms. DraftKings is both the
platform and the sole operator on the consumer enterprise platform. ████████████
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████████████████ DraftKings always aims to launch in new states at the earliest possible
opportunity and we hope to launch additional states in the near future.

Current integration of the platforms with other wagering Operators. DraftKings
Enterprise System remains the sole platform and operator on the consumer enterprise
platform.

The number of accounts maintained through the platforms. ████████████████████
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Wagering volume processed annually through the platforms.

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Additional information the Applicant believes relevant to demonstrate the Applicant's experience. Since becoming the first online sportsbook to launch in New Jersey in 2018, DraftKings' Online Sportsbook is now live in 11 U.S. states. With each successive state launch, DraftKings integrates learnings into launch processes to maintain status as a market leader.

DraftKings recognized early on during the growth of mobile sports betting in the US that we needed to create a product that fits the U.S. market and the regulatory landscape. We needed to provide users with a unified experience across all jurisdictions and we also needed the flexibility to configure the product for the unique requirements that each geography and regulatory body would mandate.

From the initial launch, DraftKings has served all of its customers through a single web and mobile app that adapts to the geolocation of the user. We build features into our product with jurisdictional requirements in mind.

Our product configuration design allows us to build a single feature that adapts to the requirements of each jurisdiction. ████████████████████████████
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6.1.A – DraftKings

6.1.A - BetMGM

An overview of the wagering activity conducted through the Platforms. BetMGM's in-house, end-to-end proprietary technology platform has been developed by its parent company Entain over decades and has served many of Europe's leading gaming brands. Having full control over our technology stack gives us the ability to continually tailor the user experience, act with tremendous speed of development and respond to dynamic market conditions. We believe the platform is a best-in-class technology platform and a key competitive advantage for BetMGM.

The jurisdictions where the Applicant operates the Platforms. BetMGM currently operates the platform in the following 10 online markets: New Jersey, West Virginia, Indiana, Michigan, Colorado, Tennessee, Pennsylvania, Iowa, Virginia and in Washington, D.C. The platform will also soon run BetMGM's Nevada online operations.

Furthermore, the underlying Entain technology is used to support B2C operators across 27 international jurisdictions.

Current integration of the Platforms with other wagering operators. The underlying Entain technology, which BetMGM's platform is built on, supports front-end operating brands in the U.S. and internationally. In the U.S. BetMGM's platform supports our core brand/operator BetMGM, as well as our Borgata and partypoker brands. Internationally, the underlying Entain technology also supports a number of other brands including bwin, PartyCasino, Gala, Ladbrokes, Coral and Sportingbet.

The number of accounts maintained through the Platforms. ███████████████
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Wagering volume processed annually through the Platforms. ███████████████
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Additional information the Applicant believes relevant to demonstrate the Applicant's experience. BetMGM benefits from Entain's decades of experience in gambling technology development. Entain has a growing organization of over 2,000 technology professionals developing technology for its global operations, with BetMGM's operations being a clear strategic priority. This is one of the key drivers of BetMGM's rapid growth to #2 position in the market and will support us in our path to market leadership. The Entain platform processes over 100 million wagers per day and supports some of the

most successful gambling brands across Europe. Furthermore, BetMGM benefits from MGM's decades of experience operating some of the most successful casinos in the country.

6.1.A – BetMGM

6.1.A - Bally's

Bally's Interactive has put together a platform that combines the expertise of a vertically integrated sports betting technology stack along with an industry leading i-Gaming platform:

- The Bet.Works sports betting platform, which is operational in four states, providing both mobile-only and omnichannel casino Operators with a product that comprises a proprietary technology stack, purpose-built for the US market.
- The Gamesys platform, a top tier iGaming platform with a 20 year track record of success in the industry. ██████████████████████████████████ ████████████████████████████████

Current jurisdictions and integrations

Our Bet.Works team provides a sports betting platform ████████████████ ██ ██████████████████████████ In recent months, we have launched our own branded mobile sportsbook, Bally Bet, in Colorado and Iowa. In addition to this, Bally Bet is expected to launch ████████████████ We believe that this demonstrates our flexibility and versatility, given the very different nature of bringing a ████████████████████ competitive market in which it had little technical savvy or experience, helping a ██████████████████████ a sportsbook and expand into the online gaming space, and developing our own branded app to help spearhead Bally's effort to become one of the premier names in the national mobile sports betting landscape.

The Bally's Interactive technical team has extensive experience undergoing and successfully completing GLI testing (both 19 and 33) in ████████, so we are confident of fulfilling the testing requirements described in §5329.10.a. In addition, our infrastructure team has successfully deployed our platform in a variety of environments and topologies, so working with an on-premise server in a Commission-selected casino will be a routine matter for us.

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Prior to joining Bally's, the Bet.Works team assisted ████████ to pivot from being a ████████████ to becoming a dynamic and successful sports betting company. We originally provided them with a full complement of services and support, including ██ ██ ████████████████████ The Bally Bet managed services teams ████████████

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Across the different jurisdictions, our platform ████████████████████████
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████████████████████ In addition to providing the platform ██████ we also built (and
continue to refine) their ██
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Despite being hampered by the in-person signup requirement and the Covid-19
pandemic, Elite Iowa has a customer base of 11,500 users placing 2.53 million bets
since their Aug. 2019 launch.

As part of our company's commitment to excellence, we're continually analyzing our
performance to ensure we stay a top performer in this very competitive business. We
created ██
██████ In the first year of operation, ██████████████████████████████████████
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Bally Bet (CO, IA)

With the recent acquisition of the Bet.Works technology, Bally's Interactive acquired a
premium platform and managed-services provider on which to launch their foray into the
online sports betting market. Capitalizing on the efficiencies of this vertical integration,
Bally's was able to roll out launches of the Bally Bet app in Colorado (May) and Iowa
(June), with more states to come soon. For more detail, see the "6.1 Operator
Experience" part of this submission.

The Bally Bet app has new and innovative game mechanics along with a suite of social
features that would provide players with a differentiated experience. The goal of the
Bally Bet app ██
██████████████████ In addition to this, ██████████████████████████████████████

The following screenshots show real examples of ███████████████████████████ ████████████████████

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6.1.A – Bally's
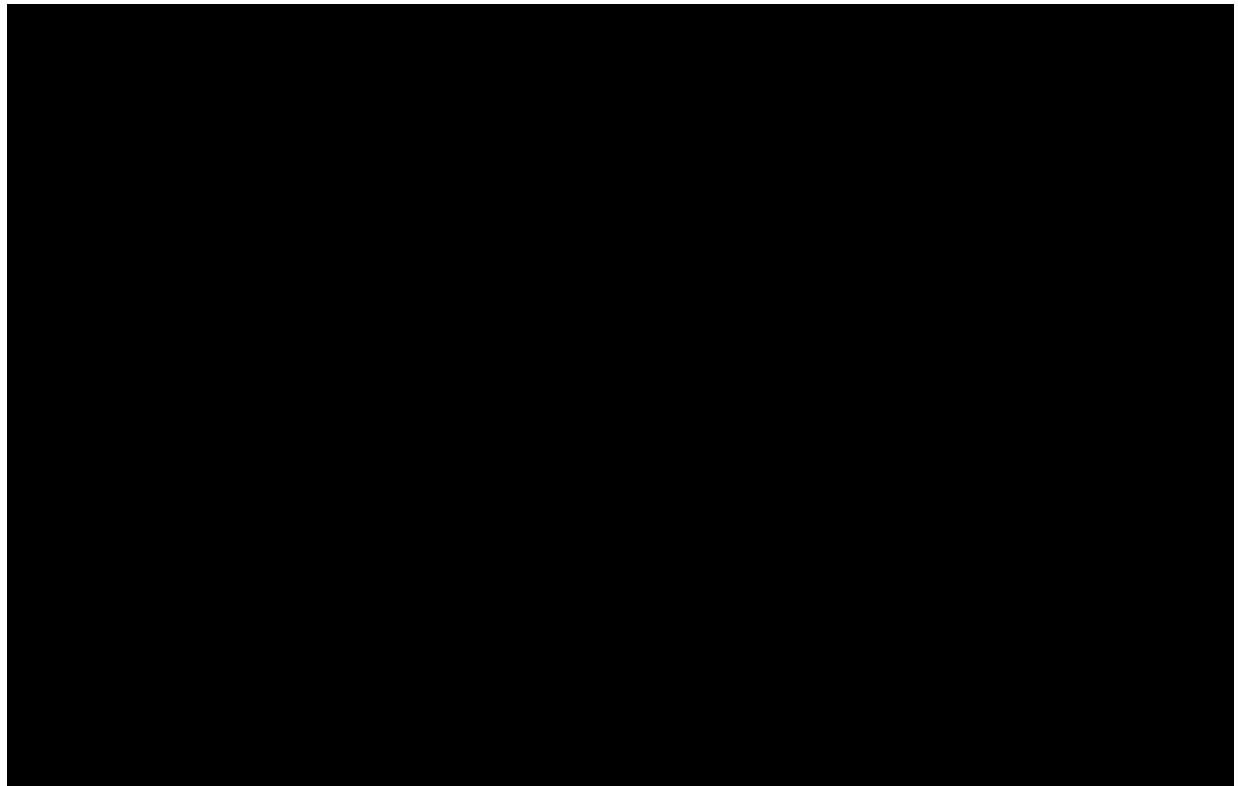
Virgin Bet

Gamesys also launched Virgin Bet (a sportsbook) in the UK which was demerged in September 2019 from Gamesys and now operates under the Anzo Group. Gamesys invested ██ It is worth mentioning that Virgin Bet is now one of the UK's fastest growing sportsbooks.

Sign-up and Loyalty Integrations

One of the key innovations that we've enabled for our Bally Bet offering is an integration with our land-based casino's loyalty platform. Bally Bet seamlessly integrates with our land based casinos providing an omni-channel loyalty experience, where patrons can earn reward points for online play and can redeem them for gaming, dining, and retail perks at any of our nationwide properties.

Similarly, for other Operators, our platform is integrated ██████████████████ ████████████████████████, expediting new patron verification and account creation, as well as automating signups into the Operator's loyalty program. In the case ████████ ██████████, they are already seeing a noticeable increase in patron uptake.

Wagering activity

The Bally Bet sportsbook currently allows patrons to bet on over ███████████████ ███████████████████████████. With an easy and intuitive interface, our mobile app is ██ ████████████████████████████

In addition to the standard bet types that we support, such as straights, totals (over/under), parlays, futures, and props, we offer a second-to-none variety of options for bettors, including:

- *Exotic parlays*. Like standard parlay bets, these betting instruments let players pick the outcomes of a series of games for a shot at a high payout. They increase player excitement and engagement for a much longer time than a standard bet, and target a more casual bettor, they also have a higher hold for sportsbook compared to a typical parlay bet.

- o Progressive parlays require players to pick a series of outcomes, but they do not need to be 100% accurate. Depending on the number of games in the parlay, bettors can have up to three losses on their parlay ticket but at a reduced payout.

- o Round-robin parlays let players make multiple parlay bets at the same time, with the twist being that players can cover all or some of the different parlay combinations, similar to horse racing when a bettor boxes the picks for an exacta or trifecta. Like a progressive parlay, the reduced odds are a kind of insurance for the bettor. For the sportsbook operator, the benefit is that players are actually placing a series of bets more conveniently and much faster than if they were placed individually.

- o Teasers let players make a parlay bet (on basketball or football games) in which they buy or "tease" additional points to help cover the spread. As with the round-robin, players get reduced odds for this additional security; however, this is a very profitable bet type in most circumstances.

- o All-sport parlays let players select from either a multi-sport parlay card, or simply build their own by navigating through the sportsbook site/app to the event they want to wager on and then selecting the predicted outcome. If the events can be parlayed together (that is, they aren't correlated events, for example), then the parlay is created or added onto.

- *If bets*. This bet type is ostensibly a way of helping players manage their bankroll by limiting their losses. It is basically a chain of wagers that is dependent upon a condition being fulfilled (such as a win for "if win" bets or anything besides a loss for "if action" bets) at each link in the chain before the bet is placed at the subsequent link. The attraction for players is that they can never lose more than the initial bet amount. The benefit for the sportsbook is that 1) players remain engaged with the sportsbook for longer, thus creating additional betting opportunities for other events or gambling offerings, and 2) winning players keep betting, so the sportsbook has more opportunities to recoup the initial losses.

- *Live betting*. Our platform's live-betting feature is built around developing an immersive experience that continuously engages players and keeps them on the sportsbook website and actively betting. ███████████████████████ ██ ██ █████████████████████████████

Our live-betting capability is underpinned by constant communication with odds

and scoring feeds, so that we are able to offer virtually all of the bets as the main lines.

- *Cash out*. For eligible bets, we offer players the option to redeem the value of their still-pending bets before the game is completed. Players can use this option to either lock in their winnings early or salvage a portion of their outstanding bet when they expect a losing outcome. The value of the cash out is determined by linking the live-game odds to the main-line odds. ███████████████████ ███████████████████████████████████ ████████████████████████████ ███████████████████████████ ███████████████████

- *Buying points*. Players who place straight bets or parlays on football or basketball games have the option of buying points to modify the point spread or point total (over/under). They can either give fewer points away on the favorite (i.e., decrease the spread) or add points to the underdog (i.e., increase the spread). In return, the bet offers a reduced payout—by some standard amount such as 10% for half a point, unless it is to move off the 3 and 7 key numbers in football, for which we charge a higher premium. This is a valuable feature for sportsbooks, because any tweak that players can make gives them a stronger sense of control that typically encourages more betting.

Reliability

In terms of our tech, our platform has an excellent track record for availability. In Super Bowl LV, the sportsbooks running on our platform were stable and able to handle the large volume of transactions. ████████████████████████████ ███████████████████████████████████ █████████████████

Integrations

Our platform is built on a modern technology stack, leveraging ████████████ ████████████ in order to be modular and flexible. This allows Operators ████████████ to build a custom UI while leveraging our platform as a sportsbook or Operators ████████ to use our fully managed solution including Native App, Web, and sportsbook.

Our platform allows for quick and seamless integration with third parties to maintain superior user experience and sportsbook performance. Our data integrations include ████████████████████████ so we can provide innumerable betting markets, with trustworthy ████████████, and access to ██████████████, where required.

Reporting

Developed in consultation with different Operators and our own Risk and Compliance teams, our platform services include a full suite of reports that helps our Operators take a data-driven approach in ensuring ██████████████████████████████████ ██ ███████████████████. All the platform's transactional data i███████████████████████ ██████████████████████████████████████ The data warehouse is ███ ███

The built-in BI tools provide Operators with ████████████████████████████ ██ ██ ████████████ Our set of reports for regulatory compliance and financial oversight include:

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Current Gamesys PAM (Excite)

As part of the integration with Gamesys, Bally's ████████████████████████ ██ ██ that take advantage ██████████████████████████████ perfected by the team over the years.

The Excite Platform is a fully owned & proprietary technology platform powering the Gamesys Casino & Bingo websites in the UK, Spain and New Jersey territories. These includes well-known brands, including:

- UK: Jackpotjoy, Virgin Games, Monopoly Casino, Rainbow Riches and Megaways Casino
- Spain: Botemania, Monopoly Casino
- New Jersey: Tropicana Casino, Virgin Casino

Gamesys has a strong track record in enabling commercial performance through high player engagement and loyalty in highly regulated markets, with repeated commercial success using different brands across multiple customer segments. Gamesys prides itself in offering a first-class user experience across a broad range of devices – with a fully responsive web client (usable on both mobile and desktop) and also via extremely popular native iOS and Android apps.

First-class user experience is not just about website appearance – it requires dedicated operational focus, with strong back-office tools, enabling marketing, customer care, gaming, finance and regulatory teams to deliver the best overall holistic experience to our users. Key is the tight integration ███████████████████████████████ ██ ██ ███████████████████ safe and secure experience allowing us to maintain high levels of trust with patrons and regulators alike.

Gamesys' UK-based platform handles ███████████████████ daily, averaging ██████ ████████████ monthly, in excess of ████████████████████████ ████████████████████████████ per day. None of this would be possible without a world-leading online gambling platform with massive scalability, great performance and tight security, leading to an enjoyable experience which translates to customers remaining loyal to our brands for many, many years.

6.1.B

6.1.B. Description of Sports Wagering Operated by the Operators.

The four companies in this application account for more than 78% of the mobile sports wagering market in the United States. They combine to lead the mobile sports betting industry in all 12 states where one or more of them operate. Together they collected more than ███████ in gross gaming revenue in the past year, and each project that number to skyrocket in the next year as they expand their reach in current jurisdictions and as they launch in new jurisdictions. Their leadership is particularly pronounced in New Jersey and Pennsylvania—New York's most populous neighbors. In those two jurisdictions, these four companies account for about 82% and 71% of the market, respectively. This experience places them in prime position to convert New York customers currently traveling to New Jersey or Pennsylvania to place bets into New York bettors, reaping significant revenue for New York.

This Subsection 6.1.B includes summaries of the operators' sports wagering operations.

6.1.B - FanDuel

FanDuel is among the most experienced operators of mobile sports betting in the U.S. market. The FanDuel Sportsbook launched shortly after the New Jersey market opened following the repeal of PASPA, and has since been the first or among the first sportsbooks to launch in an additional nine U.S. markets, and will be one of only three sportsbooks with a license in Connecticut which anticipates launching mobile sports wagering later this year. *FanDuel has a commanding first place share of the overall gross gaming revenue generated from mobile sports wagering in the U.S. market, having achieved an* **overall** ▮▮▮▮ **share of U.S. market revenue** *during the second quarter of 2021*.

The jurisdictions where the Operators is licensed and operating. FanDuel is licensed to offer a mobile sports wagering product in the following 10 U.S. jurisdictions: New Jersey, Pennsylvania, Colorado, Illinois, Indiana, Iowa, Michigan, Tennessee, Virginia and West Virginia). We anticipate launching other FanDuel Sportsbook mobile product offerings in at least two other U.S. states (Arizona and Connecticut) before the end of 2021.

Wagering volume of Sports Wagering. FanDuel's total wagering handle since the Company first launched a sports wagering product in 2018 is currently over ▮▮▮▮ ▮▮▮▮ In the past twelve months, the Company has taken ▮▮▮▮ dollars in wagers, making FanDuel the largest sports wagering operator in the country by volume.

Estimated market share within each jurisdiction. FanDuel is the clear number one sports wagering operator in the U.S. market today. Across mobile and retail sports wagering combined, FanDuel currently maintains the top national handle market share position with ▮▮▮▮ of the U.S. market as of the most recent quarter, and holds the leading gross gaming revenue ("GGR") position, with ▮▮▮▮ of the U.S. market. For strictly online sports wagering measures, FanDuel's lead increases to ▮▮▮▮ of handle and ▮▮▮▮ of revenue nationally.

[REDACTED]

If you expand the time horizon, the story is largely the same. FanDuel has commanded ▮▮▮ of handle and ▮▮▮ of revenue for online sports wagering over the past 12 months. Significantly, FanDuel dominates the largest states and those in close proximity to New York. FanDuel is the overwhelming market leader in neighboring New Jersey, currently accounting for ▮▮▮ of total handle across that state and ▮▮▮ of total GGR so far this

6.1.B - FanDuel

year. In Pennsylvania, FanDuel accounts for ▇▇▇ of GGR share. In these two largest states, the first to launch statewide mobile sports betting post-PASPA repeal, FanDuel has maintained its dominant position since 2019, demonstrating its sustainability over time in growing markets and share.
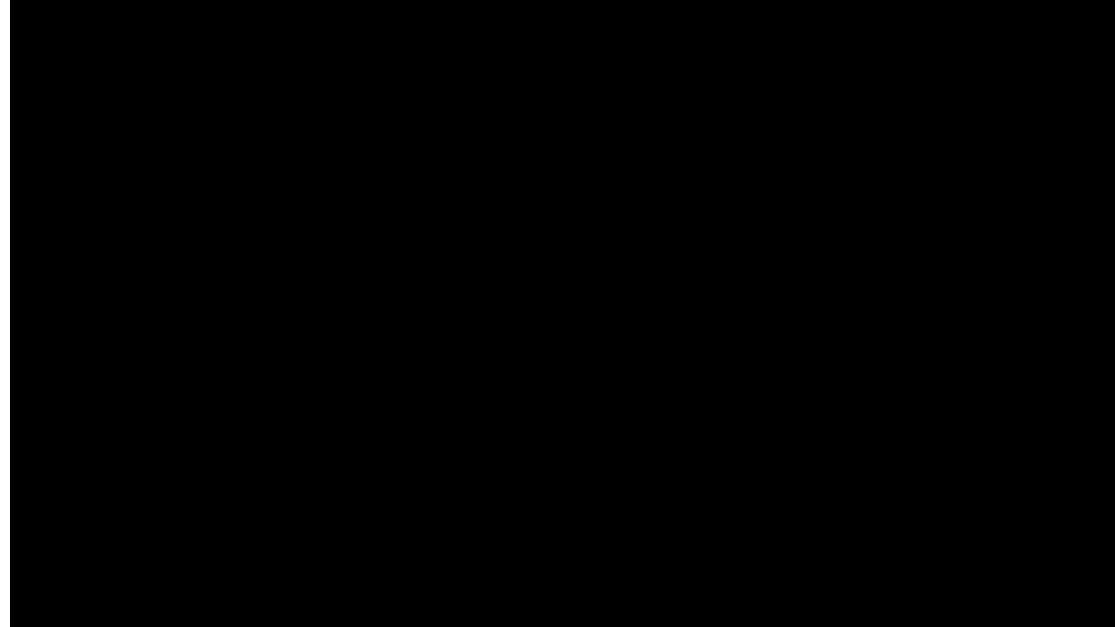
The Platforms currently used to accept wagers. FanDuel's mobile sports wagering offerings run exclusively on the FanDuel GBP.

Additional information the Applicant believes relevant to demonstrate the Operator's experience, including, without limitation, the Operator's experience in mobile sports wagering. FanDuel has been at the forefront of the U.S. sports wagering industry since the repeal of PASPA in 2018. FanDuel launched and has maintained a mobile sports wagering product in New Jersey since September 2018, and currently operates a mobile sports wagering product in every competitive U.S. market except Nevada, ▇▇▇▇ ▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇ FanDuel was the first operator to accept a wager in Virginia, the most recent entrant to the group of legal sports wagering states.

As partially referenced in Section 6.1.A, FanDuel also enjoys immense benefits from its access to Flutter resources and industry experience. While the U.S. market for mobile sports wagering is but three years old, Flutter has decades of experience in building a successful sports wagering business across varying jurisdictions and regulatory landscapes. Flutter is one of the largest sports wagering companies in the world with leading global brands in addition to FanDuel that include Paddy Power, Poker Stars,

Sportsbet, Betfair, and Sky Bet. Flutter's experience and expertise in sports wagering dates back to the creation of Paddy Power in Ireland in 1988. In 2000, Paddy Power and Betfair each launched their first sports wagering websites. In 2010, Paddy Power launched the first ever mobile sports wagering application. Betfair followed soon thereafter. Beyond those accomplishments, the Flutter companies pioneered other landmark innovations in the sports wagering industry including in-game wagering (now one of the most popular components of sports wagering worldwide), exchange wagering and cash out functionality. In 2020, Flutter had 14 million active customers worldwide, more than 14,000 employees, over £5 billion in revenue and over £1.2 billion of adjusted EBITDA. Flutter is publicly listed on the London Stock Exchange and Euronext Dublin. FanDuel is fortunate to benefit from the experience, financial resources, product knowledge, technological capabilities and innovation of Flutter. Flutter's decades of experience with similar operations lends immeasurable value to the FanDuel team as the Company looks to expand and scale across the U.S. Indeed, many Flutter veterans are currently employed by FanDuel in key positions, such as the Head of our Risk & Trading team; the VP of Information Technology; and our Sportsbook General Manager.

6.1.B - DraftKings

The jurisdictions where the Operators is licensed and operating. DraftKings is both the platform and the sole operator on their consumer enterprise platform. The consumer product is live with the Sportsbook product in Colorado, Iowa, Illinois, Indiana, Michigan, New Hampshire, New Jersey, Pennsylvania, Tennessee and West Virginia. In ███████ ██

The SBTech platform owned by DraftKings also operates in Oregon, supporting the Oregon State Lottery's (OSL) Scoreboard product, which is operated pursuant to a contract with the OSL. ███ ████████████████████████████████████

Launching with New Hampshire as the exclusive sports betting provider. In November 2019, following a competitive RFP process, New Hampshire Lottery Commission selected DraftKings to launch online and retail sports betting within the state.

The strength of the DraftKings brand was cited as a key reason why DraftKings was selected, as well as the existing Daily Fantasy Sports customer base DraftKings had previously acquired and consistently grown in the state.

Like many state lotteries, the New Hampshire Lottery has a powerful brand identity and an existing product portfolio that players trust and recognize. DraftKings made it a priority to complement and integrate into the New Hampshire Lottery's existing framework.

Throughout the process, DraftKings worked closely with the Lottery to ensure there was a coordinated Go-To-Market message and visual identity from which players could associate DraftKings' relationship with the Lottery, and still leverage the Lottery's existing trust and credibility within the state. Alongside this, DraftKings ensured that sports betting-focused messaging aligned with existing lottery products.

Within the first six weeks of launching sports betting in New Hampshire we accepted over ████████████████ The demand for sports betting continues to exceed expectations across digital and at the two retail locations in Manchester and Seabrook. Additional retail locations are expected to open in early 2022 bringing additional revenue to the state and local charitable organizations.

On the next page are a few of many examples of the state specific offers we ran for New Hampshire, along with a recent local event at the New Hampshire Motor

Speedway we executed in partnership with the Lottery, Governor Sununu, and Bubba Wallace.

NH State Specific Offers and Events

6.1.B - DraftKings

The wagering volume of sports wagering.

███	██	██	██	██	██
				████	███
██	████	████	████	████	████
	█				
██		███	███	███	███
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██		█		███	███
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███	████	████	████	████	████
	█				

Estimated market share within each jurisdiction.

■■■	■■■■■■■■■■■■	■■■■■■■
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■■■■■■■■■■

The platforms currently used to accept wagers. ■■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■■■■■■■
■■■■■■■■■■■■■■■

Additional information the Applicant believes relevant to demonstrate the Operator's experience, including, without limitation, the Operator's experience in mobile sports wagering. It's simple, at DraftKings **our mission is to make life more exciting by responsibly creating the world's favorite games and betting experiences.**
With over nine years of industry leading Daily Fantasy Sports ("DFS") marketing experience, unmatched products, technical know-how and an extensive customer database of highly engaged sports enthusiasts, DraftKings has seamlessly transitioned into a market leader across the sports wagering landscape in America.

We are relentlessly focused on building the best, most trusted, and most customer-centric destination for skin-in-the game fans. With innovation at the forefront, DraftKings is continuously evolving its products and offers to forever transform the manner in which people experience sports.

Since becoming the first DFS app on the market, DraftKings has quickly transformed into a sports and entertainment powerhouse supported by some of the strongest partnerships in the industry, including the NFL, MLB, UFC, PGA, ESPN, WWE, Turner Sports, DISH, and many more!

| 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 |

Above timeline labels:
- DK launches its DFS operations
- DK crowns 1st million dollar winner
- DK becomes the #1 DFS provider by users and revenue
- May 14, U.S. Supreme Court overturns ban on sports gambling. DK launches SB
- DraftKings and SBTech combine. DK becomes a public company

Below timeline labels:
- DK launches 1st mobile app in the DFS industry
- 21st Century Fox becomes 1st major media company to invest in DK
- DK announces merger with FanDuel... FTC blocks merger
- DK launches Casino & iGaming. NFL, PGAT & NBA Partnerships announced
- DK launches Marketplace

Where DraftKings is live in us. Over the years we have continued to demonstrate our ability to stay ahead of industry trends and bring fans closer to the games they love. We have expanded our breadth of products and offerings across DFS, sports betting, and iGaming with a continued focus on creating the best experience for our consumers, epitomized through our business combination with sports betting platform SBTech. Controlling our product roadmap and owning our sports betting technology will ensure an unrivalled experience for DraftKings players.

DraftKings'
Three Product Verticals
Available In 44 States

Where are DraftKings Products Live?

DFS | SPORTSBOOK | IGAMING

PRODUCT PRESENCE
44 DFS States Live
12 OSB States Live
4 iGaming States Live

Daily Fantasy Sports Only (30 states)

DFS, Online Sportsbook, iGaming (4 states, Retail in NJ)

DFS, Online Sportsbook (7 states, Retail in CO, NH, IA, IL)

DFS, Retail Sportsbook only (2 states)

Online Sportsbook Only (1 state)

No DK Products (6 states)

A growing portfolio of product to engage fans. Each year DraftKings looks to see how they can raise the bar in its growing portfolio of products, contests, and national events like our Sports Betting National Championship or Fantasy Millionaire contests that have proven to keep fans engaged and loyal to our brand.

6.1.B - DraftKings

DAILY FANTASY | **WAYS TO BET** | **LIVE EVENTS** | **PLAY WITH FRIENDS**

DraftKings championship series. The DraftKings Championship Series is a unique diversifier from our competition that demonstrates our product innovations that help drive a highly engaged player base.

A season-long event that begins online and culminates in a live, in-person final, DraftKings hosts the ultimate competitive experience featuring engaged DFS players and sports bettors that compete to be crowned the best in their vertical. We've been running five fantasy events a year for the last seven years (including two that were hosted In New York City In 2016 & 2018,) but have since shifted event strategy to be focused on hosting many of our fantasy events in sports betting states that offer paid pools in order to run sports betting contests alongside.

Since August 2018, we've had or planned ▓▓▓▓▓▓▓▓▓▓ in **New Jersey** with event budgets anywhere between ▓▓▓▓▓▓▓▓▓▓▓▓. These events Include users qualifying from all over the country that come to one location and events that you must directly buy into to participate. In the next two months, we have plans to spend close to ▓▓▓▓▓▓▓ in event spend that is reinvested into the state of New Jersey. With the legalization of sports betting in New York, if selected as a licensee DraftKings would look to shift our event spend from New Jersey to New York with some of our most

popular contests including football pick'em and March Mania Brackets.
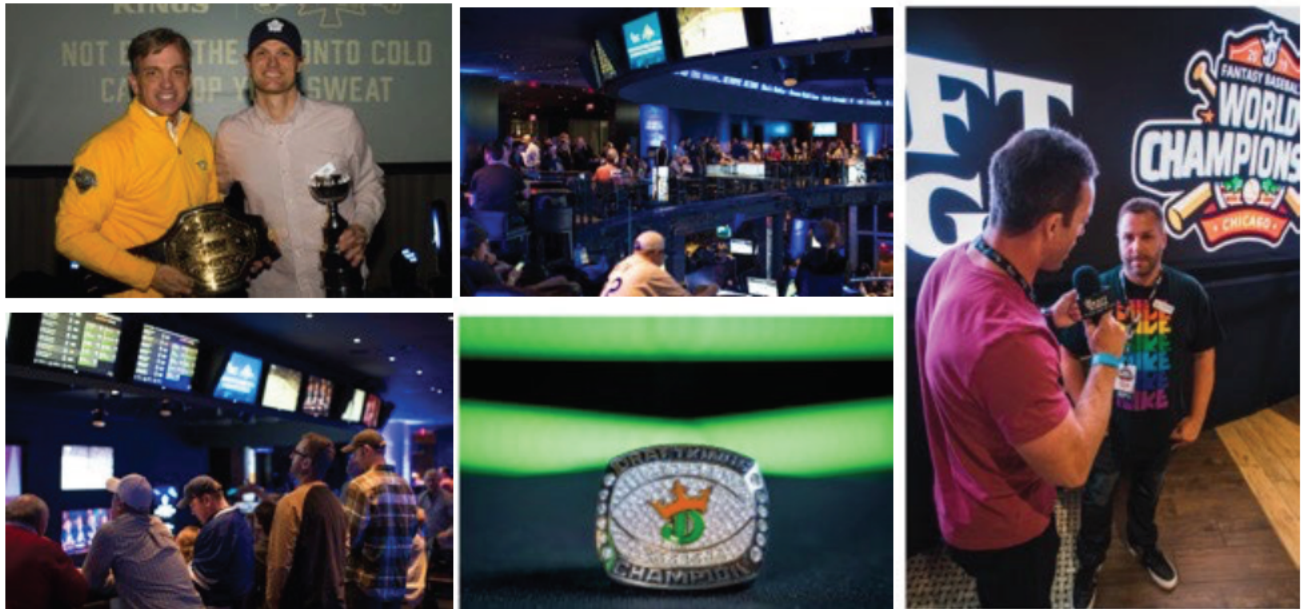
Commitment to innovation, research & development. While our footprint continues to expand into new markets, DraftKings is doubling down on research to ensure we are providing the products and sports our users want and the best experience possible.

We opened a user research lab in our Boston headquarters in 2018, allowing our research teams to bring focus groups into the office regularly and observe them using our products. As a specialist division within DraftKings, our research team:

Since the beginning of the global pandemic forcing DraftKings employees to be at home, we have had to innovate our research methods quickly to bring a focus on in-person interactions to an online, remote setting. We quickly adapted our processes to be successful in a fully remote environment and built new, digital frameworks.

We have turned in-person focus groups into interactive Zoom sessions, ethnographies into online diary studies, and cross-company brainstorming sessions into structured Zoom sessions with breakout rooms.

DraftKings Research teams have been invited to speak at a few of the largest market research and insights conferences in the country, with three additional engagements already planned this year. The teams have also had the opportunity to speak to both

undergrad and graduate students about the field of research and how it has evolved within the DraftKings organization.

Below are a few recent examples we have participated in:

- IIEx 2019: Building a Culture of Research Curiosity and Collaboration at DraftKings
- TMRE 2019: Hacks for Building a Research and Insights Culture from the GroundUp
- GreenBook 2019: How to Build a Research and Insights Culture from the Ground Up
- Temple University 2020: How Mixed Research Methods Drive Product Development at DraftKings
- Tufts University 2020: How Mixed Research Methods Drive Product Development at DraftKings
- Brandeis University 2021: How User Research and Analytics Drive Product Development at DraftKings
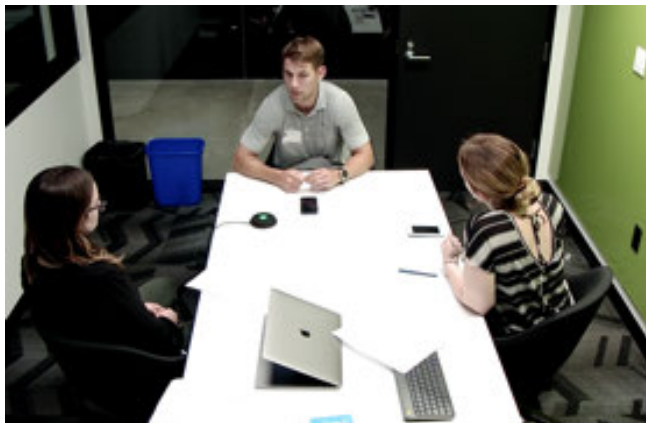
6.1.B - BetMGM

The jurisdictions where the Operator is licensed and operating. BetMGM is currently licensed and operating in 13 jurisdictions listed in the table below with 6 more expected to launch in 2021. Currently, in markets that legalized retail sports betting only – Mississippi and Oregon – BetMGM's product is run on Stadium Technology – a leading U.S. retail betting platform. Nevada online operations currently utilize Stadium but are in the process of migrating to BetMGM's platform.

Market	Launch Date	Market Position[1]	Product Offering
NJ	Sept 2019	▌	▪ Retail sports betting at the *Borgata Hotel and Casino*, Atlantic City ▪ Statewide online and mobile sports betting and iGaming
MS	Oct 2019	▬	▪ Retail and on-premise mobile sports betting at the *Beau Rivage* and *Gold Strike* casinos
WV	Jan 2020	▌	▪ Statewide online and mobile sports betting ▪ Statewide iGaming (slots, tables, poker)
NV	Feb 2020	▌	▪ Retail sports betting at 9 world-class MGM Resorts Las Vegas Strip destinations ▪ Statewide mobile sports betting
IN	Feb 2020	▌	▪ Statewide online and mobile sports betting
MI	Mar 2020	▌	▪ Retail sports betting at the *MGM Grand Detroit* ▪ Statewide online and mobile sports betting and iGaming
CO	May 2020	▌	▪ Statewide online and mobile sports betting ▪ Pending retail sports betting launch
OR	Aug 2020	▬	▪ Retail and on-premise mobile sports betting at the *Spirit Mountain Casino*
TN	Nov 2020	▌	▪ Statewide online and mobile sports betting
PA	Dec 2020	▌	▪ Statewide online and mobile sports betting ▪ Statewide iGaming
IA	Jan 2021	▌	▪ Statewide online and mobile sports betting
VA	Jan 2021	▌	▪ Statewide online and mobile sports betting

DC	Jun 2021	■	▪ Class A online sports betting within Nationals Park and 2 block radius of the stadium. Pending retail launch

1. Based on total online sports and iGaming GGR for May 2021 as reported by state gaming agencies; Eilers & Krejcik estimates used where operator specific results are unavailable

Wagering volume of Sports Wagering. ██████████████████████████ ████████████████████████████████████

Estimated market share within each jurisdiction. BetMGM is currently the #2 operator in U.S. sports betting and iGaming market with over 21% national GGR market share in May 2021. Excluding markets where we are not currently operational (e.g. Illinois), our market share is over 24%. We expect to continue to improve this position as the benefits of our strategy drive further customer engagement and retention.

Overall Estimated National Market Share[1]
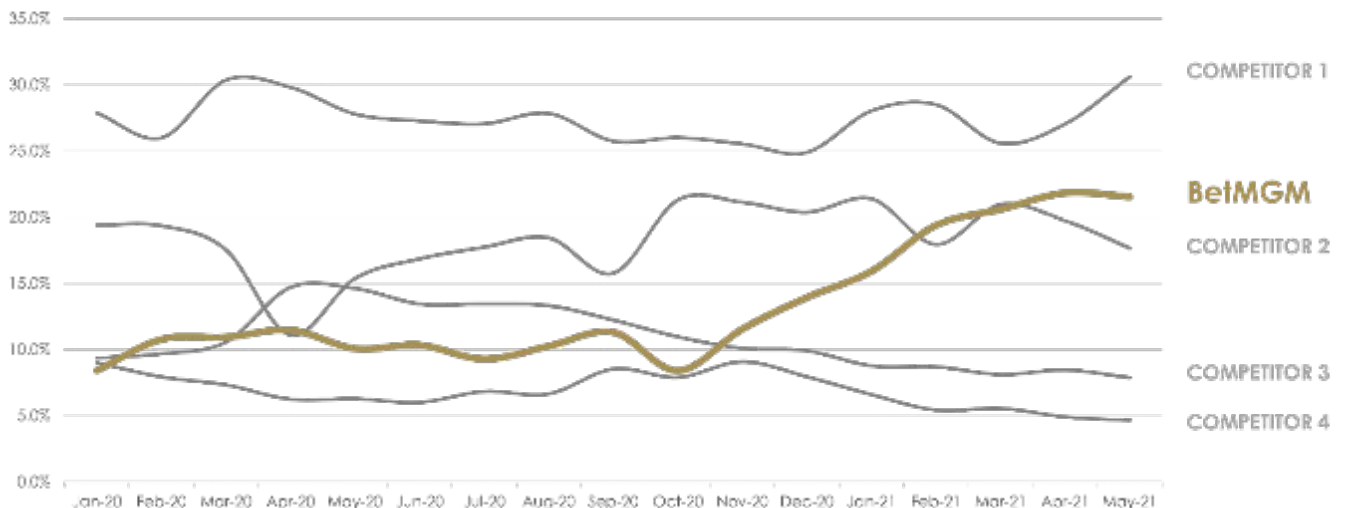
1. *Total market share by GGR for retail, OSB and* iGaming across all U.S., including jurisdictions where BetMGM is not currently active; internal BetMGM estimates used where operator-specific results are unavailable
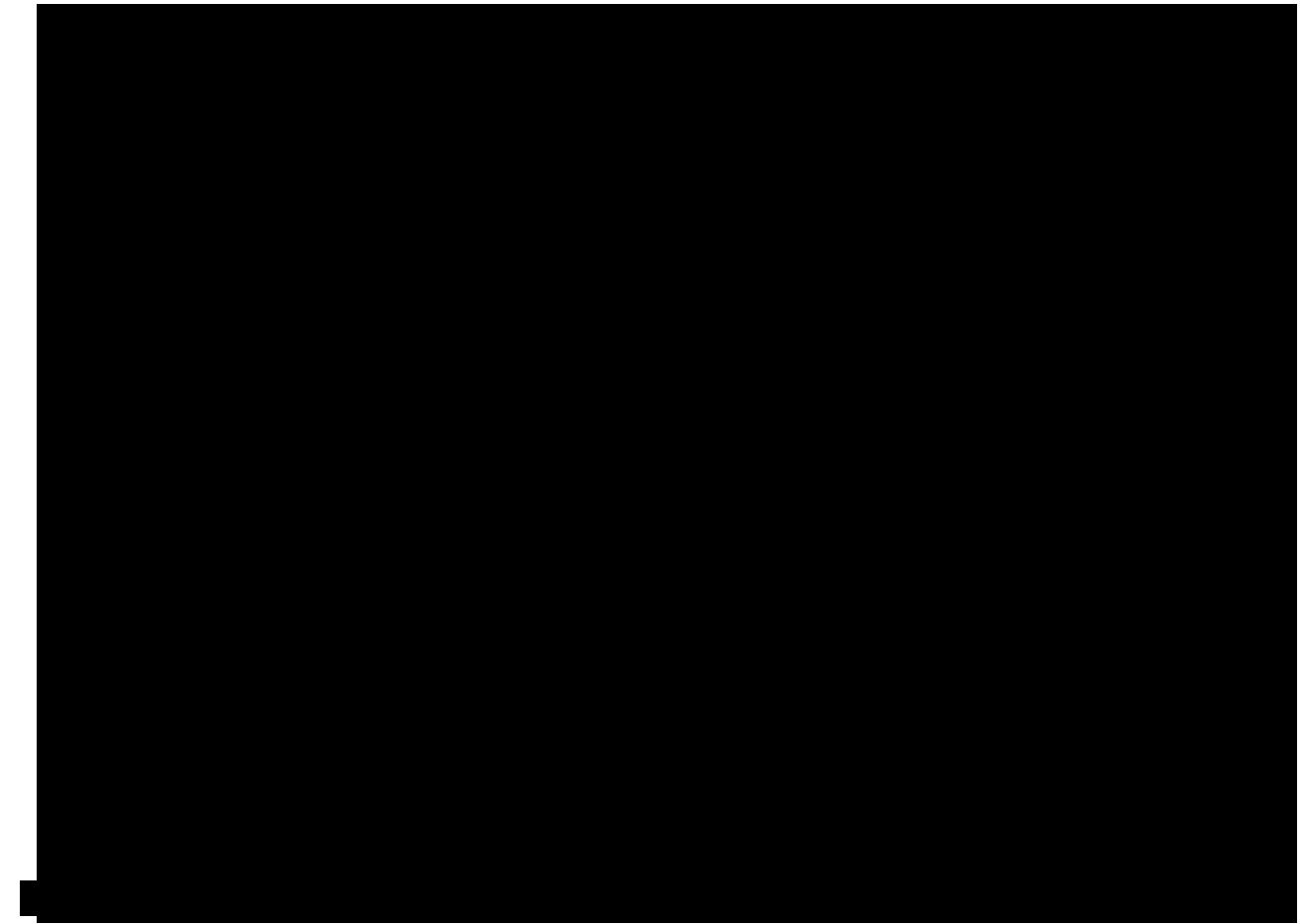
The Platforms currently used to accept wagers. As both an operator and platform provider, BetMGM utilizes its proprietary technology platform for all wager processing.

6.1.B - Bally's

2021 has been a tenacious year for the Bally's Interactive team, as we have launched two new online sportsbooks in the past three months. Our Bally Bet sportsbook is available to sports bettors via our custom-built native apps and web version, and integrates with our proprietary platform.

 While Bally Bet is new to the marketplace, it's already being recognized with various positive reviews, including a recent report that calls our User Interface:

See the information in the 6.2 Expertise (Operator) for a full listing of the extensive wagering features our proprietary platform and integrations allow us to offer, including the ███████████████████████████████ In addition to this, Bally Bet offers its patrons ███████████████████████████████ platform, which seamlessly integrates with our land based casinos providing an omni-channel loyalty experience, where patrons can earn reward points for online play and can redeem them for gaming, dining, and retail perks at any of our nationwide properties.

Bally Bet Jurisdictions
At the time of this submission, Bally Bet will be active in two states: Colorado and Iowa with ███████████████████████████████

[REDACTED]
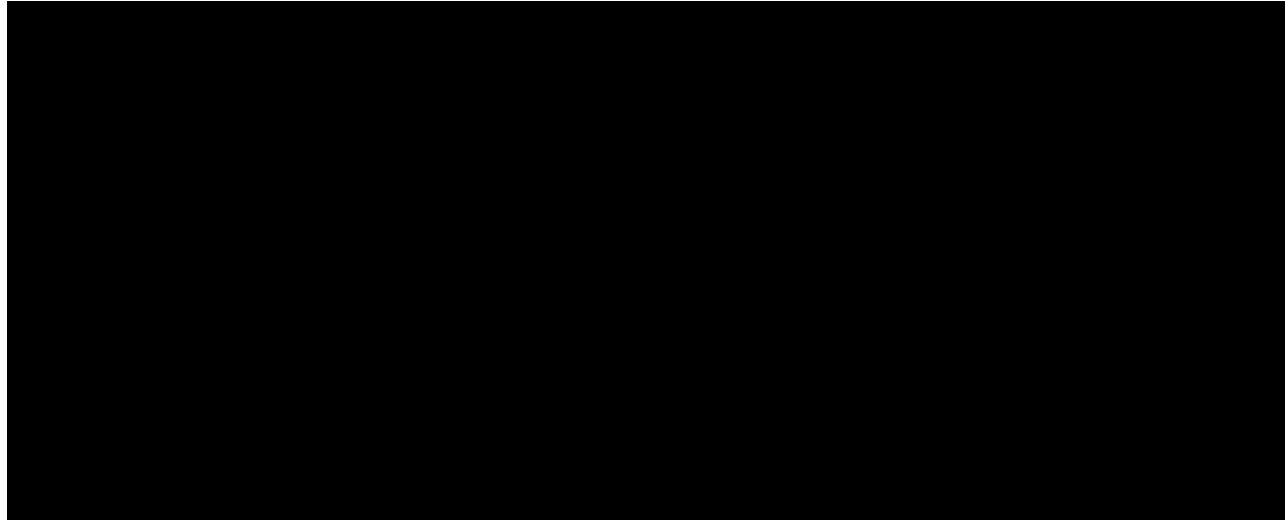
Rhode Island

Twin River Casino Hotel operates the RI Sportsbook in partnership with the Rhode Island Lottery, William Hill and IGT. Twin River's primary responsibilities are centered on the daily operation of the retail sportsbooks, which are situated within the casinos at Lincoln and Tiverton. Lincoln consists of seven betting windows and seventeen kiosks whereas Tiverton consists of two betting windows and five kiosks. These duties include the management, staffing, player relations and maintenance of the physical sportsbook, with shared obligations for marketing, financial reporting, and oversight; the "shared obligations" largely carry over to mobile/internet sports betting as well.

Delaware

Dover Downs Casino and Hotel is one of three casino locations in Delaware that provides sports betting and i-gaming. Sports betting in Delaware launched in June 2018 and is regulated by the Delaware Lottery Commission. The State provides the vendor risk management hardware and software whereas the casino is responsible for providing supplies, operational management, and scheduling of the sportsbook. Furthermore, the casino is also responsible for the compliance oversight of the sportsbook. From a financial standpoint, the Delaware Lottery calculates hold percentages Statewide and after vendor fees, state tax, and contribution to the horse racing purses, it settles with the respective casino based on market share. The 9,000 sq. ft. sports betting location in Dover Downs [REDACTED] in its

first full year of operation in 2019. For the twelve months ended June 2021, Dover Downs ███████████████ in the State of Delaware.

Mississippi

Hard Rock Hotel & Casino Biloxi, a Bally's property, has operated a retail sports book since August 2018 in accordance with regulations established by the Mississippi Gaming Commission ("MGC"). Such regulations allow for only entities holding a casino operator's license to offer race book and sports book operations within its licensed gaming operation. The sports book at Hard Rock Biloxi consists of five betting windows, eight betting kiosks, multiple video screens as well as a bar and grill. Hard Rock Biloxi utilizes risk management and technology services provided by American Wagering, d/b/a, William Hill Sports Book for its operations under a net revenue sharing agreement between the parties. Hard Rock Biloxi competes with 11 other casino sports books in the coastal Mississippi market. Hard Rock Biloxi's ████████████████ ██ of the Coastal Region. Prior to obtaining approval from the Executive Director of the MGC to operate its book, Hard Rock Biloxi was required to submit and obtain approval for written internal control procedures designed to meet compliance with state and federal regulations.

In July 2020, Bally's acquired Lady Luck Casino in Vicksburg, Mississippi from Eldorado Resorts. As part of its facility improvement plans, the property was rebranded as Casino Vicksburg and the sports betting operations were expanded in September 2020 from only four kiosks to a retail book with three windows and six kiosks, including express kiosks near the entrance with dedicated fifteen-minute parking. Casino Vicksburg utilizes risk management and technology services provided by American Wagering, d/b/a, William Hill Sports Book for its operations under a net profit-sharing agreement between the parties. Vicksburg competes with six other casino sports books in the central Mississippi market. Casino Vicksburg's ████████████████████ ██ of the MS Central Region.

Colorado

Bally's owns and operates three casinos and a racetrack with 13 OTBs in Colorado. Golden Mardi Gras, Golden Gates and Golden Gulch are casino properties owned by the company all located in Black Hawk. Mardi Gras Casino and Golden Gates Casino were amongst the small handful of casinos in the State to launch sportsbook operations in May 2020 when the market first authorized sports betting. Mardi Gras Casino has partnered ██████████████ for its mobile and retail sportsbook operations. The retail book has been in operations since September 2020 in accordance with regulations established by the Colorado Gaming Commission. It is the only casino to have a ██ in Colorado. For the retail sportsbook, the

casino is responsible for operating the sportsbook while utilizing the technology, risk, and trading services being provided by ████████ The sportsbook consists of five betting windows and eight kiosks.

On the other hand, ████████ is the partner for Golden Gates Casino for the mobile sportsbook operations. In addition to this, the company continued its partnership with ████████ to launch cash deposit and withdrawal services at its OTB locations.

Partnering with the top two sportsbook providers in the US, the company is the market share leader in Colorado with the partners accounting for ████ of the Handle since launch in 2021.

In May 2021, Bally's utilized its license for Golden Gulch Casino, to launch Bally Bet in the market. Over the last two months, Bally's has generated ████████████████████ ██.

It is worth highlighting that Bally's had the ability to work closely with the Colorado Gaming Commission on reviewing and sharing feedback on regulations prior to launch of sports betting there. Furthermore, prior to obtaining approval from the Colorado Division of Gaming to operate its sports book, the company was required to submit and obtain approval of written internal control procedures designed to meet compliance with state and federal regulations.

New Jersey

Bally's Atlantic City Hotel & Casino is located directly on the fabled boardwalk with one of the premier locations in the city. The casino has a newly constructed sportsbook with Fan Duel as its partner. The sportsbook features a central 25-foot-wide state-of-the-art LED video wall, flanked by two 10-foot-wide LED video walls on either side and 10 video displays. Bally's is responsible for providing operational management for the sportsbook. In addition, Bally's has ████████████████████████████ ████████████████ in the State. ████████████████████████ ████████████████████████████████████

Nevada

MontBleu Resort Casino, operates one of the largest sportsbooks in the Lake Tahoe area. The sportsbook features 48 wall-mounted televisions, and another 15 monitors attached to tables in a dedicated horse racing area. MontBleu utilizes risk management and technology services provided by ████████ for its operations under a net profit-sharing agreement between the parties. ████████████████████████

[REDACTED] MontBleu [REDACTED]

[REDACTED]

Indiana

Tropicana Casino features a state-of-the-art sports book with a 16' x 9' ft. video wall, 13 viewing monitors (two 85-inch nine 65-inch, and two 55-inch), and 12 odds boards that provide sports fans with comfortable places to watch sports with friends and bet on the games. Tropicana utilizes risk management and technology services provided by

[REDACTED]

Bally Bet [REDACTED]

[REDACTED].

Bally's Interactive Operational Experience
The Bally's Interactive team has extensive operational experience providing all aspects of managed services for mobile and retail sports betting operations across multiple states.

Compliance and Reporting
The Compliance and Regulatory Accounting team has developed a robust compliance program including but not limited to:

[REDACTED LIST]

As part of our preparation for launching various turnkey sports betting operations, we have smooth process for consulting with state regulators to quickly develop:

[REDACTED LIST]

On an ongoing basis, this team is responsible for:

[REDACTED]

[redacted]

Marketing

The Bally's Interactive Marketing Team has a proven track record of using its experience, processes, and tools to expand brand and operations into the sports betting space. We take a disciplined approach to our marketing efforts ensuring that we take care of:

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

For an extensive description of our Marketing Team's approach, see section 5.6.

Customer Support

Our CS team is available 24/7/365 to help users with technical and account-related issues. The Customer Service Team comprises of an experienced group of Reps, Leads, and Supervisors who:

[redacted]
[redacted]
[redacted]
[redacted]
[redacted]

We ensure excellence in this area by using [redacted]
[redacted]
[redacted]
[redacted]
[redacted]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

At a minimum, we maintain the following KPIs for support channels (i.e., not self-service) are as follows:

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

As with all Bally Interactive team members, the Customer Service team is required to:

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

Risk and Trading

As a part of our risk and trading function, our team has created wagering content in multiple states, in accordance with the jurisdictional regulatory requirements and enforcing [BLACK REDACTION], and maintained and managed the approved sport leagues for each jurisdiction. We also worked with partners to establish [BLACK REDACTION] [BLACK REDACTION] and [BLACK REDACTION] prior to launch, and develop [BLACK REDACTION] for the [BLACK REDACTION] approval process.

Post-launch our risk team uses its bespoke RM tools to provide around the clock oversight into all wagering activity, including:

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

[BLACK REDACTION BAR]

High-Tax Jurisdictions

Bally's Corp has a track record of successfully and profitably operating in different high tax jurisdictions:

- Rhode Island, which has a 50% tax rate on sports betting. The company operates two land-based sportsbooks with mobile sports betting available in the State. ██ ████████

- Delaware, which has an approximate tax rate of 53% on sports betting. Bally's operates a retail sportsbook at its property there ████████████████████ ████████

Gamesys

Gamesys started in 2001, launching Jackpotjoy on proprietary technology to the UK market, quickly establishing itself as a market leader. Gamesys has continued to invest in technology, product, and people and expanded its brand propositions over the years with popular and established brands such as Virgin Games ████████████████ ████████████████████████ As another example, Monopoly Casino proved itself to be another ████████████████████████████ in the UK, leading to a successful launch in Spain during 2020. This approach has been able to attract new players ████ ████████████████████████ The launch of Rainbow Riches Casino in November 2019 as a destination site for the ████████████████████████ has been a great success, building on our desire to bring our players the most engaging and rewarding experience with ████████████ With its ability to capture ████████ ██ ████████████████████████████ 2021 saw the launch of 2 additional brands, expanding the audience profile further, to include Megaways Casino (another destination site for the popular Megaways content) and Double Bubble Bingo, based on a popular game franchise.

What we do

Online sites from well-known brands with an engaging interface

High volume of typically low/moderate risk-taking players

| Social interaction through chat rooms | High participation in non-gambling and gambling games | Frequent games, low waiting times and higher, more frequent jackpots |

Creating a sustainable and loyal player base in a responsible gambling environment

| Potential to cross-sell in-house brands | High barriers to entry | Growth in revenues and margins |
| | | Reinvest in technology platforms and offering |

As a wider group, Gamesys built a sportsbook operation with bespoke ███████████ ████████████ the development of Virgin Bet. Gamesys built the Virgin Bet website and native apps on the underlying ████████████████ platform and ran the operation with in-house traders, sports operations, customer support, and technical teams. Gamesys also created a strong marketing strategy ███████████████████████████ to support the launch. The team ███. Virgin Bet was successfully launched and continues to grow and has established itself in the highly competitive UK market. However, this organizational unit was de-merged from the Gamesys organization following the Gamesys merger with JPJ Group in September 2019 and is operated by a separate independent company.

6.1.B – Bally's

New Jersey

Gamesys was one of the first operators to launch an online casino in New Jersey, VirginCasino.com and TropicanaCasino.com (in partnership with Tropicana Atlantic City, a Caesars Entertainment property), when the market opened up in 2013. During this time Gamesys has established an office ███████████████████████ to support the operation in a competitive market including c███████████████████████ ███████████████

From 2018 –2020, Gamesys US ██ ███ ██ ██ ███████████████████████████████████████ ███████████████████████████████████

The images below provide an overview of the maturity and success of the Gamesys team. Post close of the transaction, ████████████████████████████████ ████████████████████████████

Gamesys Group at a Glance

6.1.B – Bally's
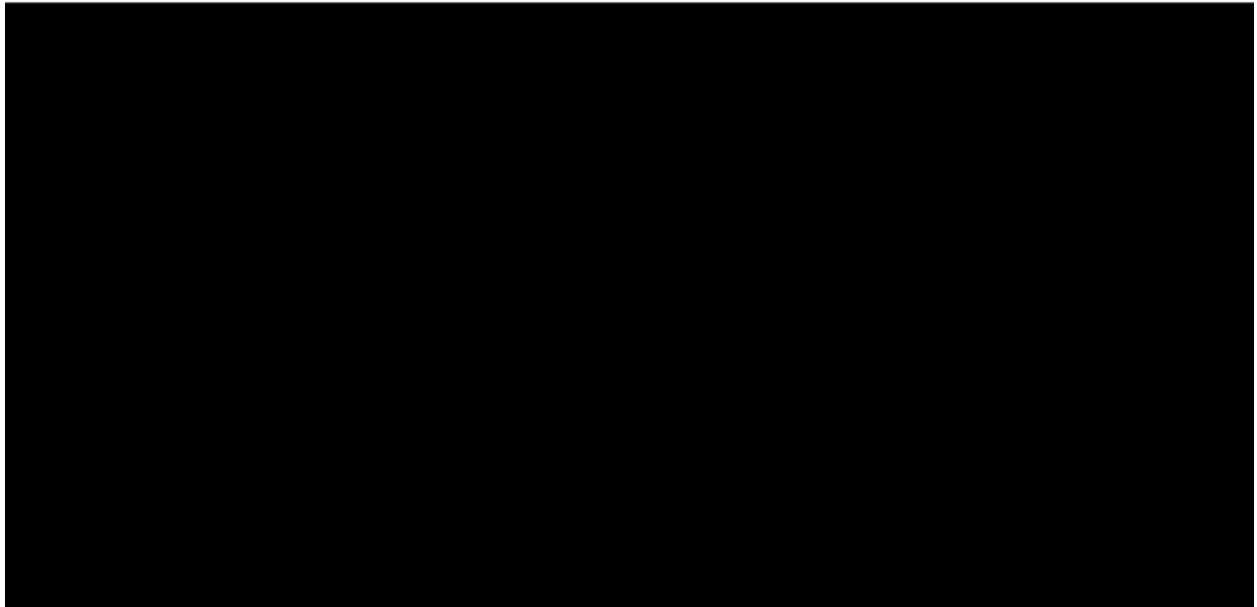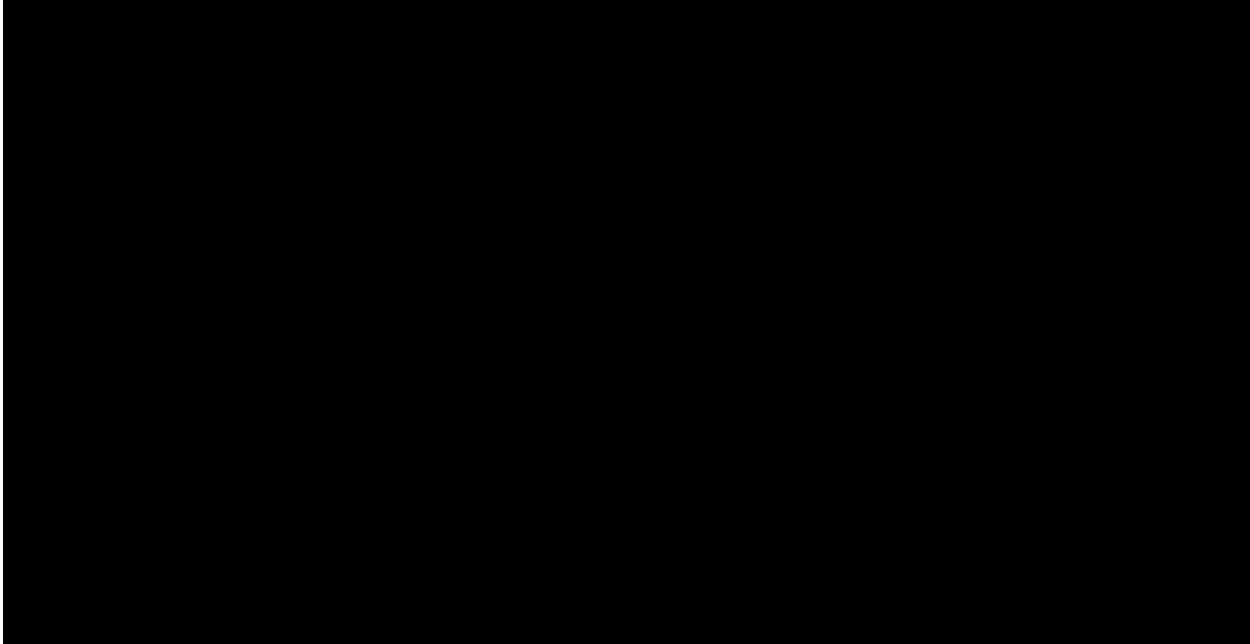
6.2.A

6.2   EXPERTISE

6.2.A. The Applicant's Expertise in Mobile Sports Wagering

To achieve the success and market leadership described above, each of the four companies that are part of this application have developed deep expertise in all facets necessary to operate a premiere mobile sports wagering platform.

Each of the four have already implemented and run successful platforms in at least four—and as many as 11 states, with new additions imminent. Each of the four has poured resources into developing and refining technology that allows them to offer diverse and unique products, reliable onboarding and payment management systems, and a safe and responsible gaming experience. Each company has also invested heavily to ensure that they are dynamic and responsive, with the ability to offer customers live, updated options for betting, tracking games, and managing their accounts. And behind all these options and this state-of-the-art technology is premiere personnel. These four companies have both recruited and trained experts in all aspects of the mobile wagering industry. They have the expertise necessary to build a successful sports betting market for the benefit of New Yorkers.

6.2.A - FanDuel

FanDuel has extensive expertise as a platform provider for the nation's leading sportsbook product, and that expertise is amplified and supplemented by the incredibly deep bench of expertise across the group of companies within FanDuel's parent company Flutter, including a number of FanDuel employees who have come to FanDuel from the Flutter group. The FanDuel GBP is the engine that powers the FanDuel Sportsbook in the U.S., and is derived from the GBP, which powers the mobile sports wagering operations of several of the leading global brands operated by Flutter, the world's largest online gaming company, including Paddy Power and Betfair in the U.K., Ireland, and across Europe. The GBP has thus tested its mettle in the world's most competitive sports betting markets for the last decade, and delivered Flutter the premier global position. FanDuel is now able to leverage the power of the FanDuel GBP engine across its operations in the U.S., generating a significant competitive advantage by virtue of being the only competitor in the market with access to the proprietary platform and all that it has to offer.

An overview of the technical features and operation of the Mobile Sports Wagering Platform. ███
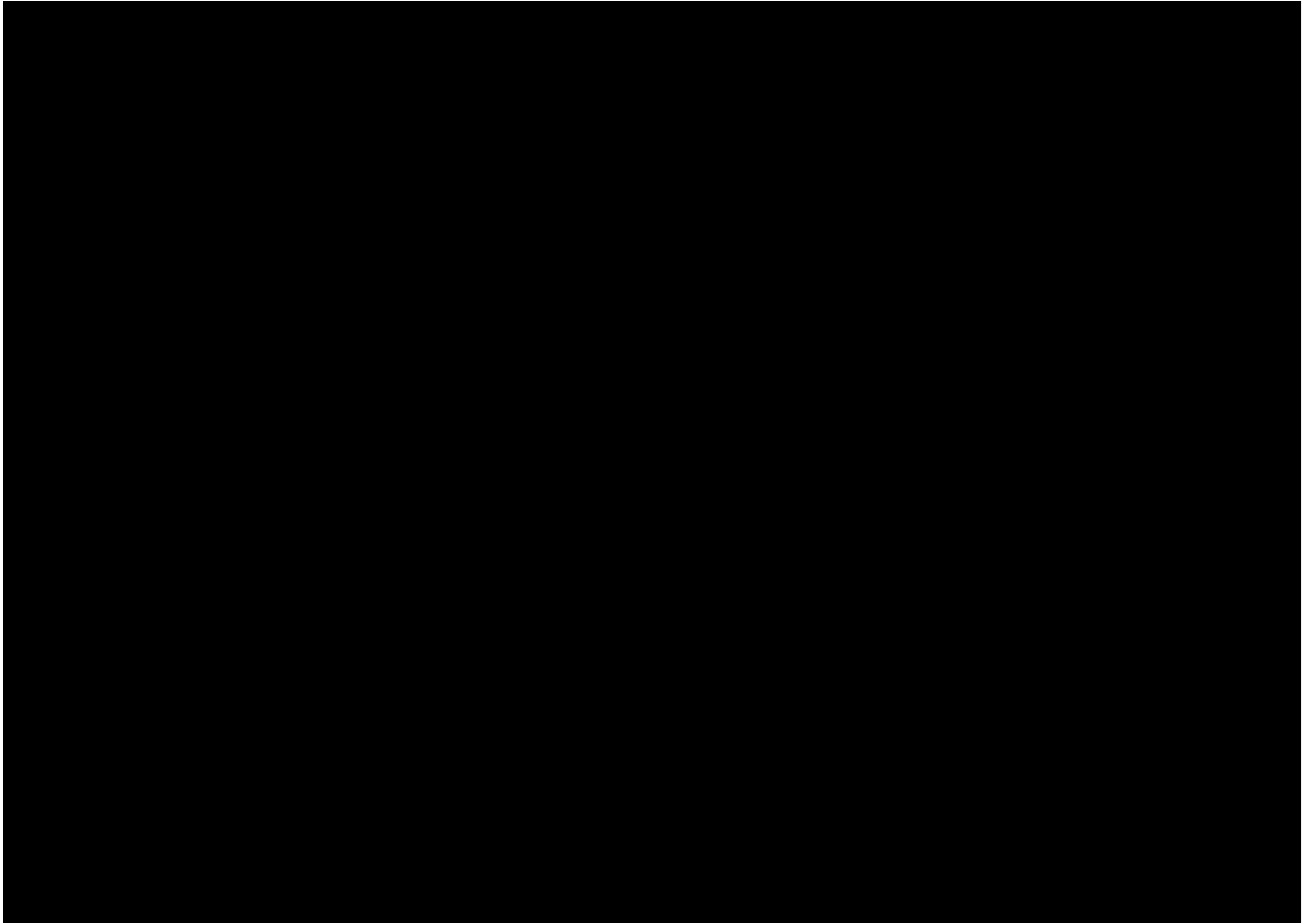
Platform Operation

[REDACTED]

An overview of how the Applicant will provide continual support and maintenance of the Mobile Sports Wagering Platform. As described further in Section 6.1.A above, FanDuel maintains a robust IT Operations team, charged with ensuring the Company's mobile wagering platforms receive best-in-class support and maintenance. FanDuel's IT Operations team, which reports up to FanDuel's VP of Information Technology and ultimately to our Chief Operating Officer, provides 24/7 technical coverage and ensures technical incidents are quickly flagged and routed to the correct party for mitigation and resolution. FanDuel also maintains round-the-clock support for its market offerings through both the FanDuel and Flutter Risk & Trading teams. At all times, knowledgeable staff are on call to address trading-related issues.

An outline of the features of the Mobile Sports Wagering Platform designed to support the Operators. The FanDuel GBP provides a unique set of sophisticated applications and tools that support FanDuel's mobile sports wagering offering, and there are aspects of the architecture and implementation of the FanDuel GBP that set it apart from other platforms.

Trading Platform (RAMP)

[REDACTED]

Security

As described further in Section 6.3G, FanDuel employs a wide range of tools to monitor for and defend against malicious platform activity. With the core services of the GBP being developed and maintained in-house, FanDuel controls all information that flows through the platform and can better protect patrons with best practice IT protocol without relying on third parties. Additionally, the platform is fully operated by FanDuel

which in turn further helps us contain the information within the system. Please see Section 6.3G for more information.

In-Play

The FanDuel GBP provides a market-leading betting experience for patrons by offering to bet in-play with odds/prices changing as games take place. The FanDuel GBP offers in-play wagering on ▮▮▮▮ of games in the top U.S. professional leagues (e.g., NBA, NFL, NHL, MLB), and on ▮▮▮▮ of college games, as well as a wide range of other sports and leagues across the globe, with far more in-play markets offered on these and longer tail sports than any other U.S operator.

Patrons may bet on a wide range of wagers while events are in-play, including game lines, player props, quarters and half betting. The FanDuel GBP's in-play offering is further enhanced by providing customers the ability to track the action for each game (game trackers) as well as live scoreboards and play-by-plays.
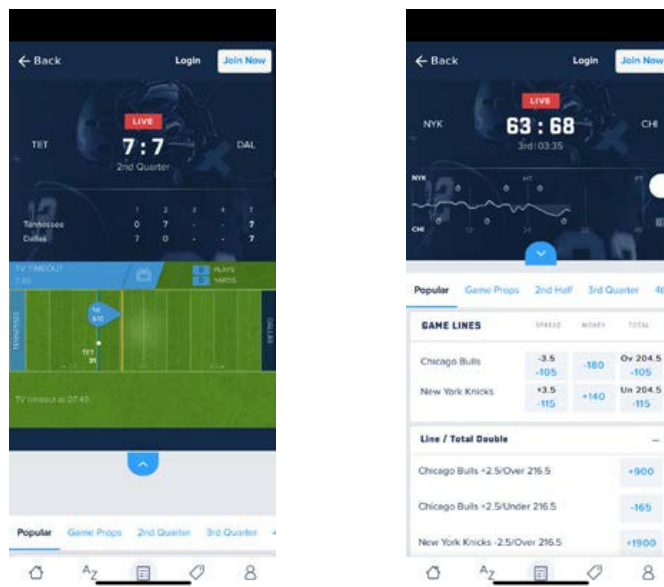
Product Catalog & Pricing

Content Filtering

The FanDuel GBP's advanced content filtering tools allow FanDuel to control the content available on site with everything from sport, competition, event, market or even selection granularity.

Parlay Functionality
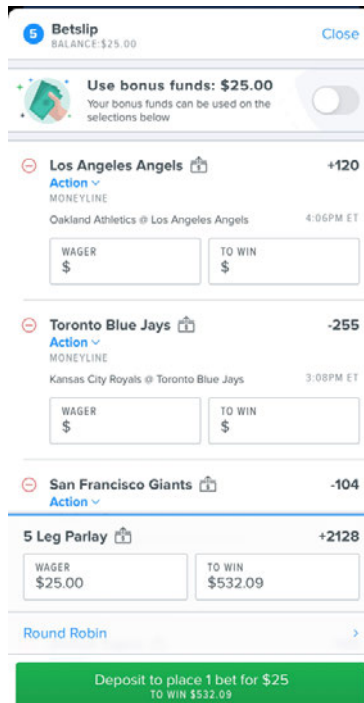
Customer Experience

FanDuel's Sportsbook mobile apps (Android, iOS, Web), through which customers access the FanDuel GBP, are built using the React Native framework. React Native not only allows for rapid development times, but also allows FanDuel to deliver a cohesive and consistent experience to bettors across all platforms.
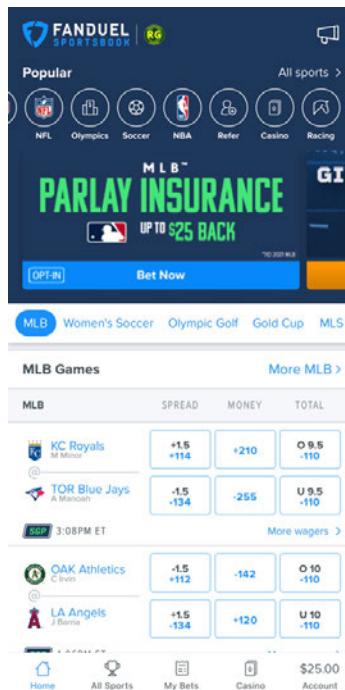
An outline of any technology to be used or features offered that the Applicant believes sets the Applicant apart from other potential Applicants. Simply put, no other operator can bring forth a platform that has nearly the same functionality, scalability, or track record as the FanDuel GBP. Flutter's head start in overseas markets allowed the Company a tremendous opportunity to learn, refine, and enhance its core platform, and today, FanDuel enjoys the opportunity to continue building upon those learnings in the United States. From its proprietary trading feed to its trademarked Same Game Parlay™ bets, to some of the other tools and services described above, the FanDuel GBP is the most advanced wagering platform operating in the country today. A few specific call outs where the FanDuel GBP sets FanDuel apart include:

Same Game Parlay™

Beyond the depth of the markets offered by FanDuel through the FanDuel GBP, the platform also features game-changing product innovation unavailable to the same extent on any other betting platform. The most prominent example of such innovation is FanDuel's Same Game Parlay™ feature. Same Game Parlay™ bets allow bettors to

select as many individual bets as they wish within a single game (e.g., moneyline, spread, over/under, player props and game props) and combine them into a single bet. The sophistication of FanDuel's and Flutter's proprietary betting models enable FanDuel to offer these complex bets, which given the correlation in a single event can be extremely difficult to price. ██████████████████████████████████████

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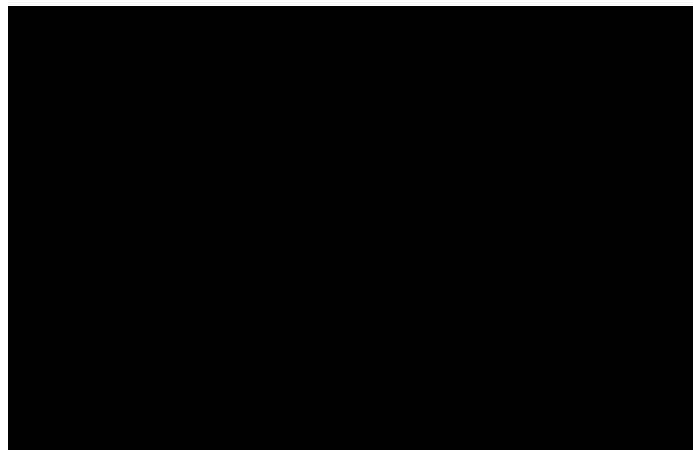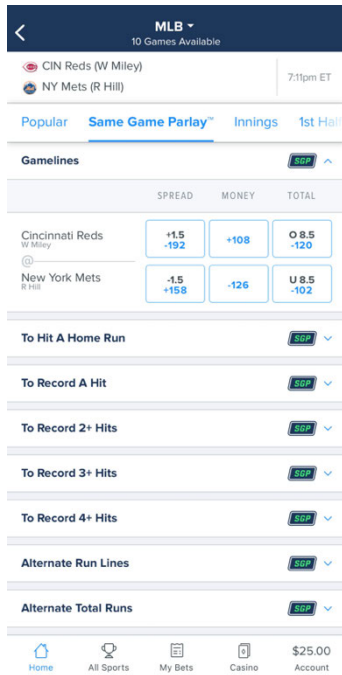
PAM Integration

The FanDuel GBP was custom built to function with and compliment the FanDuel PAM, which combine to create the number one ranked mobile sports wagering app in the country. This built-to-purpose integration allows FanDuel customers to enjoy a single account and a single wallet across all legal sports wagering states, while also providing functionality with FanDuel's daily fantasy sports product. ██████████████████

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Promotions
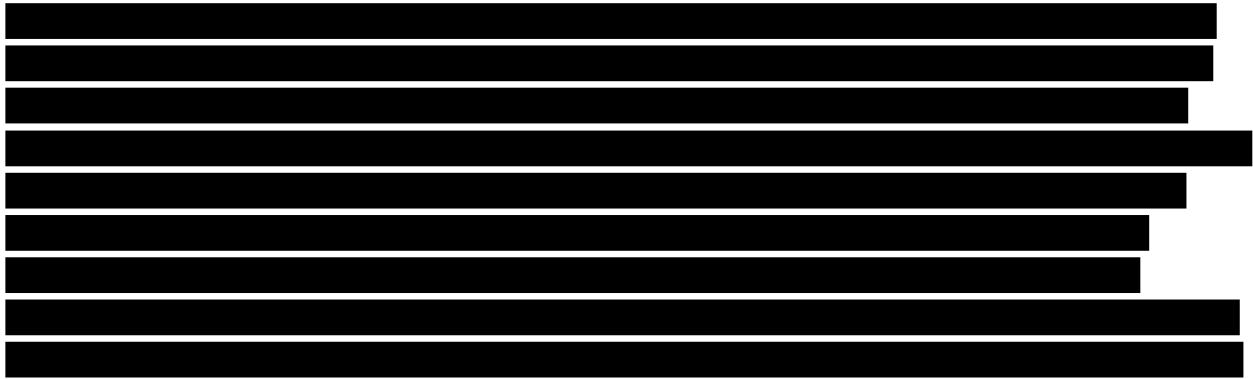
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██████████ By contrast with some platform providers who service multiple operators in the market, the fact that the FanDuel GBP is a proprietary platform unique to FanDuel means that these features are not available to competitors.
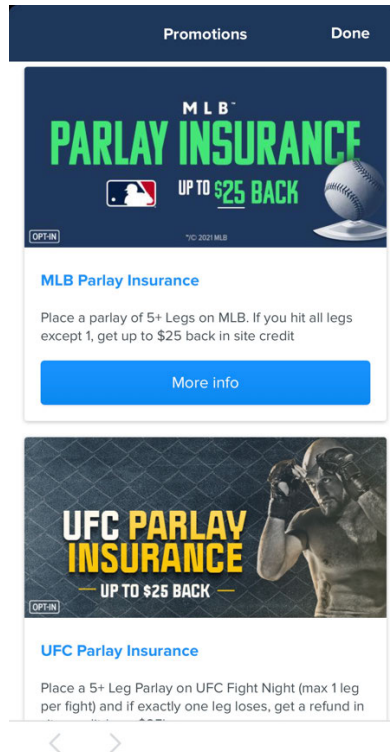
Cash Out

The FanDuel GBP offers patrons the ability to cash out of pending wagers. Cash out allows FanDuel patrons the option to get paid for a wager before the result of the event is complete. A patron can elect to take partial winnings before the event is complete, should they want to take a profit on a previously paced wager, without the added risk. For example, a customer places a $100 bet on the Chiefs to win the Super Bowl at +600

at the start of the season. The Chiefs make the Super Bowl and are now at odds of +100 to win. However, before the game is played, the customer can cash out for a profit (e.g., $350) before the event takes place. The reverse is also true--patrons may cash out for a loss in the case of their bet moving out in odds from their original value. Given the scale of FanDuel's product catalog, customers have an ever-increasing offer of wagers with cash out possibility. █████████████████████████████████

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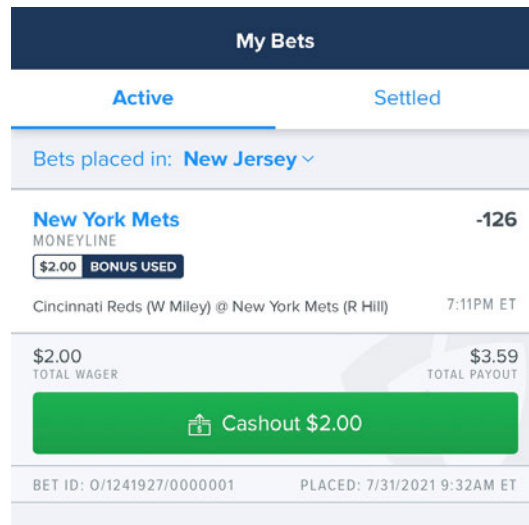
Streaming

The FanDuel GBP includes integrations with third party content providers ████ ████████████████████████ to offer customers the ability to live stream video of games in the site/app, including select NHL games, Tennis, Soccer and Table Tennis. FanDuel was the first U.S. sportsbook to offer such in-app live streaming of games.
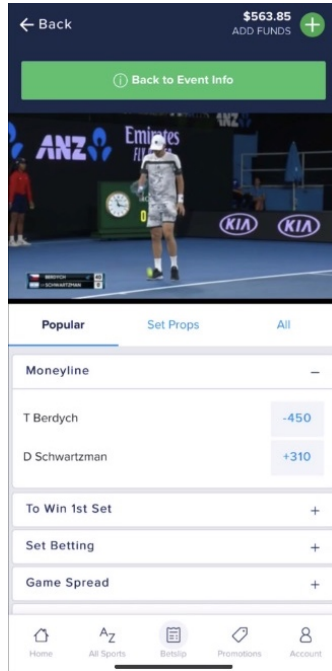
Additional information the Applicant believes relevant to demonstrate the Applicant's expertise.

Risk & Trading

FanDuel attributes a substantial amount of its market-leading success to the massive advantage gained by the breadth and depth of the Company's proprietary sports betting catalog offering, providing customers with an unparalleled selection of wagering events, and bet types at competitive pricing. FanDuel and Flutter combine to have a ███person Risk & Trading ("R&T") team, dedicated to setting odds and monitoring customer activity. A number of other major operators rely on third parties to manage their odds, and as a result cannot offer a differentiated product. Other operators utilize smaller Las Vegas-based teams who do not have access to the complex mathematical models and algorithms that FanDuel (through Flutter) has developed over 10+ years.

The FanDuel R&T team own the responsibility for market creation, management and trading for FanDuel. The team has decades of experience in proprietary odds-making and live trading across many global jurisdictions and prides itself on developing and maintaining the industry leading position in the regulated U.S. market. FanDuel has invested heavily over time to secure the best talent and has supported the R&T team with best-in-class trading models and tools to improve the efficiency of pricing throughout the entire life cycle of wagering markets.

6.2.A - FanDuel

FanDuel continues to invest in R&T resources, supported by global Flutter colleagues in analytics and quantitative teams to refine and expand the product offering and trading models. We believe that investment has resulted in our MLB, NBA and NFL models generating a world leading product output on every game across those primary leagues. These customized models have an ability to deliver a unique experience particularly tailored towards micro-betting and player led markets, including the wildly popular Same Game Parlay™ bets.

6.2.A - DraftKings

AN OVERVIEW OF THE TECHNICAL FEATURES AND OPERATION OF THE MOBILE SPORTS WAGERING PLATFORM

An overview of the technical features and operation of the Mobile Sports Wagering Platform. After the recent business combination with SBTech, the DraftKings' Platform is now built entirely on in-house, proprietary software which drives content, trading, player accounts, and the user experience. Ownership of an end-to-end proprietary platform gives us total control over the user experience and feature set and allows us to rapidly expand that capability. At a high level, the platform consists of the following and its infrastructure can be seen in the diagram on the next page:

Player Account Management Platform.

[REDACTED]

Data and Reporting Platform. [REDACTED]

[REDACTED]

Consumer Marketing Platform. DraftKings has invested heavily in creating a robust and seamless marketing experience for our users. Across all channels we continue to enhance our capabilities to deliver industry leading experiences:

- **SEO** - Industry leading SEO content captures top rankings on key betting search terms.

- **Partnerships** - Key partnerships with large media partners such as ESPN, Turner/Bleacher Report, NFL, MLB, PGA, etc. deliver unmatched scale and visibility across contextually relevant sports content.

- **Growth Marketing** - Product data pipelines powering ad automation, extensive linking & attribution capabilities, and data science powered bid automation create an intelligently optimized advertising environment.

- **Promotional Capabilities** - Extensive proprietary bonusing capabilities deliver flexible and powerful tools to reward and incentivize players. Data science powers intelligent reinvestment to drive sustainable growth and our event-based architecture delivers real time fulfillment of offers for an optimal user experience.

- **Communications** - ███████████████████████████████
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- **Cross Sell** - Our Existing daily fantasy sports user base is eager to engage with legal sports betting and our marketing capabilities, along with single account platform architecture, make it seamless for users to do so with a trusted brand they know and love.

AN OVERVIEW OF HOW THE APPLICANT WILL PROVIDE CONTINUAL SUPPORT AND MAINTENANCE OF THE MOBILE SPORTS WAGERING PLATFORM

DraftKings operates a 24/7 support organization providing around-the-clock monitoring of our technology. ████████████████████████████
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6.2.A - DraftKings

The DraftKings Sportsbook platform is under continuous development to improve the content, offering, safety, security, feature set, and user experience of the product. ██████
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Being both the operator and the platform, we take great care to ensure our updates do not disrupt the user experience. ████████████████████████████████████
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An Outline of the Features of the Mobile Sports Wagering Platform Designed to Support the Operators
DraftKings will be the sole platform provider and operator. All features and support as noted above will be available to DraftKings and the New York Gaming Commission if DraftKings is selected as a licensee.

An Outline of any Technology to be Used or Features Offered that the Applicant Believes Sets the Applicant Apart from Other Potential Applicants

The DraftKings platform generates odds for over ████████████████████████
████████████████████████ This includes both a pre match and live offering. The cashout features allowing players to close their bet early should they wish is available on the majority of the markets and is also available for parlays.

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Flexibility and Configuration. The DraftKings' platform includes filtering configuration allowing for effective content management on a state-by-state basis.

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Additional Information the Applicant Believes Relevant to Demonstrate the Applicant's Expertise

Original Founders Continue to Drive Our Leadership. When Jason Robins, Paul Liberman, and Matt Kalish launched DraftKings in 2012, it was their ultimate vision to build the best, most trusted, and most customer-centric destination for skin-in-the game fans; to develop the most innovative and entertaining real money products and offers; to

forever transform the manner in which people experience sports; and to be a fully vertically integrated sports betting operator.

It was the founders' vision and guiding principles that drove the company and leadership team to success. Through a top down and bottom-up approach, the company has successfully transformed from a small daily fantasy sports startup to a publicly traded, vertically integrated pure-play sports betting and online gaming company based in the United States with a focus on the American sports fan. What started as 3 people in a spare bedroom, has grown to over 3,000 DraftKings employees around the world, still being led by the vision and direction of the original founders.

Owning Our Product Roadmap. Through owning our own technology, DraftKings has a unique control of its product roadmap and future, which would not be the case when beholden to a third-party technology provider. This provides accountability and reliability that players, partners, and regulators can rely on and allows DraftKings to innovate at a rapid pace.

As a result, DraftKings' product roadmap and strategy remains driven by 'The Four C's as shown on the next page.
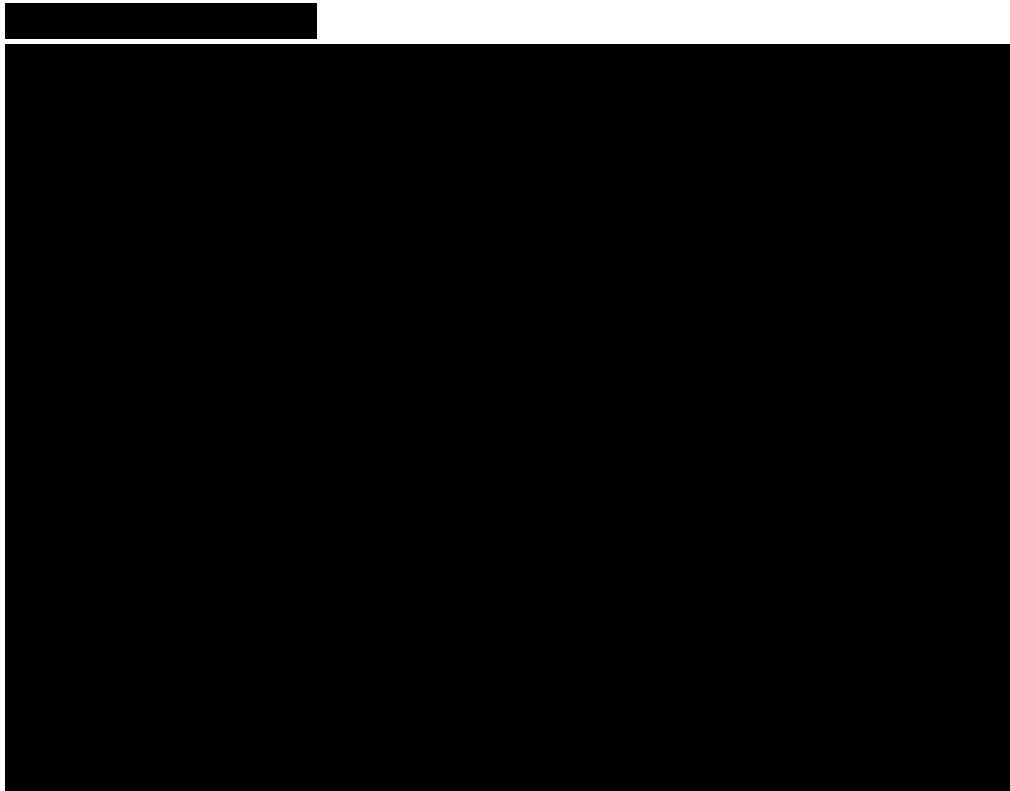
Fully managed trading services and risk management. Our managed trading services (MTS) team are focused on driving responsible, profitable and sustainable behavior from our customer base.

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6.2.A - BetMGM

BetMGM operates on its proprietary technology platform, which is built on the underlying Entain technology. This in-house, end-to-end technology platform has been developed over decades and has served many of Europe's leading gaming brands. Having full control over our technology stack gives us the ability to continually tailor the user experience, act with tremendous speed of development and respond to dynamic market conditions. We believe it is a best-in-class technology platform and a key competitive advantage for BetMGM.

Several proprietary marketing tools are integrated into our platform, which facilitate the configuring and communicating of automated promotions and marketing messaging to customers. Our product has the capability to deliver targeted messages to specific cohorts of players which results in unmatched personalization. We use these tools to drive our promotional strategy where we focus on delivering the right offer to the right segment at the right time.

Central to our competitive advantage is our complete set of operational features embedded within the app. These features enable a seamless onboarding experience that encompasses registration, verification, single wallet funding, KYC and geo-compliance. Once a customer has completed registration process, the entirety of the user features are at their disposal. Dynamic personal settings allow users to customize game alerts, follow games live via streaming and match trackers, request odds boosts and parlay tokens, edit their bets during games, share bets among friends and social media platforms, and much more.

Our product is built on one of the strongest platforms in the world, which allows us to continually enhance our offering. We intend to remain on the forefront of technological innovation in the industry and are committed to delivering our customers with the best user experience available in the market. We believe the billions of dollars, and decades of development, invested into our technology platform provide a technological moat that is unmatched in the industry. For this reason, we believe we are positioned to maintain our market leading position for years to come.
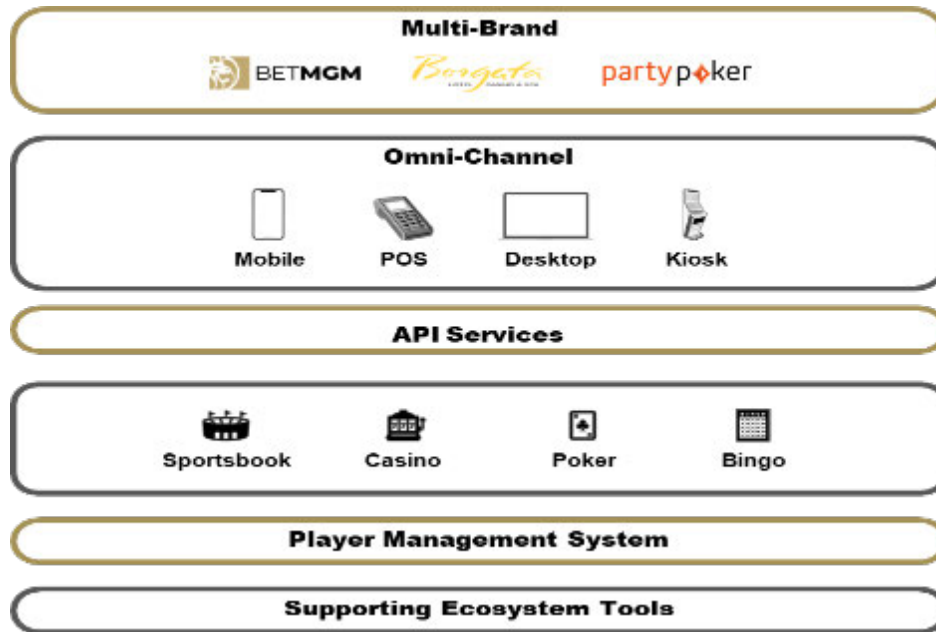
An overview of the technical features and operation of the Mobile Sports Wagering Platform. Our platform is built on a comprehensive foundation of core operational features. These features include:

- Single Wallet: One wallet that is visible across all products (Casino, Poker, Sports)
- Free Bet Functionality: The ability to apply free bets to customers
- Clear sign posting across the application/ website: Configurable rules and logic for operations
- Promo Codes: The ability to offer customers the option to enter promo codes upon registration
- Odds Preference: Options to change preference between US, Fractional or Decimal odds
- Improved Market Offering: Significant improvement to NFL markets particularly, in-game
- Responsible Gambling controls:
  - Deposit limits
  - Spending limits
  - Session timer limits
  - Stake limits
  - Mobile Self Exclusion

In addition, we have a number of key front-end features which optimize the user experience including:

- Sports interface:

6.2.A - BetMGM

- - Marquee Carousel that captures the top events, along with LIVE matches which include the scores and odds.
  - Clear sign posting for in-game and pre-game events.
  - Bet type selector enables users to toggle through various markets without leaving the main landing page.
  - Dynamic cross-Sell and upsell modules that can be configured for segments, cohorts, and specific times of the day
  - Integration of league and partner logos at sport, competition, and team level
- Easy navigation:
  - Highlights section contains quick links for faster access to the various leagues.
  - Contextual and dynamic quick links that are updated based seasonality and time of day
  - Favorites section: Allows for customization by players at the competition and team level.
- Top sports can be managed to accommodate the most popular sports depending on the time of year.

An overview of how the Applicant will provide continual support and maintenance of the Mobile Sports Wagering Platform. Our industry-leading technology architecture is highly reliable and operates with virtually no downtime. By controlling our entire tech stack, we are able to rapidly identify and rectify any issues that may occur on our platform. Furthermore, this control provides us greater flexibility to continually optimize and enhance our platform capabilities to provide a best-in-class technology experience. Through our parent Entain, we employ technology resources located around the world who work 24/7/365 in order to address any issues immediately. We also undergo routine maintenance procedures in an effort to avoid any issues before they occur.

We have continual automated monitoring across our mobile sports wagering system and have a 24/7/365 manned Network Operations Center (NOC), incident managers and dedicated experienced engineers. The BetMGM NOC is immediately notified of all system failures and is the primary triage to determine the severity of an issue.

An outline of features of the Mobile Sports Wagering Platform designed to support the Operators. As a Platform Provider and Operator, all of the operating and technical features of our platform will be seamlessly available to support our front-end operations.

An outline of any technology to be used or features offered that the Applicant believes sets the Applicant apart from other potential Applicants. In addition to the core functions

of a sports betting platform, our flexible technology allows us to offer a number of unique features that help differentiate our platform.

These include:

- **Cash Out:**
  - Enables a customer to monitor their wager and take a cut of their loses before the end of the event
  - BetMGM has one of the best availability and coverage within the market; covering major sports and multiple betting markets within each event
- **Auto Cash Out:**
  - Customers can set their desired Cash Out value up front allowing them to sit back, watch the game and be safe in the knowledge that the system will Cash Out their bet for them, regardless of whether they are logged in to their account.
  - Customers will be notified when Cash Out Value has been triggered and they have won money
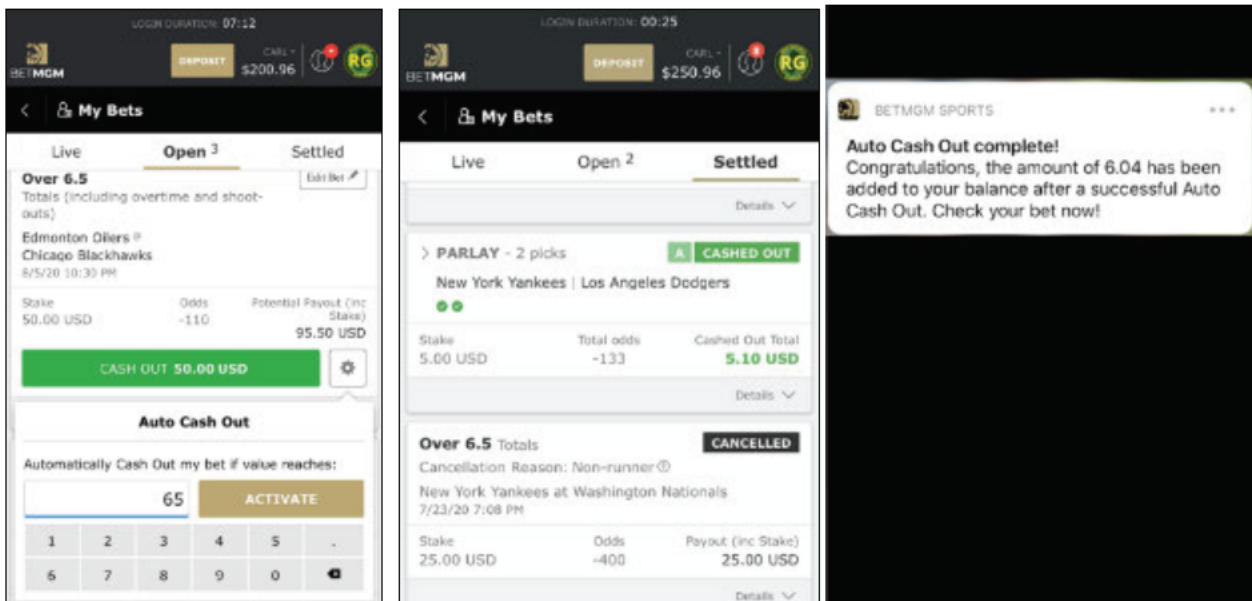
Auto Cash out sequence

- **Quick Bet:**
  - Enables a customer to place a straight bet, quickly without interacting with the bet slip
- **Swap Your Selection:**
  - Alternate easily between selections and lines within the betslip

- **Edit My Bet:**
  - A. Edit my bet uses Cash Out technology to give the customer the power to act in 4 different ways when they change their mind on a bet that is already placed.
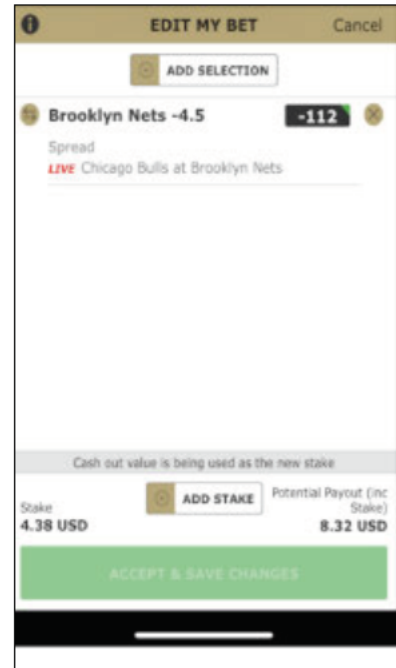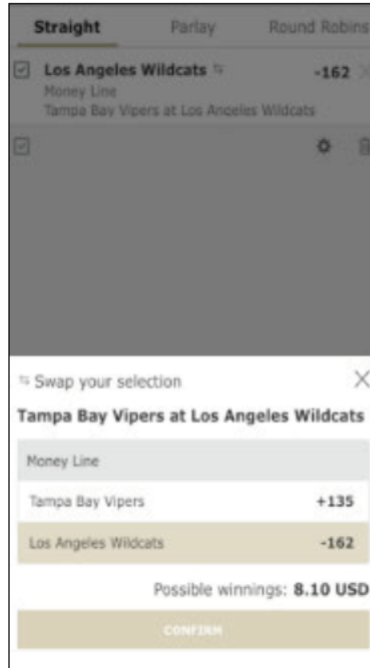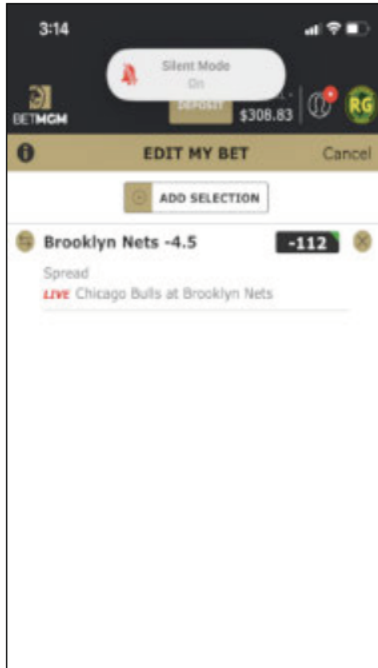
Edit My Bet actions

- **Odds Boost Tokens**
  - Users have ability to attach "token" in betslip that will increase the potential payout of selections. Currently in use as a Parlay Boost token.
  - Fully configurable, this feature is managed and maintained through CRM back-office tools and governed by marketing and trading.
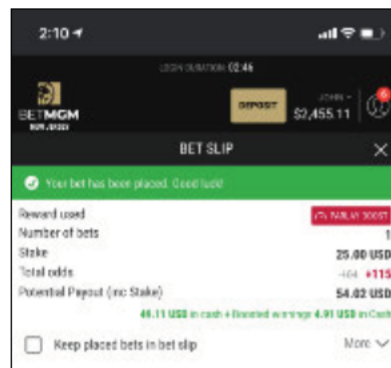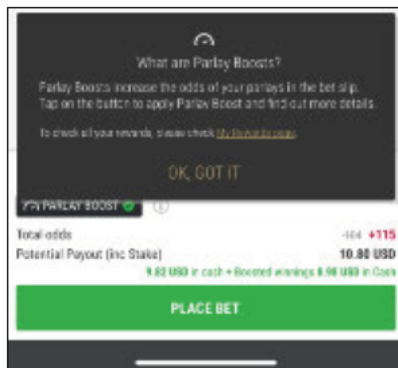
- **One Game Parlay**
  - A same game parlay building experience with a wide range of bet types available, including Player Props
  - Currently available for Football (NFL), Basketball (NBA & NCAAM), & Soccer
  - Includes option to promote ambassador/partner pre-created picks
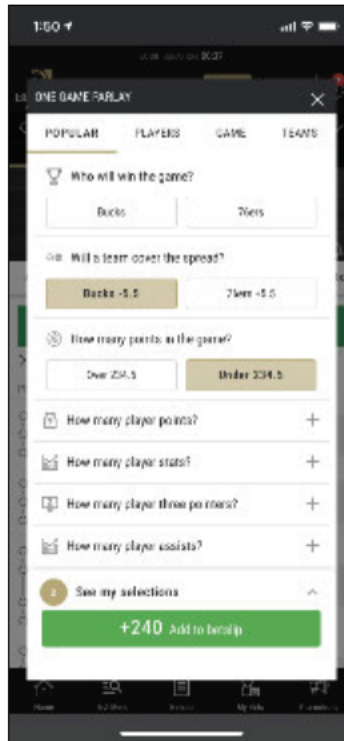
One Game Parlay UX

- **Easy Parlay**
  - Simple Parlay provides an interface to help a customer build a Parlay bet in one place. The customer will be able to choose from a range of sports and specific markets.
  - Customers can add selections from – Football, Basketball, Hockey, Baseball and Tennis. Easy Parlay makes use of team logos and jerseys across the various competitions
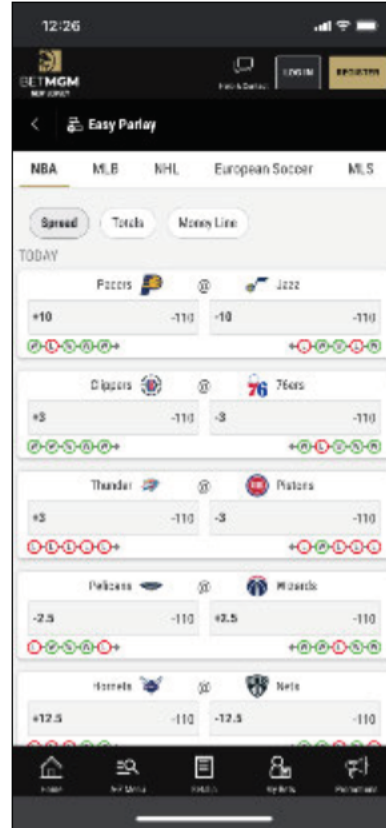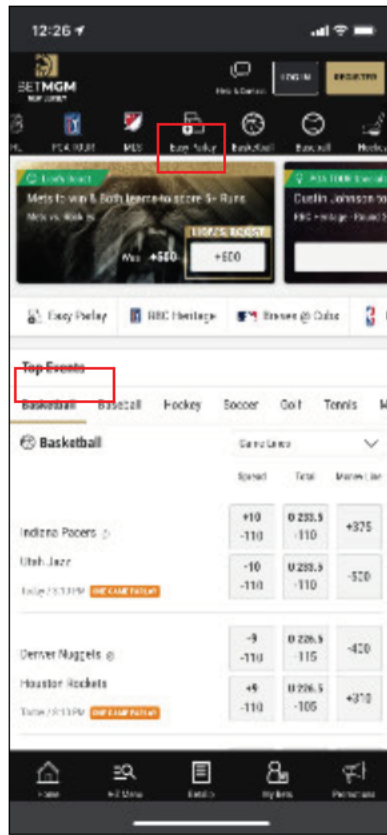
BetMGM Easy Parlay Interface

- **Parlay Generator**
  - A tool to randomly create a Parlay with a series of customization settings to help the customer build the right Parlay
  - The feature is available across multiple sports (Soccer, Tennis, Basketball, Baseball, Ice hockey, American Football and Volleyball)

6.2.A - BetMGM
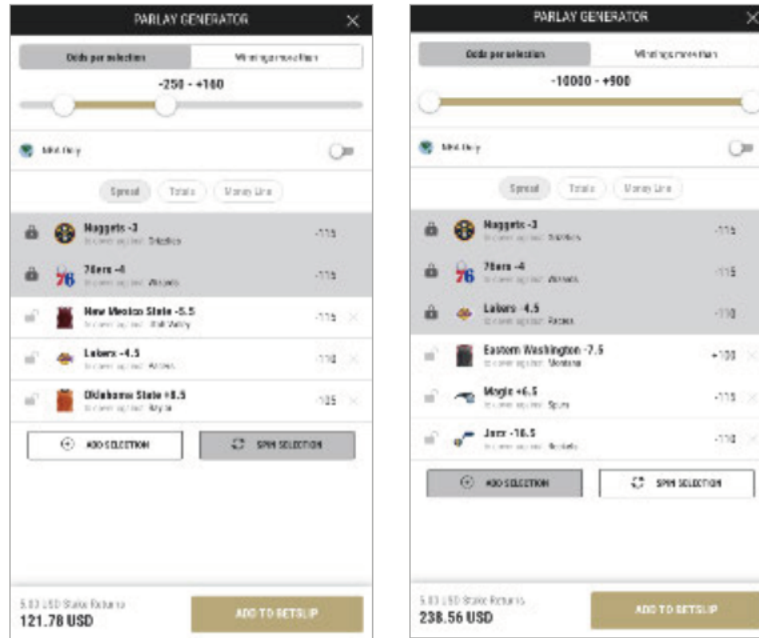
BetMGM Parlay Generator Interface

- **Live Streaming**
  - ○ BetMGM digital platform offers live streaming on select sporting events. A logged in user can wager and view the game on any BetMGM platform.
  - ○ A subgroup of all games being streamed is displayed on the home page as seen below.
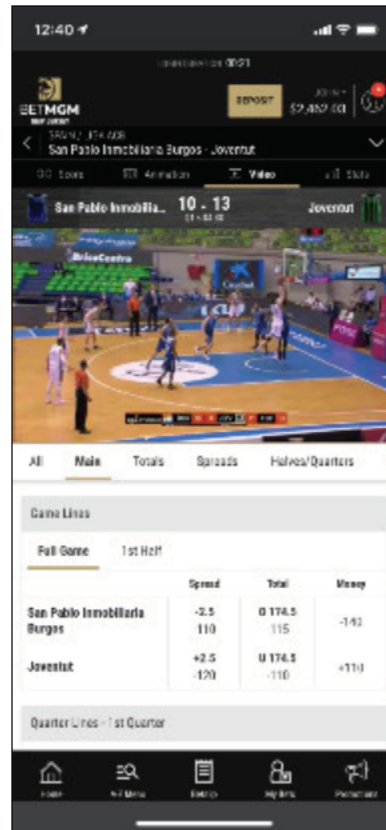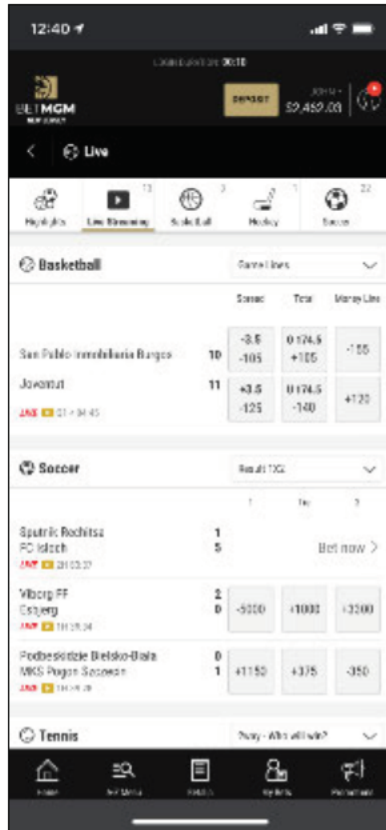
BetMGM Live Streaming

- **Live Alerts**
  - BetMGM customers can curtail their experience by setting live notifications on any event the choose.
  - Customers can enable alerts on activities such as a ten-minute warning before game start, end of quarter/ half and live score updates:
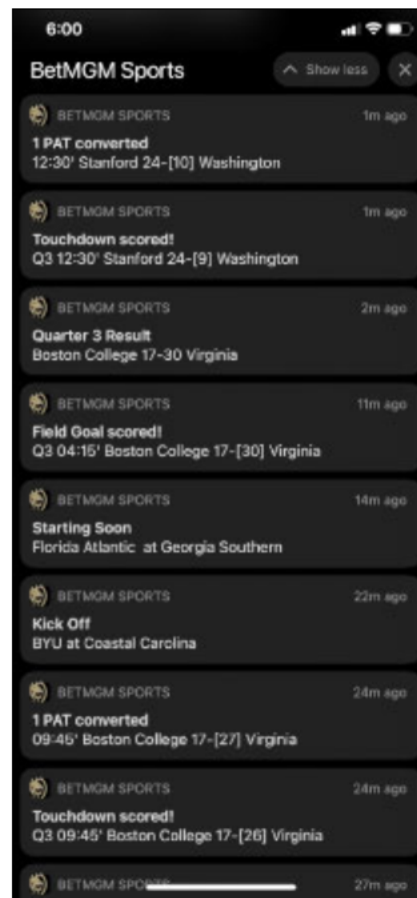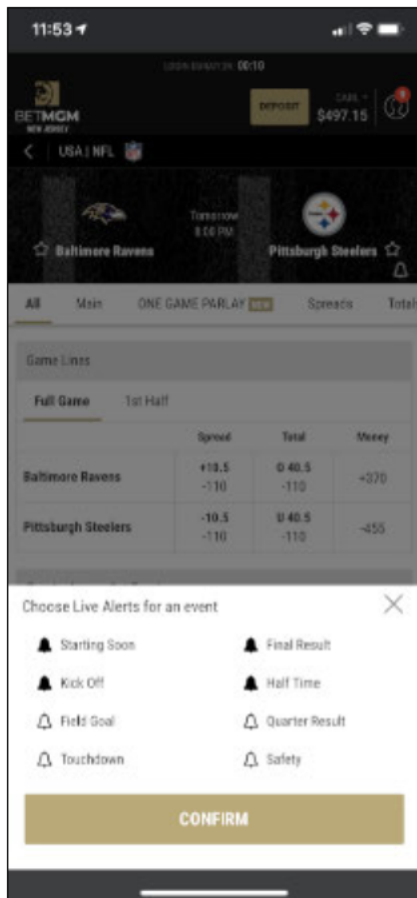
BetMGM Live Alerts

- **Share my Bet**
    - Unlike similar features whereby a customer can share screenshot of their bet slip; Share My Bet allows customers to share their actual bet from the bet slip area.
    - Bets can be shared through various channels of Facebook, WhatsApp, Twitter, etc.
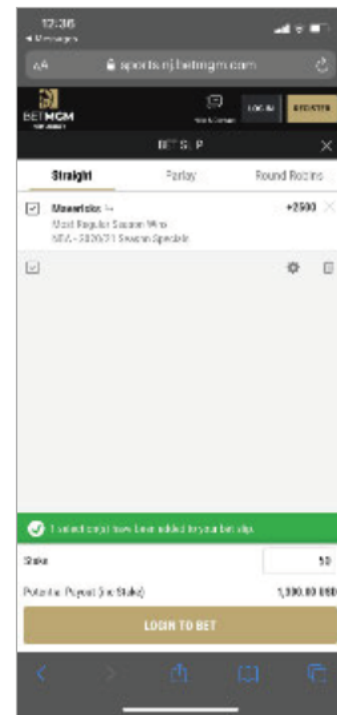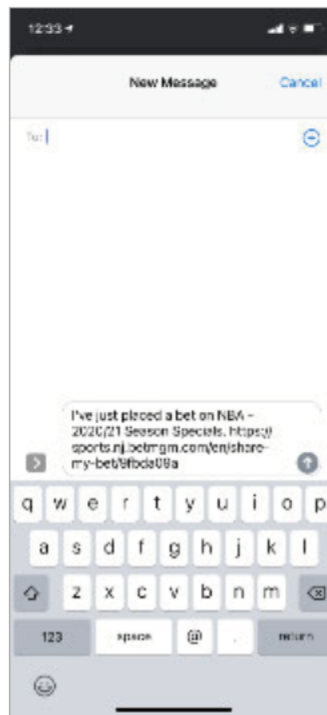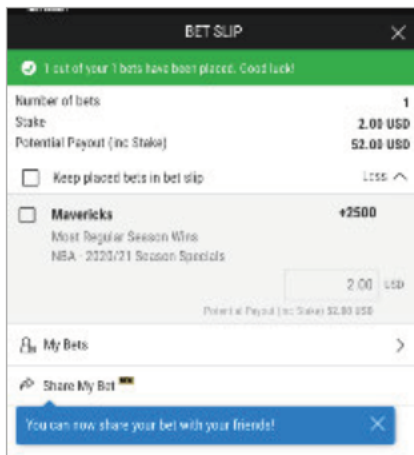
BetMGM Share My Bet
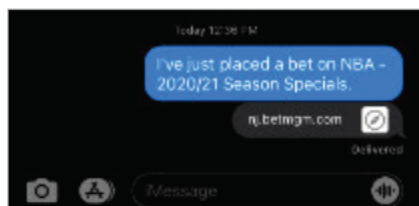
- **Share my Bet – Action Network**
    - A feature that allows users to link their accounts at BetMGM and The Action Network, which then activates transfer of betting history between the products so that users may more seamlessly use The Action Network's tools with BetMGM.
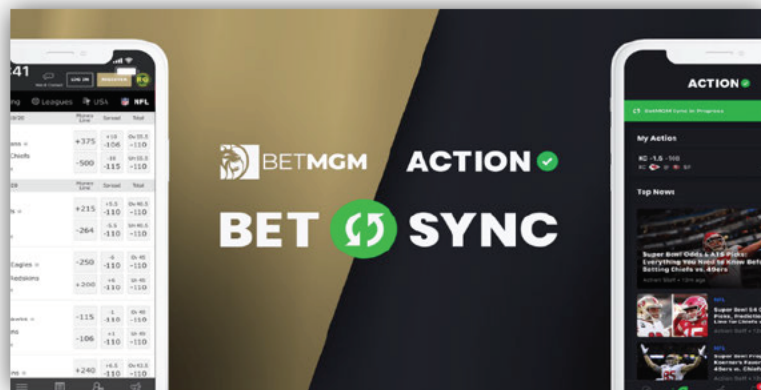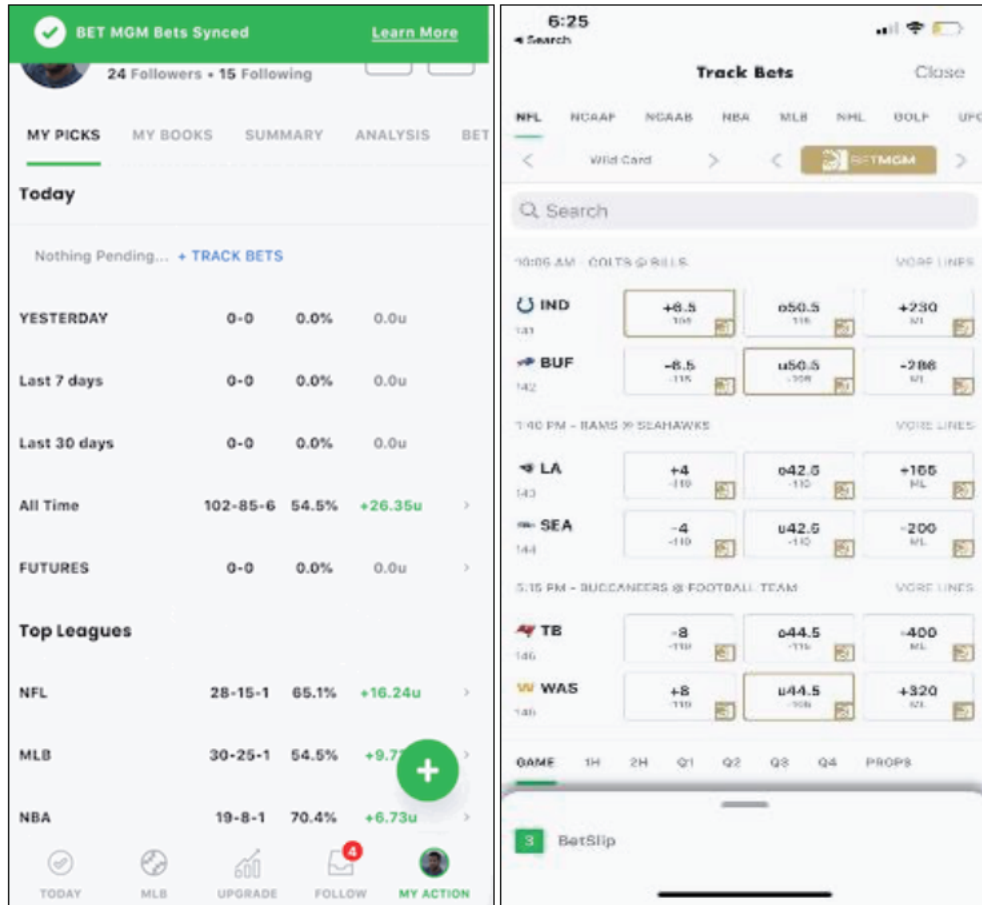
BetMGM and Action Network BetSync Tracker

- **Live Match Tracker**
  - ○ BetMGM recently added the Bet Radar Live Match Tracker and improved visualization for events unable to be streamed.
  - ○ Match Tracker allows user to track the even virtually from game start to game end.
  - ○ Match tracker captures important events and displays live scoring at a pace that exceeds standard television feeds. This includes stats, key play tracking, ball tracking, and box scores for all events, as shown below.
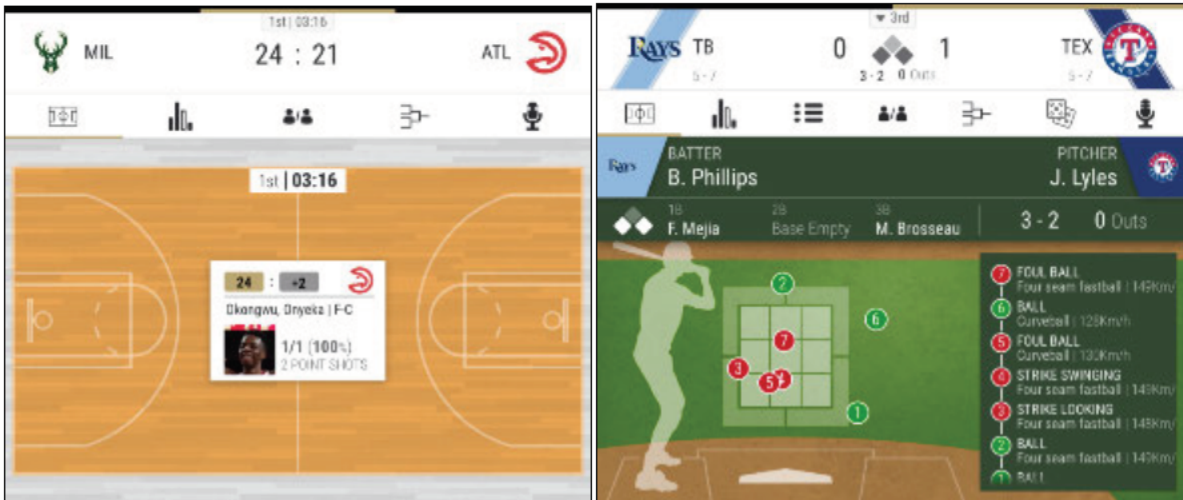
Virtual match tracker and live notifications during game

6.2.A - Bally's

One of our team's key takeaways from the New York State Gaming Commission's RFA document is the emphasis on quality over quantity. That emphasis on quality is why Bally's Corp. acquired Bet.Works in late 2020 to serve as the cornerstone of its efforts to develop and control its own technology stack.

As a new organization stocked with industry veterans, the Bet.Works team knew that time-to-market and innovation were the key components in succeeding in the nascent online sports betting landscape in the US. Being an engineer-run organization, Bet.Works came up with an ███████████ that would enable them to help their Operator-partners ████████████████, while still ticking off all ████████ ████████████████████████, our team has helped two Operators (██████████████████) launch in four different states—New Jersey, Iowa, Colorado, and Indiana. ████████████████████████████ ████████████████████████████████. At the same time, we have launched our own "Bally Bet" sportsbook on the Bet.Works platform.

We have an unrelenting focus ██████████████, and our processes are built around making sure our players always have a superlative user experience. Our experienced ████████████ team, working with our ████████ team participates in all planning sessions, and ████████████ through the █████ to make sure the product adheres to all ████████████████████████ which includes any specific jurisdictional regulatory requirements. ████████████████████████ ████████████████████████████████████

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Because Bet.Works owns and custom built every part of its technology stack, ████████ ████████████████████, our technology team can incorporate and deploy updates to our platform on a continuous basis. This responsiveness allowed us to be one of the first US platforms to successfully undergo the rigors of GLI testing and achieve GLI-19 and GLI-33 compliance. ████████████████████████████ ██ ████████████████████████

To further enhance what is already a great operating sportsbook platform, Bally's Corporation has teamed up with Gamesys Group to incorporate its world-class online gambling platform ████████████████████████████ ██ ██ ████████████████████████████

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This subsection provides an overview of both the Bet.Works and Excite platforms.

Bally's Platform – Bet.Works (Sportsbook)

Bet.Works is one of the only fully North American based iGaming providers of technology services in the US market today, featuring:
- a world-class sportsbook,
- a fully omnichannel web/online presence,
- a complementary and complete technology stack developed by us for the gaming industry, and
- fully managed services like customer service and support, branding integration, marketing campaigns that are agile, responsive, and high performing.

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The key components of our platform include:
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    ███████████████████████████████
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    ███████████████
- Customer service and player management system that effectively tracks and monitors player status
- A secure way to sign-up, leveraging KYC services from ████████, login leveraging ██████████████ and several self-serve options for users to manage their account
- Our platform is ██████████████ and provides a secure way to withdraw and deposit funds, including a ██ ███████
- An ██ ██████████████████████████
- ████████████████████████████ for speedy deployment of user-facing content

Bet.Works Architecture

The Bet.Works platform is designed ███████████████████████████
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Every aspect of █████████████ platform has been designed in order to achieve a
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top ██. All
applications are deployed ███████████████████████████████████
██████████████ Exact █████████████████████████████████████
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██ in a regulator-approved
Data Center.

Our platform is built using ██
As a result, ██
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The application layer of our tech stack is housed ████████████████████
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Virtual Machine life-cycle ███████████████████████████████████████
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██ is in a known state.
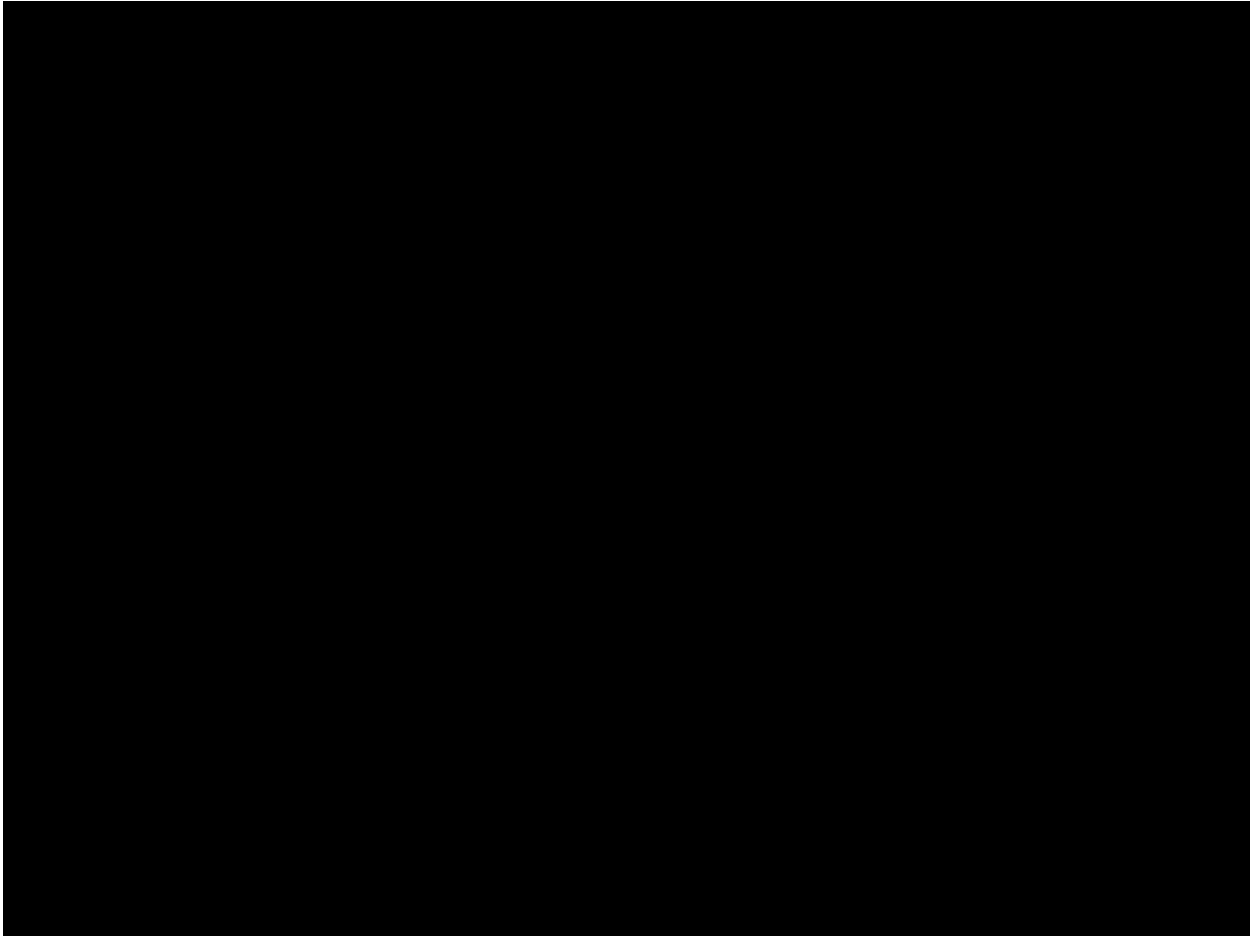
Bet.Works Customer-Facing Applications

Our web services are html applications with the main components being as follows:

Bet.Works Business-Facing Applications

The back-end components are written in ██████ and the front-end is written in ███████ and ████. The main components are as follows:

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Our platform uses an internally developed tool ██████████ which uses ████████████ ███████████████████████████████████ users can see and do in the business-facing applications. With ██████ define ██████████, which correspond to ███ also define a ████████████ █████████████████████████████████ Finally, you define ████████████ ██ ███ ████████████████████████████████████ Because you can have as ██ ███████████████████████████████

Bet.Works Database and Content Layer

The "persistence" layer of our platform comprises a number of databases and database types, each selected for its ability to fulfill its intended function efficiently. Our

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admin ██
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Bet.Works Proprietary Applications and Services

The Bet.Works team also provides a mobile interface, player verification, geolocation, and other services to integrate with the sports betting system. Other services include ██ that connect to the back-office functionality. These services run in the ██████████, with ██████████ (where required) ████████████████████. ██████████████████████████████████

███████. If state regulations allow, ██████████████████████████████
████████████████████████████████████

Bet.Works Cashier

███████████ is an application integrated into the sportsbook with ██████████████
███████ that allows players to ████████ to their account and to request
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The system withdraws funds from the patron's gaming account at the user's request to:

- Fund game play
- Perform a cash-out transfer ██████████████████████████████
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- To support only best-in-breed, ██████████████████████████████
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Bet.Works Scalability

In a market that's as dynamic and large as New York, sports betting platforms need to
be able to handle not only many transactions but also demand spikes around high-
profile events. ██████████████████████████████████████
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The ██
████████████████. As we anticipate traffic spikes ██████████████████████
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Bet.Works Technical Support

Our business continuity is unequalled in the North American market, ███████████
████████████. In the Super Bowl LV, we were one of the only operators that didn't
suffer an outage. When required, ██
█████████████████████████████. Our technical team is constantly monitoring the
system for outages

If there is a service-impacting issue such as system unavailability, the technical support
██

███████. Operational teams can also report the problem through our ticketing system.
After the issue is reported, a response will come within an agreed-upon time, depending
on our SLA. For more detail on our incident response procedure, see the "Incident
Response" appendix item.

Our technical team is continually improving our product to improve user experience and
increase profitability, so our goal is to anticipate and implement any post-launch
requests for new features.

Our web services are █████ applications with the main components being as follows:

> Sportsbook: ██
> ██
> ██████████
>
> The sports book application includes all the core sports betting functionality used
> by bettors, including:
>
> - o   the home page that acts as the landing page for the brand domain
> - o   the generation of the menus which list current sport categories and
>   subcategories to group events
> - o   the ability to display lists of events on which patrons can bet
> - o   live betting views for a specific event, including the current score and
>   status of the game
> - o   the ability to show a patron's pending and processed bet history with
>   outcomes
> - o   the "bet ticket", which also encompasses ████████████████ that
>   determine if a potential bet is allowed or not

- ████████████████████████████████████
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- home team name
- away team name
- event description
- sport type description

Finally, there is a data feed application that retrieves event information from third-party data feeds

Bet.Works Online Experience

We offer online betting via a native mobile app (for smartphones or tablets) and a web browser (for desktop/laptop). Our online offering is easily customizable and our native apps are approved in the App Store and Google Playstore ██████████. New and not-logged-in players see the full presentation of events, other gambling verticals, odds, and so on; however, they cannot perform any activities that require an account, such as deposits, withdrawals, or bet placement. Logged-in players are presented with easy access to betting functionality, current wagers, and their wallet. ████████████████
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Bet.Works Trading/RM Tools

Our trading desk combines our proprietary trading system which includes:

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[REDACTED]

For a more detailed description, see the "Risk Management Tools" appendix item.

Bet.Works Player Analysis

Our player-intelligence system is adept at identifying [REDACTED] Back-office personnel can configure it to recognize suspicious markers like [REDACTED]

One of the most effective ways that we maximize our sportsbook's profits [REDACTED] . To help manage a sportsbook's vulnerability to professional bettors, our tooling [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Bet.Works Reporting

Our Risk team and Compliance team have helped us develop a full suite of reports that helps us take a data-driven approach in ensuring both profitability and integrity. The reporting platform [REDACTED]

[REDACTED]

The built-in BI tools allow us to create a series of canned, pre-existing reports, scheduled reports, and on-demand queries. These reports are sent to the interested parties (in-house or external groups, like CLC or state regulators) [REDACTED]. The following list is a subset of the reports run for the sportsbook:

Bet.Works CRM/PAM

As sportsbook operations proliferate across the various states, there will be increased competition over time thereby requiring sportsbook operators to differentiate their

offerings from one another. Some of the ways to achieve differentiation are through marketing and customer experience.

Our CRM, built specifically for the gambling industry, is how we uncover and make the most of that value. It is simple to use, we don't have to deal with the complexity and steep learning curve that plagues most CRMs. That simplicity stems from its clear focus: it's there to help identify our players, differentiate them into groups, and cultivate a personalized relationship with them via targeted interactions and efficient user support.

On the operational side, our CRM tools allow an integrated customer view, so support people can quickly address and remediate player complaints. Not only does it include the standard "profile" view, with details such as contact information, verification documentation, and passwords, but also:

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For a detailed description of our platform's player management system, see the "Customer Console Guide" appendix item.

On the analytic side, our CRM tools use data to drive their efforts to create value. ████
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[REDACTED]

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[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Bet.Works Marketing Console

Integrated into the Bet.Works back-office CRM is the Marketing Console, which provides a straightforward interface [REDACTED]

[REDACTED]

[REDACTED]

This console provides the tools to help teams [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

A key tool [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Bet.Works KYC and AML

Before allowing a new patron to open an account, the system must electronically collect the following information:

[REDACTED]

The system checks the provided information [REDACTED]--both internal and external. In addition, the information is sent to an approved KYC 3rd party provider to verify its veracity. [REDACTED]

As part of our [REDACTED], our system tracks [REDACTED] and builds [REDACTED], when specific triggers occur. [REDACTED]

Bet.Works Geolocation

Our platform is integrated with the industry gold standard, [REDACTED], for geolocation checks. [REDACTED] is integrated with the mobile app ([REDACTED]) and the web application ([REDACTED]).

Our system will not accept wagers from patrons outside of the authorized boundaries. Geolocation checks are performed on patrons to verify their location during key trigger points, such as login or bet placement. The location check throws an error if any of the prerequisite conditions are not met, such as "location services" on, power save mode off, and no proxy software is present. After initial registration, the user must explicitly initiate the location check via on-screen functionality before any of the following can occur:

[REDACTED]

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Our application calls the ████████ services to detect the exact coordinates of the user, which is returned in a ████████ that's then stored in a ████████ to allow ███ ████████ The user's geolocation check uses pre-established geolocation rules (e.g., within the state of New York) to determine whether the user passes or fails. The web application uses the ██████████ to decide whether the patron's action is able to proceed. ██ ████████

Geolocation data for betting activity is mapped to the relevant transaction and stored for the required amount of time, and can be made available to state regulators upon request.

Bet.Works Reporting and Insights

User and operational data are gathered and sent to an analytic database where it's used for reporting. ███████████████████████████████
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All the platform's transactional data ██████████████████████████████
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Our platform uses our ████████████████████████████ that's integrated with ████████, a third-party BI reporting tool.

All of our standard ████████████████████████████████████ We have some █████ ██████ that aggregate other reports and, therefore, ██████████████████████, but

we can modify them as necessary. Our data warehouse and reporting solution is able to accommodate a very wide range of reports, so jurisdiction-specific requirements can be easily met.

Bally's Platform – Excite (PAM)

███████████████████████

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The Gamesys Technology teams ██ associated components and systems.

The Excite Development ████████████████████████████████████
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6.2.A – Bally's

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[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

Excite Architecture

The Excite Platform has been evolving for over 20 years and is now a mature and proven technology stack. [redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

[redacted]

The Excite Platform ███
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6.2.A – Bally's

Excite Operator Ecosystem

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- Allowing players to register and authenticate themselves with the Operator
- Provide players with a gaming wallet that can be topped up via payment or bonuses and is used to wager on any real money games.
- Enforcement of any operator rules based on other Product key events through use enforcement of blocks e.g., KYC Status of a customer, AML status, Limits imposed, new T&Cs etc. It will ensure that a player cannot make any cash/bonus transactions or even login when they have blocks in place.

Excite Geolocation

The Excite PAM is integrated with the industry gold standard ████████ for geolocation checks. ████████ is integrated with the mobile app (embedded via an SDK), standalone mobile app for mobile web, and the desktop web application via a desktop plugin that users must install.

Our system will not accept wagers from patrons outside of the authorized boundaries.

Geolocation checks are performed on patrons to verify their location during key trigger points, such as bet placement. The location check throws an error if any of the prerequisite conditions are not met, such as "location services" on, power save mode off, and no proxy software is present. ████████████████████████████
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████████████████ amount of time and can be made available to state regulators upon request.

Excite Regulation and Compliance Ecosystems

Excite KYC

Before allowing a new patron to open an account, the system must electronically collect the following information:

- Name
- Date of birth, which proves they are at least 21 years old.
- Address, which must be residential

- Taxpayer identification number (Social Security Number)

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Excite Responsible Gambling

Excite platform offers customers a number of responsible gambling tools including:

- Deposit Limits
- Session Reminders
- Spend Limits
- Cool Offs
- Self-exclusion

Excite AML/ RG Monitoring

As part of our player integrity monitoring, our systems track player activity for both RG and AML as they are very similar and require different tactics to deal with.

A number of ██
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In addition, ██
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Excite Infrastructure

Highlights

- **Award-winning[2]** ██
  ██████████████████ crafted by our teams, with performance, stability, scalability, automation and security principles, to pursue continuous improvement.

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[2] Winner of the 2019 Global Juniper Networks Elevate Award for Network Innovation

- In-house expertise in an impressive █████████████████████████ ███████████████████████████████████████ ███████████████████

███

- Dedicated Platform and Corporate IT teams guarantee independent focus to both business areas.
- Design with high availability and disaster recovery considerations, to provide business continuity in all failure scenarios.

Excite Infrastructure - Physical View

The Excite Platform ████████████████████████████████ ██ ██ ██████████████████████████████
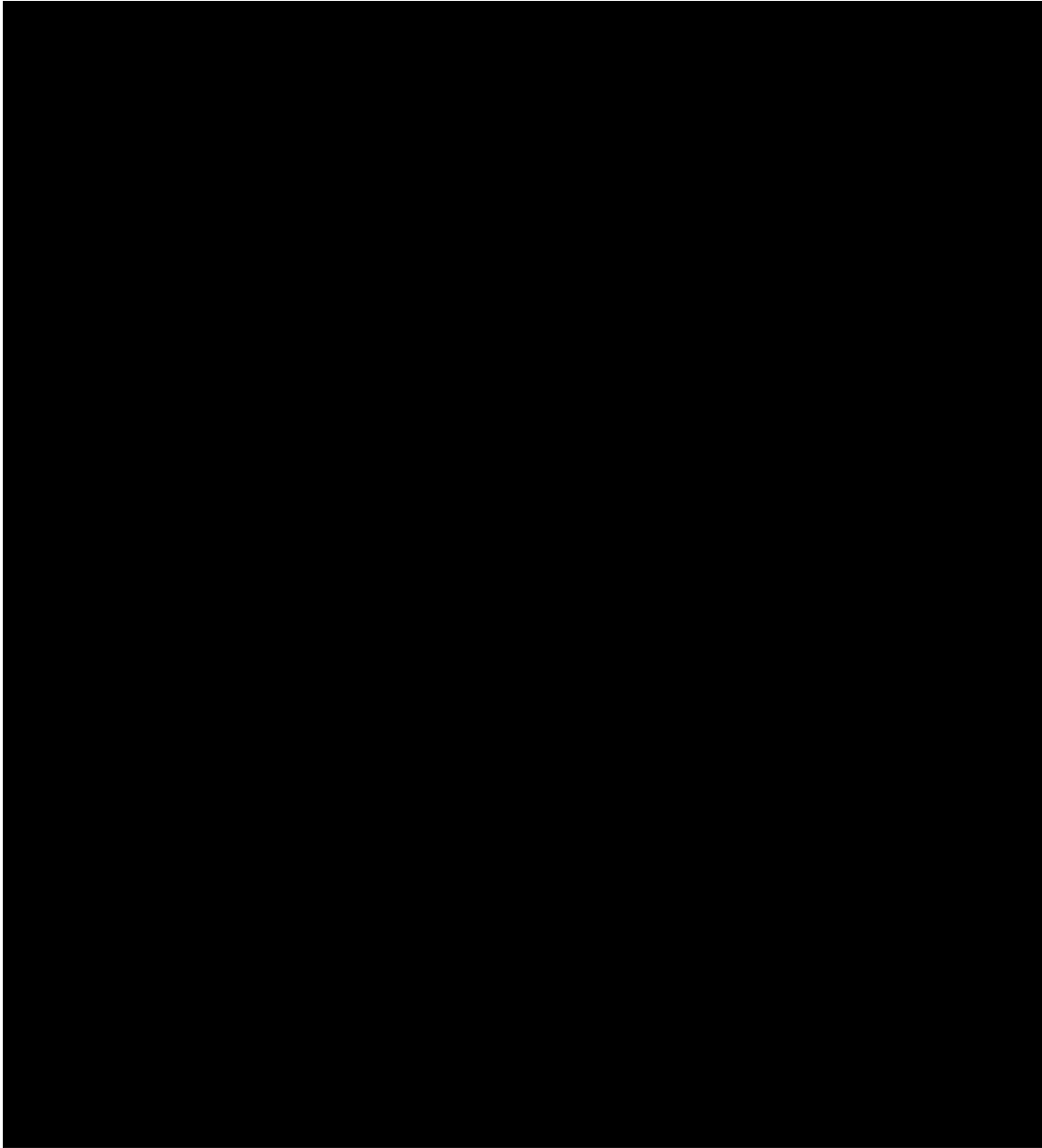
Excite Content Delivery

The Excite Platform u[REDACTED]

[REDACTED]

Excite Technical Operations

Highlights

- 24x7 Network Operations Centers, [REDACTED] ensure the best visibility, and reduce issue detection and escalation times.
- Excellent platform availability with [REDACTED]
- State-of-the-art [REDACTED] equipment disposal, and corporate governance.

KPIs

The below Key Performance Indicators / metrics are based on the UK Excite platform instance.

Excite Platform Metrics

Day [2021]
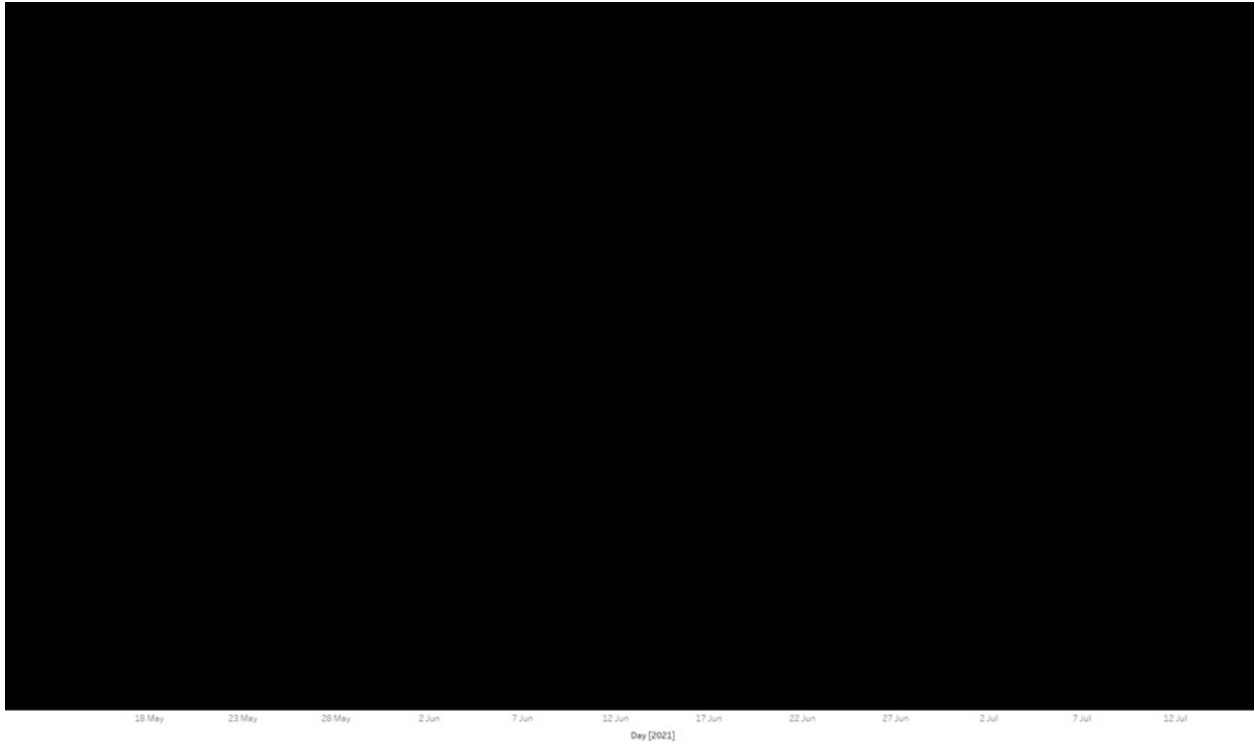
We collect performance data ██
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6.2.A – Bally's

Excite Platform Availability

The Service Delivery function within Group IT ███████████████████████
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Excite Delivery Metrics (Accelerate KPIs)

Gamesys records delivery metrics ████████████████████████████████
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Excite Security

Highlights

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- 24x7 security event coverage via NOC & CyberSecurity teams.

[REDACTED]

[REDACTED]

[REDACTED]

- Mature Risk Management methodology.

Excite Security Operations

The SecOps team within CyberSecurity are responsible for the following:

[REDACTED]

Excite Application Security

The AppSec team within CyberSecurity are responsible for the following:

[REDACTED]

6.2.A – Bally's

[REDACTED]

[REDACTED]

[REDACTED]

Excite Security Compliance

The Security Compliance team works in tandem [REDACTED] [REDACTED] [REDACTED] [REDACTED] The team also performs due diligence on all prospective third-party vendors or integrations.

Excite Data – [REDACTED]

[REDACTED]
[REDACTED]
[REDACTED]
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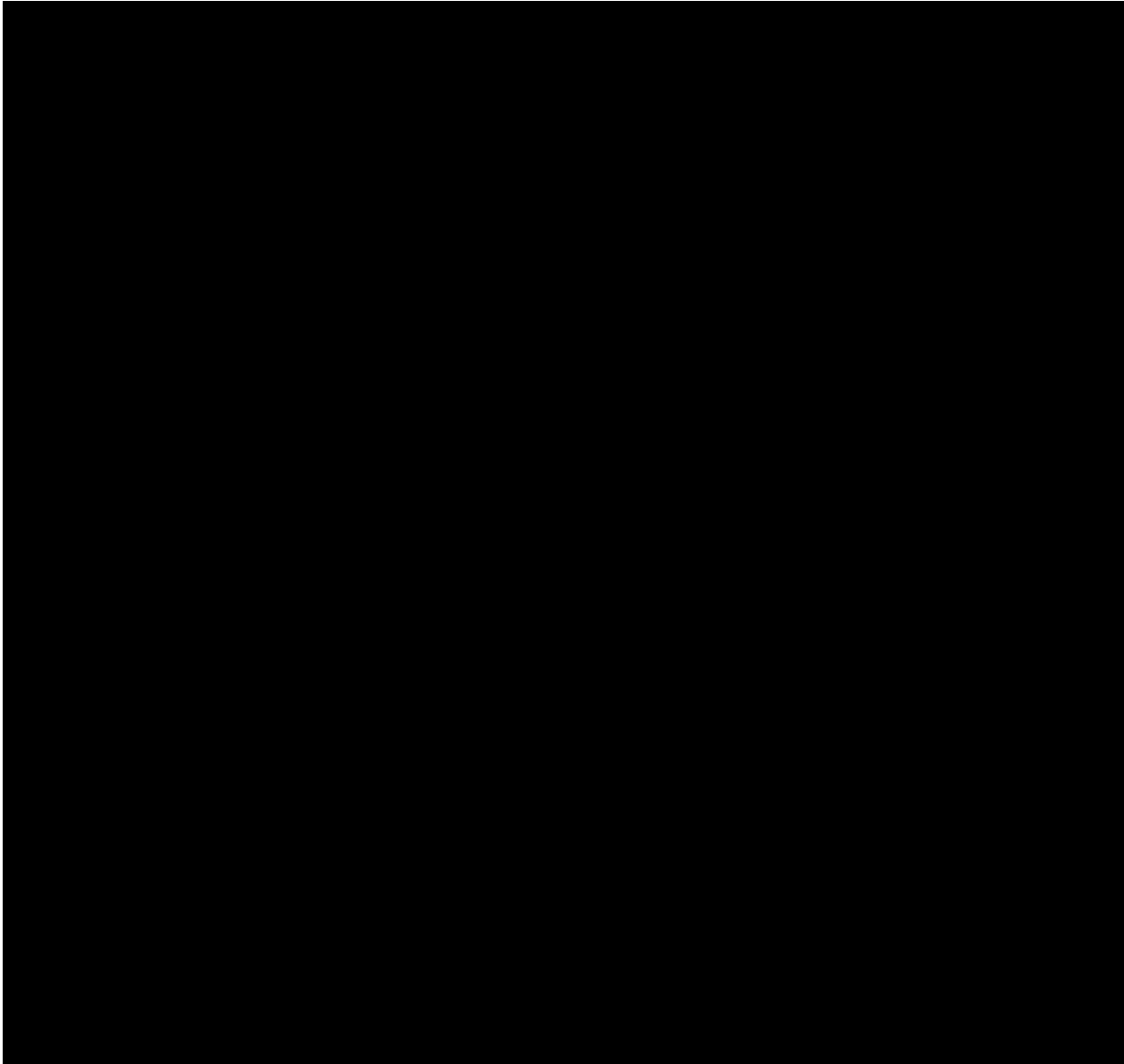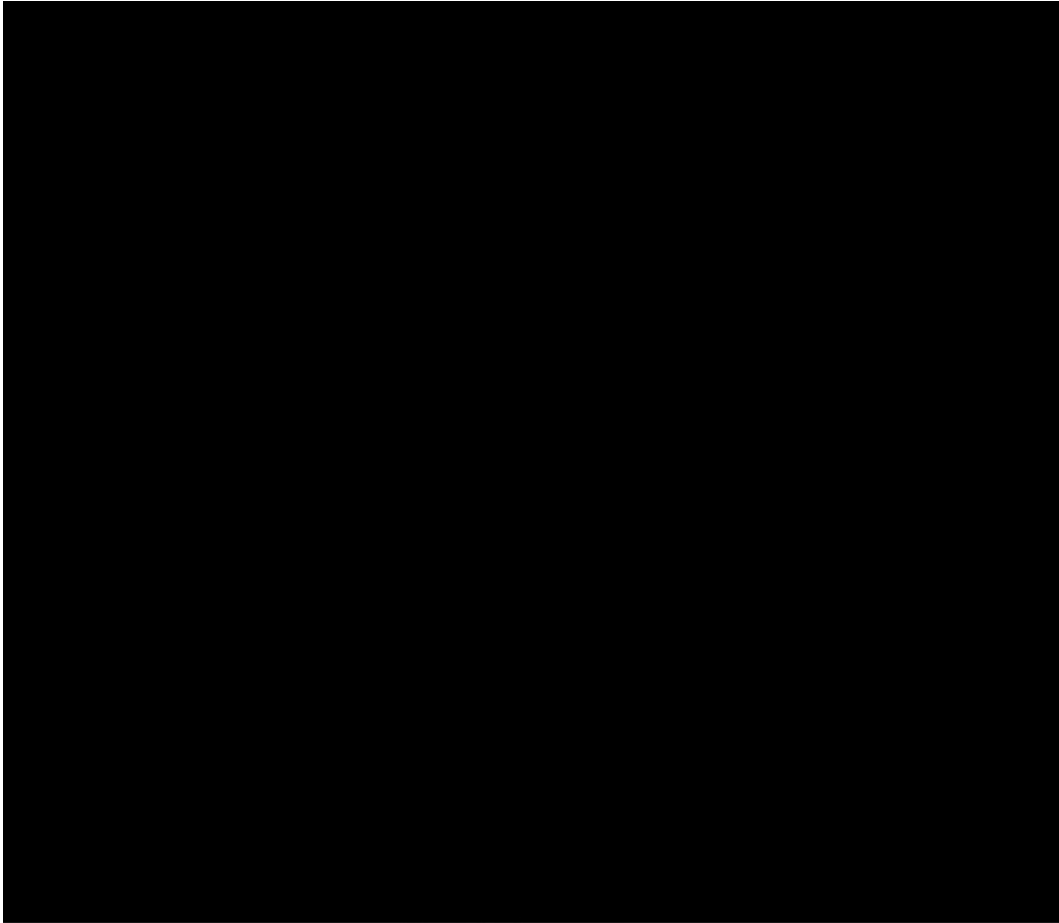
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6.2.A – Bally's

6.2.A – Bally's

6.2.B

6.2.B. The Operators' Expertise in Sports Wagering

Each of the four companies that are part of this application already operate platforms in other jurisdictions that hit all the key criteria the Commission is looking for. They have developed, or acquired and tailored for their own use, cutting-edge, proprietary platforms that are fully integrated with that Operator's in-house sports book. Combined, these companies will offer customers an endless menu of sports and sporting events on which they can wager both pregame and in-game. They also offer bettors a wide range of options to both deposit and withdraw payments safely and securely. And because of the experience and expertise each company brings to the table, each will be able to commence mobile sports wagering with rapid speed after the Commission's approval.

Below we summarize the expertise that each Operator in the Application will bring to bear to generate the most possible revenue for the State of New York.

6.2.B - FanDuel

FanDuel's expertise as an operator is demonstrated by the Company's unrivaled success in the U.S. market thus far. FanDuel is firmly established as the number one mobile operator in the country by any measure, and holds a dominant position in the largest, earliest states surrounding NY, enjoying commanding market share in New Jersey and Pennsylvania. In 2020, FanDuel became the first U.S. wagering operator to eclipse ███████ in online gross gaming revenue, which significantly led the U.S. market. And FanDuel's momentum is only increasing. The Company is currently the number one operator by volume in both Virginia and Michigan, the only two states to launch in 2021, indicating that FanDuel's strength in new markets is only growing. FanDuel currently projects its gross revenues from online wagering in 2021 will exceed ███████.

FanDuel's success is built on a set of inherent advantages and first-rate execution by an experienced team that executes to leverage them. Specifically, no other operator can match what FanDuel will bring to New York to ensure the market reaches its full potential quickly, and sustains performance over time, including:

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6.2.B – FanDuel

An overview of the integration between the Applicant's Platform and the Operator's wagering system. As FanDuel is both the platform provider and the sole operator on the FanDuel GBP, FanDuel can offer a bespoke integration that is both complete and comprehensive, but also easily adaptable if new requirements for integration are requested to enable improved functionality. Maintaining an end-to-end system in house is a key differentiator for FanDuel, allowing the company to adapt and deploy changes quickly.

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An outline of the features offered or used by the Operator that the Applicant believes sets it apart from other potential Applicants.

Product Performance. FanDuel has been consistently ranked as the leading Sportsbook app in the U.S. Market by Eilers and Krejcik Gaming, LLC, a gaming research and consulting firm. FanDuel has ranked number one in the previous three reviews conducted by Eilers (Oct 2020, Mar 2021 and July 2021). FanDuel also has an App Store rating of 4.8 out of 5, making it the highest ranked App in the store across all U.S. Sportsbook apps.

	Overall Score	App	Brand Type	Parent Company / Headquarters	Tech Stack Suppliers	TTM Share Of U.S. Market
	17.1	FANDUEL	Sports-First	Flutter / Dublin, Ireland	FanDuel, IGT, SG Digital, Flutter	32.19% (GGR)
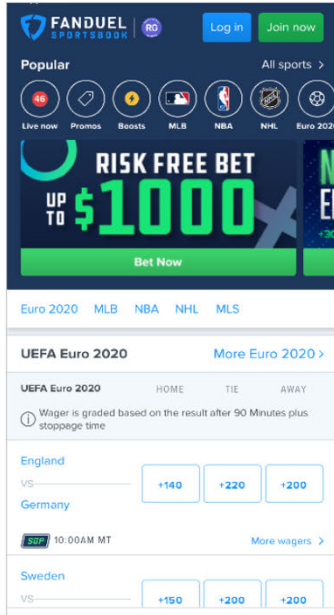
Overall Rank

1st

FanDuel's position atop the growing list of U.S. sports betting apps remains intact for another quarter, as it continues to perform at or near the top in all scoring categories.

▲Highlights:
Navigation. FanDuel's app is fast, intuitive, and easy to use. The seamless integration of its Same Game Parlay feature is a major contributor to the smooth betting experience.

▼Lowlights:
Streaming. A relatively sparse live-streaming schedule and an underpowered search function are notable areas of potential improvement for the app.

ⓘ	User Experience	Betting Interface	Features	Core	Aesthetics
Category Position:	1st	1st	4th	3rd	6th
Category Score:	5.1/6	4.6/5	2.6/4	2.9/3	1.9/2

The general speed and ease of use of the FanDuel Sportsbook app is one of the leading advantages FanDuel enjoys over its competitors, with that theme resonating with customers across customer research and feedback. This ease of use is reflected in app load times, general navigation journeys and speed and simplicity of bet placement. The FanDuel Sportsbook's ranking within Apple's App Store around the most high-volume betting event of the year further demonstrates the strength of the product and its underlying technology.

6.2.B – FanDuel

Top Charts

#	App	Description	
1	FanDuel Sportsbook & Casino	Bet on sports & get live odds	OPEN
2	FanDuel Fantasy Sports	Play NFL Fantasy to win money	UPDATE
3	NBA: Live Games & Scores	Basketball highlights & stats	GET — In-App Purchases
4	ESPN: Live Sports & Scores	Watch Games, Highlights & News	OPEN
5	DraftKings Sportsbook & Casino	Sports Betting, Casino & More	OPEN
6	DraftKings Fantasy Sports	Play Fantasy Sports for Money	GET
7	FOX Bet Super 6	Play to Win Terry's Money!	OPEN
8	BetMGM Sportsbook	Sports betting, Odds & Scores	OPEN

*Apple App Store Sports category rankings as of February 2021 (Super Bowl)

Single Account and Wallet. As described in Section 6.2 above, FanDuel also provides patrons a single account and a single wallet across the Company's mobile sports wagering, online casino, and daily fantasy sports products. ███████████████████ ██ ██ ███ This single account and wallet allows patrons to play winnings across any of FanDuel's three other product offerings (i.e., daily fantasy sport winnings can be used for sports wagering). Patrons can travel to and from other states that have legal sports betting, and their balance will follow them to that state and back to NY state.

Unique Product Differentiators. As discussed previously in Section 6.2A, FanDuel was the first operator in the U.S. market to offer Same Game Parlay™ bets, and is the only operator offering such bets across a wide variety of sports, events, and markets. ██ ██ █████████████████████████████████

FanDuel has also the market leading offering when it comes to the breadth and depth of betting opportunities available to customers. FanDuel recently offered roughly ███ different wagers on each NBA Finals game, ranging from Game Lines, Game Props, Player Props, Quarter, Half, and Margins. During a random sampling of regular season NBA offerings in April 2021, FanDuel offered ███ unique markets for the selected game.

6.2.B – FanDuel

By comparison, based on internal data compiled by FanDuel, ███████████████
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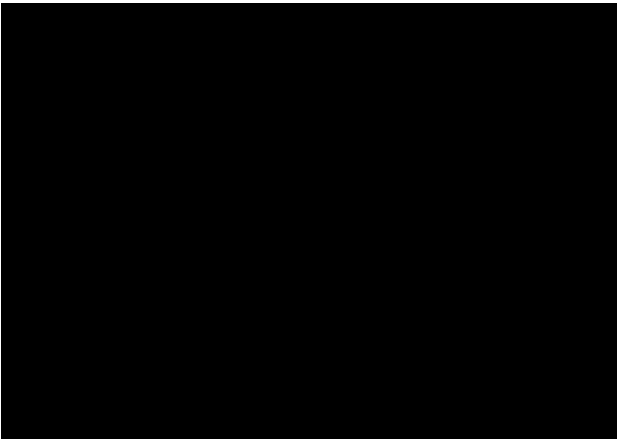
Payments. FanDuel offers a wide range of payment options that set the industry standard. For example, if approved by the relevant regulator, FanDuel patrons may deposit funds via: Credit Card (for which FanDuel can set limits as needed), Debit Card, Prepaid Cards, Online Banking, Wire Transfer, Cash with Pay Near Me, Cash at counter at one of the partner retail locations, PayPal, Venmo and Apple Pay. For withdrawal, patrons may use PayPal, Online Banking, Check, Cash at Counter, Venmo ██████████████████████
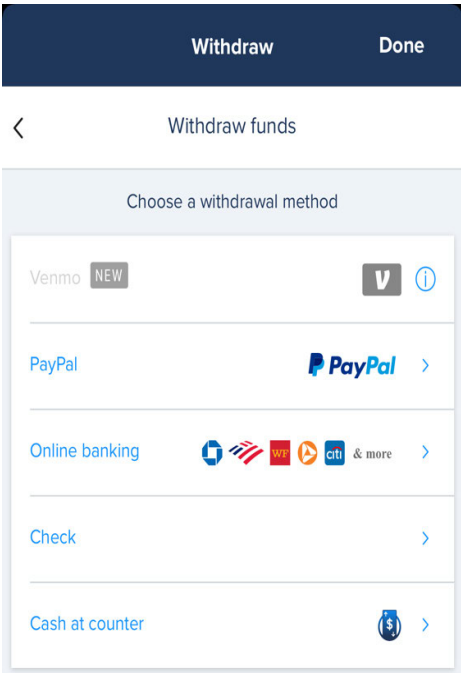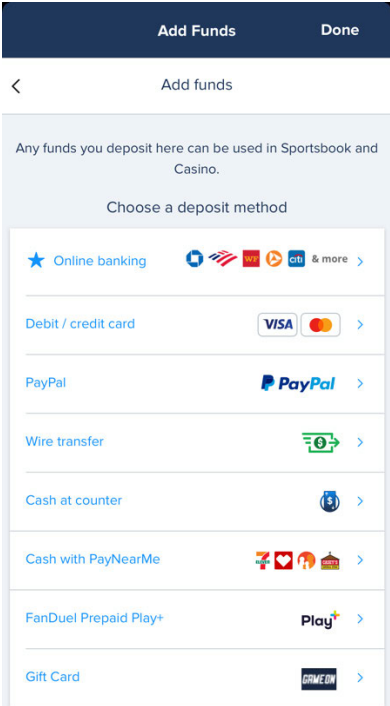
Winnings from the FanDuel Sportsbook may be played on FanDuel's casino or DFS products since the FanDuel PAM services all three products.

Account Security. ██
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A sample wagering menu the Operator intends to offer if such wagers are approved by the Commission. Please see Exhibit 6.2.B for the wagering menu currently offered at the FanDuel Sportsbook retail location at the Tioga Downs Casino Resort in Nichols, NY. This wagering menu is solely comprised of markets approved for wagering in NY State by the New York State Gaming Commission. FanDuel proposes to offer a nearly identical wagering menu on its proposed mobile wagering platform.

An illustration of the proposed Operator's ability to rapidly effectuate the commencement of mobile sports wagering on the Applicant's Platform.

See response to Section 6.4.

6.2.B – FanDuel

DraftKings is both the platform and the sole operator on our consumer enterprise platform. Operating a single solution, end-to-end, means our technology organization is aligned on priorities and can quickly iterate on new features to provide the best user experience for our customers. Leveraging some of the most talented individuals in the industry, DraftKings works constantly to create, test, and deliver the most cutting-edge products, features, and content for its customers. Our team is relentlessly focused on our consumers which is a direct link to our highly successful state launches as legalized mobile sports betting expands across the US. Key innovations such as same game parlays, flash bets, and live event streaming are just the beginnings of many more innovations to come. We also integrate seamlessly with our many partners, which both gives our users updated stats and information and allows the partners to display our most current odds and options. As an industry leader, our unmatched experience and expertise positions us to hit the ground running in New York.

An outline of the features offered or used by the Operator that the Applicant believes sets it apart from other potential Applicants.

DraftKings offers a number of unique features that contribute to the overall experience that our players love. DraftKings has a dedicated team of hundreds of engineers that are constantly working on development of new and innovative products and features within the product to bring the most exciting experience to the user and has plans to develop more new products in the near future. Key features of the current product include **Same Game Parlays**, **Flash Bets**, **Unified Wallet**, **Live Event Streaming**, and **Partner Integrations**.

Same Game Parlays. DraftKings recently announced the launch of its same game parlay product, which is a popular product in U.S. markets that allows users the ability to parlay two or more selections from the same event that are not independent events. i.e., Jamison Crowder to score a touchdown, Frank Gore to Rush for 50 yards and the Jets to win to all occur in the same Jets game. An example is shown in the screenshot below.
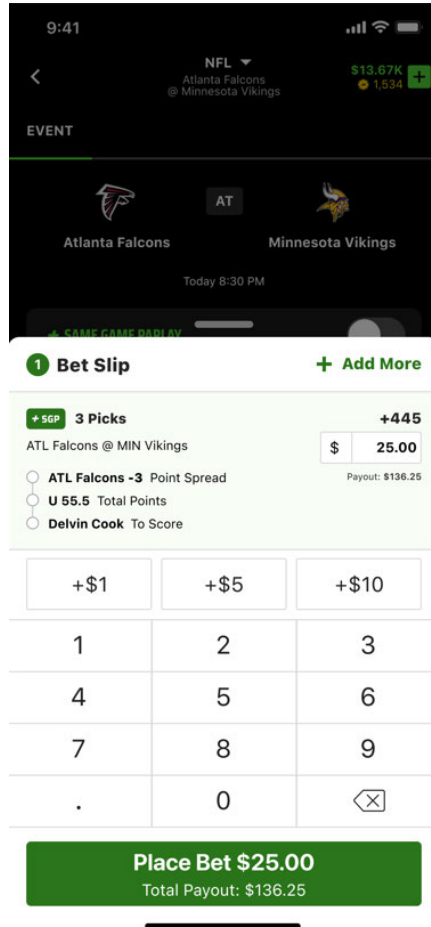
Flash Bets. An engaging live betting experience including a play-by-play visualization for 'moment markets' such as "Over/Under Yards on next play" or "Drive Results". Below is an example screen shot of this feature:
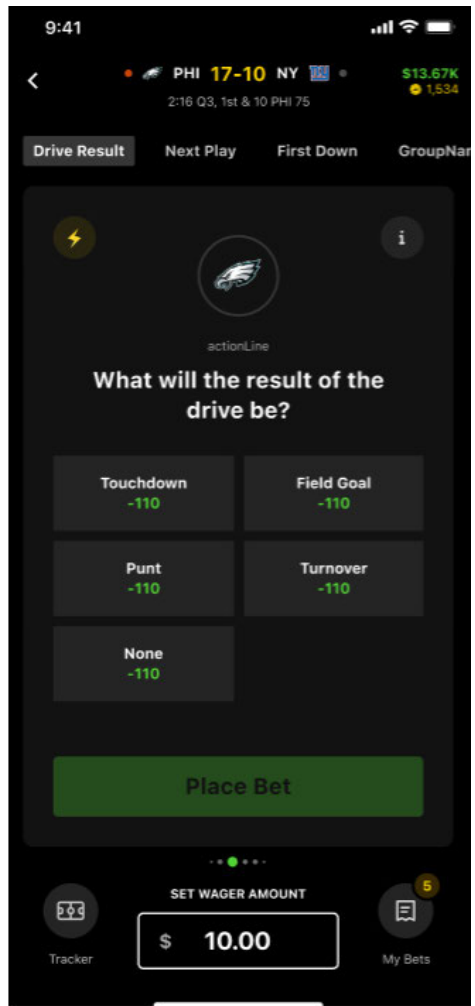
6.2.B – DraftKings

[redacted]
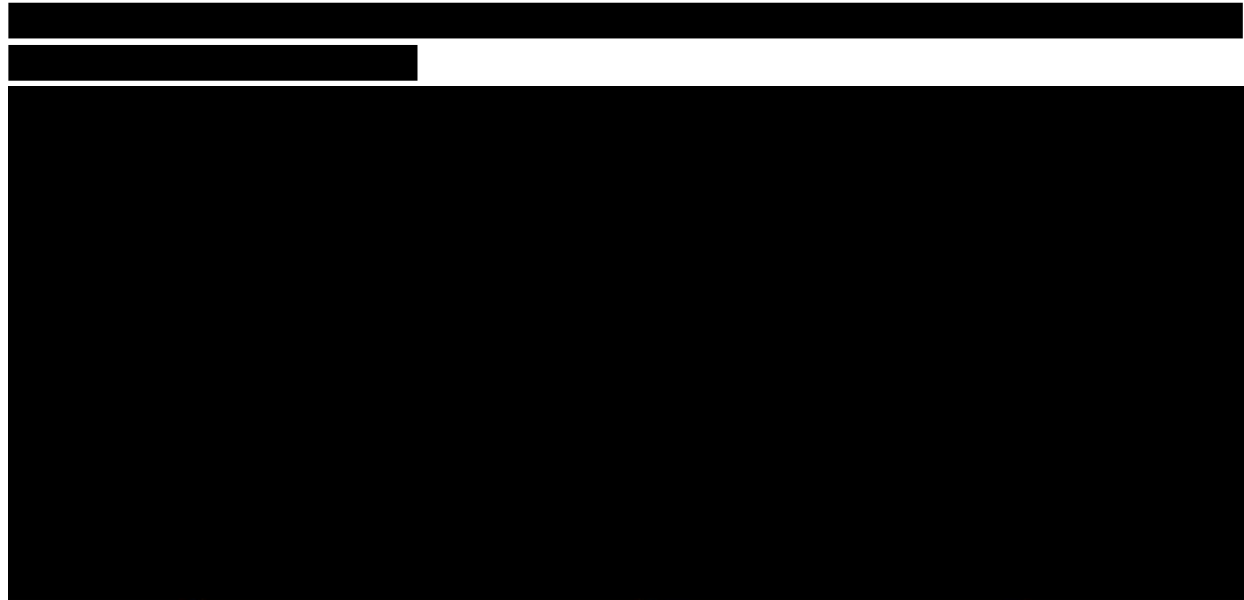
Live Event Streaming. DraftKings offers live streaming to its users through both BetRadar and IMG as a way of providing a more engaging and exciting live betting experience and will continue to invest in this area through partnerships with the MLB, NFL, and other sports leagues.

Partner Integrations. DraftKings leverages our relationship with leagues to use team logos throughout the product to provide a clean experience for players. We also have a dedicated stats hub that allows players to research their favorite teams and players, making the DraftKings sportsbook highly engaging, informative, and sticky. DraftKings **[redacted]**

A sample wagering menu the Operator intends to offer if such wagers are approved by the commission.

Please see the corresponding sample wagering attached as exhibit 6.2b.

An illustration of the proposed Operator's ability to rapidly effectuate the commencement of mobile sports wagering on the Applicant's platform.

Since becoming the first online Sportsbook to launch in New Jersey in 2018, DraftKings' Online Sportsbook is now accessible in twelve U.S. states. DraftKings was the first, or tied for first, to launch mobile sports wagering in NJ, WV, IN, CO and MI. With each launch, DraftKings integrates learnings into launch processes to maintain its status as a market leader.

DraftKings understands that every project and partnership is unique--there is no 'one size fits all' approach to launching sports betting and every state is unique. There are, however, commonalities within the requirements that persist across jurisdictions and partnerships. Using past experience as a guide, DraftKings has developed a phased approach that embraces complex requirements unique to each jurisdiction and partner's needs without sacrificing speed to market. ██████████████████████████

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This phased approach is supported by a dedicated team of resources across all business units and led by a "Multi-jurisdiction" project management team. As a result, DraftKings has developed adaptable processes and technology that allows us to meet the unique needs of each jurisdiction at scale.

We are committed to working hand and hand with NYSGC to ensure a speedy and successful launch plan. An excellent example of how quickly we can work to launch was with the New Hampshire Lottery when the contract for DraftKings to be a mobile sports wagering operator in the state was approved by the New Hampshire Executive Council November 8, 2019 and launched online sports wagering on December 30, 2019, 36

days later. This was over a month ahead of the original timeline targeted by the New Hamp

6.2.B - BetMGM

BetMGM has proven its expertise as an operator by being one of the market share leaders in a variety of different markets across the U.S. BetMGM is consistently in the top-3 operators by market share for online sports betting and is the undisputed market leader in online gaming. Our success can be attributed to the quality of our product, the strength of our brand, and the effectiveness of our marketing strategy.

Our ability to compete across a wide range of markets illustrates the adaptability of our operating strategy. Our strongest markets are those in which MGM has an established brick-and-mortar presence such as in Michigan where we are the clear market leader. We expect that this success will translate to New York where we will have the ability to leverage MGM's Empire City Casino. Even in states where MGM does not have an operating presence such as Tennessee or Colorado, we have proven our ability to compete for the top spot against our digital-first competitors.

BetMGM is currently one of the largest operators in the U.S. by revenue ███████████ ██ ██████████████████████

An overview of the integration between the Applicant's Platform and the Operator's wagering system. As both a Platform Provider and Operator, our front-end operations are seamlessly integrated into our back-end technology platform. We believe this direct integration provides us with greater flexibility, scalability and reliability than operators who rely on multiple technology providers.

An outline of the features offered or used by the Operator that the Applicate believes sets it apart from other potential applicants. As both a Platform Provider and Operator, all of the bespoke features of our technology platform highlighted in Section 6.2A are available for us as an operator. These features allow us to provide customers with an unrivaled user experience which we believe supports both customer acquisition and retention.

A sample wagering menu the Operator intends to offer if such wagers are approved by the Commission. The sports wagering catalog offered by BetMGM is industry-leading, ranging from professional football to chess. All pregame and in-game wagers offered are done so in accordance with jurisdictional gaming rules and approved prior to offering. For the 2021 Super Bowl, BetMGM took wagers on over 1,000 unique betting markets. The sports frequently offered include:

BetMGM Offered Sports							
Aussie Rules Football	Biathlon	Cycling	Golf	NCAA Basketball	Pool	Soccer	Cycling
Auto Racing	Bowls	Darts	Handball	NCAA Football	Rowing	Soccer - Beach	NCAA Baseball
Badminton	Boxing	Floorball	Ice Hockey	NCAA Hockey	Rugby League	Table Tennis	Snooker
Baseball	Chess	Football (Pro)	Lacrosse	Olympics	Rugby Union	Tennis	Water Polo
Basketball	Cricket	Futsal	MMA	Cycling	Sailing	Volleyball	Winter Sports

Our trading strategy is aggressive, successful and proven as we seek to maximize profits by allowing all players at BetMGM to wager with us. The system has several layers of complexity which range from using sharp player knowledge to adapt our lines and prices to allowing limits that are large enough to allow VIP players to engage with BetMGM as they please. There are stake limits involved that vary from the different sport and bet type offered. Client limits are also imposed for both convenience and responsible wagering.

We incorporate several different avenues of pricing from both manual traders and feed driven pricing to maintain our wide range of product to clients. The pricing is determined by algorithmic calculations to create pricing for both pre match and live in-game markets.

The trading operation is operated 24 / 7 / 365. The trading team works on both digital and retail wagering across all active U.S. states and abides with individualized state regulations. The strengths of our trading capabilities is evidenced by our ability to consistently generate win margins in excess of the broader market.

In-game wagering and data sourcing. BetMGM offers an industry leading in-game wagering offering backed by data and algorithms. BetMGM couples the vast trading models and pricing with a top end user interface to provide the best customer experience in live wagering. BetMGM offers a diverse selection of markets and props both manually set and driven by data points. BetMGM also proudly powers our in-game offering with official league data where applicable through relationships with key data providers.

BetMGM utilizes Entain's proprietary odds feed and pricing & trading models to provide a robust in-game offering. Wherever feasible, BetMGM will utilize official data feeds as it is in our best interest to use the highest quality / fastest data available. ████████ ██████████████

[REDACTED]

Breadth and types of payment solutions for deposit and withdrawal . The following payment methods are integrated into the BetMGM platform and available in the US:

Payment Method	Deposit Allowed	Withdrawal Allowed
Cards (Visa, Discover, Mastercard)	☐	☐☐☐☐☐☐(Visa only)
MONEYBOOKERS (only NJ)	☐	☐
PAYPAL	☐	☐
AMEX (NJ only)	☐	
CASH/CAGE	☐	☐
BORGATAPREPAIDCARD	☐	☐
INSTANTECHECKS	☐	☐
ONLINEBANKING	☐	☐
PAYNEARME	☐	
VANILLARELOAD	☐	
CHECK		☐
SIGHTLINE PAYMENTS	☐	☐

BetMGM has a dedicated payment analysis team who carry out the following activities:
- Deposit & payment reconciliation
- Withdrawal processing

6.2.B -- BetMGM

- Chargeback contesting and management
- Payment query handling and managing all escalations
- Coordinating with banks and payment providers for all deposit and withdrawal related concerns
- Collections of outstanding deposits and adjusting against the account balances
- Fraud detection and risk mitigation

Cards (credit/debit/prepaid). Player provides the full card number, expiration date, name on the card, and the CVV number to make a deposit. All card transactions are processed using WorldPay acquiring through the payment gateway powered by PXP Financial. All the cards used are stored to make it easier to make subsequent deposits using the same card(s) and contain functionality to permit limits on funding via credit card.

ACH VIP Preferred. VIP Preferred Program is an ACH payment method offered by Global Payments. This requires the patrons to enroll for the program before the patron can add a bank account to make deposits on BetMGM cashier.

Patron is required to provide Driver's License details to enroll into the program in addition to providing bank account details. Once the enrollment is completed, patron can optionally add up to 3 more bank accounts. Each time the patron wishes to deposit using this method, she/he will have to specify the bank account she/he wants to use to complete the deposit.

Sightline Play+ Prepaid Card. Play+ pre-paid card method powered by Sightline Payments. Patron is required to enroll for the card by providing Social Security Number and date of birth. Once enrolled, patron can fund the pre-paid card using credit/debit cards, or online banking.

Online Banking. Online Banking is another ACH based payment method powered by Trustly. Patrons can deposit & withdraw using this payment method. Each time the patron wants to make a deposit using this method, they will be redirected to the bank login page in order to login to the player's respective online bank account to authorize the payment before the same is credited to his/her gaming account.

Instant Bank Transfer. Instant Bank Transfer is another ACH based payment method powered by Mazooma. Patrons can deposit & withdraw using this payment method. Each time the patron wants to make a deposit, they will be redirected to the bank login page in order to login to the player's respective online bank account to authorize the payment before the same is credited to his/her gaming account.

PayPal. PayPal is an e-wallet solution that allows the patrons to make deposits from their respective PayPal accounts into their gaming accounts. On each deposit the

patron wants to make, she/he will be redirected to PayPal website to authenticate and approve the payment. Patrons can use PayPal also to withdraw their winnings.

PayNearMe. PayNearMe is a cash deposit method the patrons can use by paying cash at any of the 7-Eleven, CVS or Family Dollar stores against a pay code generated on the BetMGM cashier.

An illustration of the proposed Operator's ability to rapidly effectuate the commencement of mobile sports wagering on the Applicant's Platform. Please see section 6.4.

Additional information the Applicant believes relevant to demonstrate the Operator's expertise. Part of BetMGM's success in customer acquisition and retention is credited to the vast CRM tools it utilizes daily. The lifecycle of customer communication consists of multiple journeys utilizing data and predictive analytics to target relevant offers and communications to the right customer through the right channel at the right time.

Our CRM program is a comprehensive blend of reward and engagement tactic based upon lifecycle strategies that fully utilize the tool stack available, which will be tailored according to customer value and preferences. All campaigns will aim to offer and fulfil reward real time with communication throughout the customer lifecycle.

The connection to the M life rewards program is the cornerstone to our reward structure, and we will continuously focus on providing unparalleled experiences across MGM Resorts and their partners that allows us to present exclusive content to our user.

We have a dedicated VIP team who provide personalized account management with our most valuable customers. While this is a small customer segment, it is essential to the success of any major operator.

Customer communication channels integrated into the platform include a variety of third parties and proprietary technologies that allow us to reach customers through various means of communication. Several proprietary marketing tools are integrated into our platform for configuring and communicating automated promotions and marketing messaging to customers. This offers us a huge amount of flexibility in providing player incentives and bonuses. The below diagram outlines the CRM tool landscape, as currently integrated into the BetMGM platform:

Types of rewards and benefits awarded to players:

- **Leaderboard:** Players compete against one another for the opportunity to win a series of prizes after a predetermined period.

Determining Rewards:
- CRM uses a variety of player attributions to determine the best reward type or types to pair with a campaign, based on value to business and a segments' history of bonuses.
- Based on the needs of the campaigns, our operations team determines proper mechanics and usage of rewarding tools.

Communicating Rewards:
- CRM sends a variety of messaging at various stages of the journey from pre promotion content, to on first logins, and on rewarding as well.

- Messaging options include: email, player inbox (onsite), overlay (onsite), toaster (onsite), push notification or Facebook retargeting.
- All promotion terms and conditions are always made available via these forms of communication and/or via an onsite landing page.

Redeeming Rewards:
- Once a player becomes eligible for a reward, they will typically receive a message with further details on their reward, such as where to view further details and how to manage their reward.
- All details of rewards and promotions (except for Loyalty Points, Freerolls, Tournament Dollars and Experiential or Physical prizes) can be found in a player's Promotion section, also known as the Promo Hub.

Monitoring Activity:
- Activity for any given campaign is monitored by usage of our full set of in-house and third-party tools.
- These tools track play data utilized for automated redemption of campaigns and allow us to effectively create and modify promotional campaigns over time.

6.2.B - Bally's

At Bally's Interactive, we are one of the few sportsbooks out there who own and control their entire technology stack, including our PAM and sports betting platform. ████████ ██ ██ ██ ██████████████████████████████████████

Bally Bet is powered by the in-house proprietary Bet.Works platform. The sportsbook, whether it be our online betting app, self-serve kiosks, or point-of-sale terminals, is an expression of our commitment to a simplified user experience. The interfaces are natively developed for the mobile platform with a full range of betting and gaming options. In addition, we have a fully functional and optimized web platform for Bally Bet. With an elegant, yet simple design, players can quickly familiarize themselves with the user interface and start their gaming activities instantaneously.

We've developed and released an ████████████████████████████ ██ ██ ██ ████████████████████

Although our Bally Bet app may be new, our team's operational expertise is bolstered by a group of industry veterans with decades of experience in the US market. Since 2019, they have provided operation services to Bet.Works and Bally's Interactive partners for virtually all aspects of sports wagering services, including risk management, accounting/finance, compliance, customer service, payments, fraud, and marketing.

Integration

As you can see in the following image, all of the different modules, including our wagering system and betting platform are ████████████████████████ ████████████████████████████████ As a result, ████████████ ██ ██ ██ ████████████████████
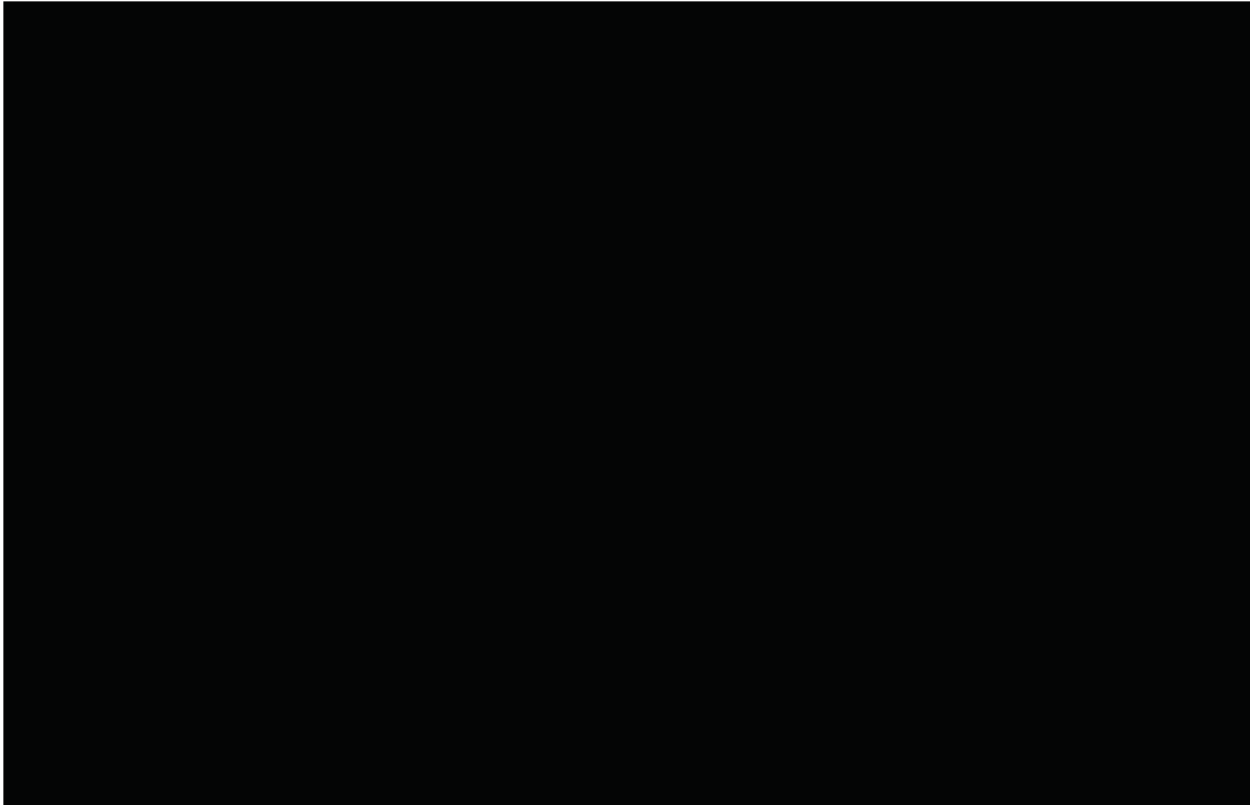
Bally Bet App

After an account is created, patrons are directed ██████████████████ to make an ████ ██████ Other post-activation actions the players can take ██████████████████ ██████ and ███████████████████████████. Players can easily manage their account preferences such as updating their personal details and password, and providing documentation required for withdrawals. Player accounts can be secured via ██. In addition, our app has clear and intuitive responsible gaming functionality. Players can quickly impose various monetary or logged-in time limits of various levels, depending on state requirements. Similarly, we provide short-term, long-term, and indefinite exclusion options.

Betting activity within the app is straightforward, with patrons using a "bet ticket" to assemble all the current (but not yet paid for) bets. Once bets are placed, it's easy to track them in the app as well. Any bets that are eligible for early cash-out are clearly labelled. ██ ████████████████████████████████████
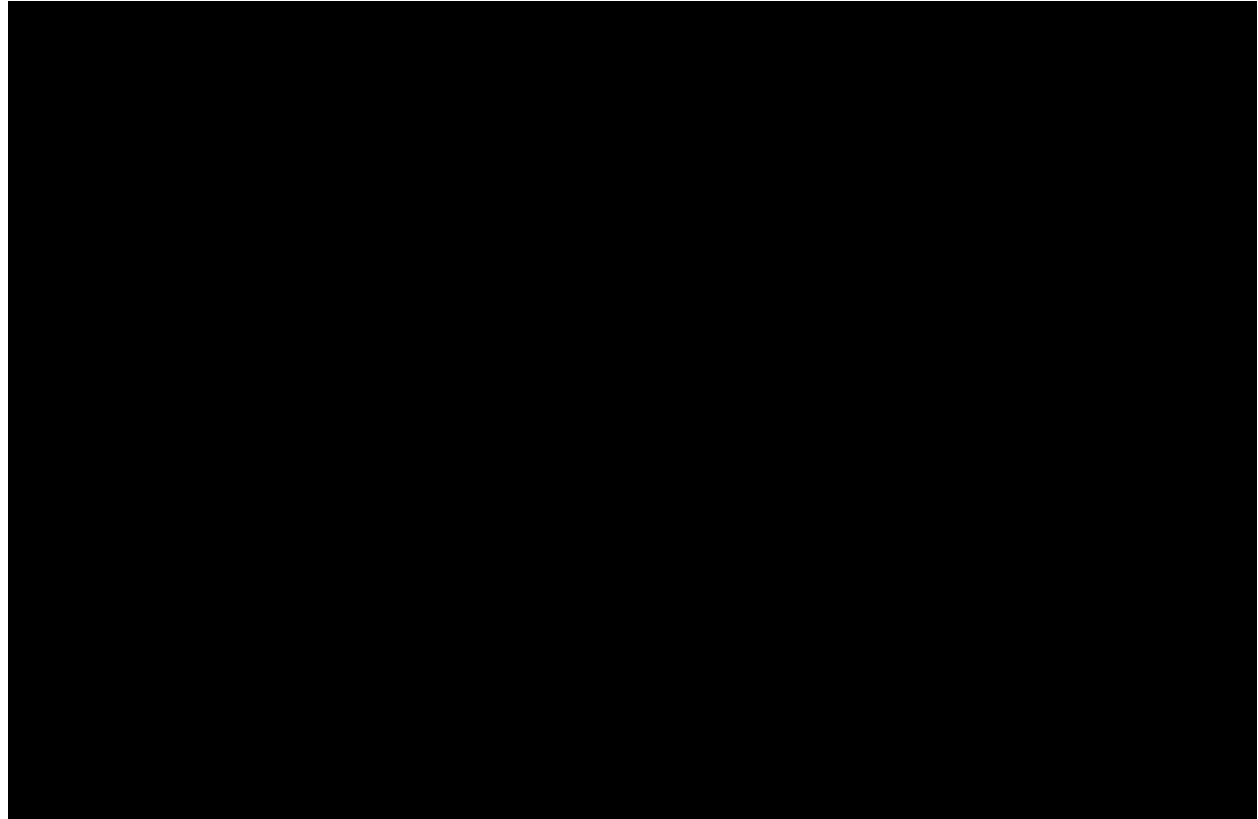
The following account-funding methods are available to sportsbook patrons, subject to state regulations:

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██████████████████████████████████ Our back-office CS agents and marketing team can add a "risk-free bet", which is a promotional offer that gives a player a free stake to wager in a single sportsbook bet. With free bets, a winning bet results in the net winnings (i.e., not including the value of the original stake) being credited to that player's account and are available immediately with no playthrough requirement. If the bet loses, the player loses the stake but nothing from his/her account.

- Winnings from previous activity in the sports pool or other gaming options of the system.
- Other adjustments. ██ ████████████████████ These transactions are recorded and tracked in the appropriate database tables and reports, and patrons receive a notification in their player-account email system informing them of the credit.

- Bank transfer (via ACH). Patrons can fund their sportsbook account from their bank accounts using a Commission-approved 3rd party, such ▮▮▮▮▮▮▮ to service the transfer.
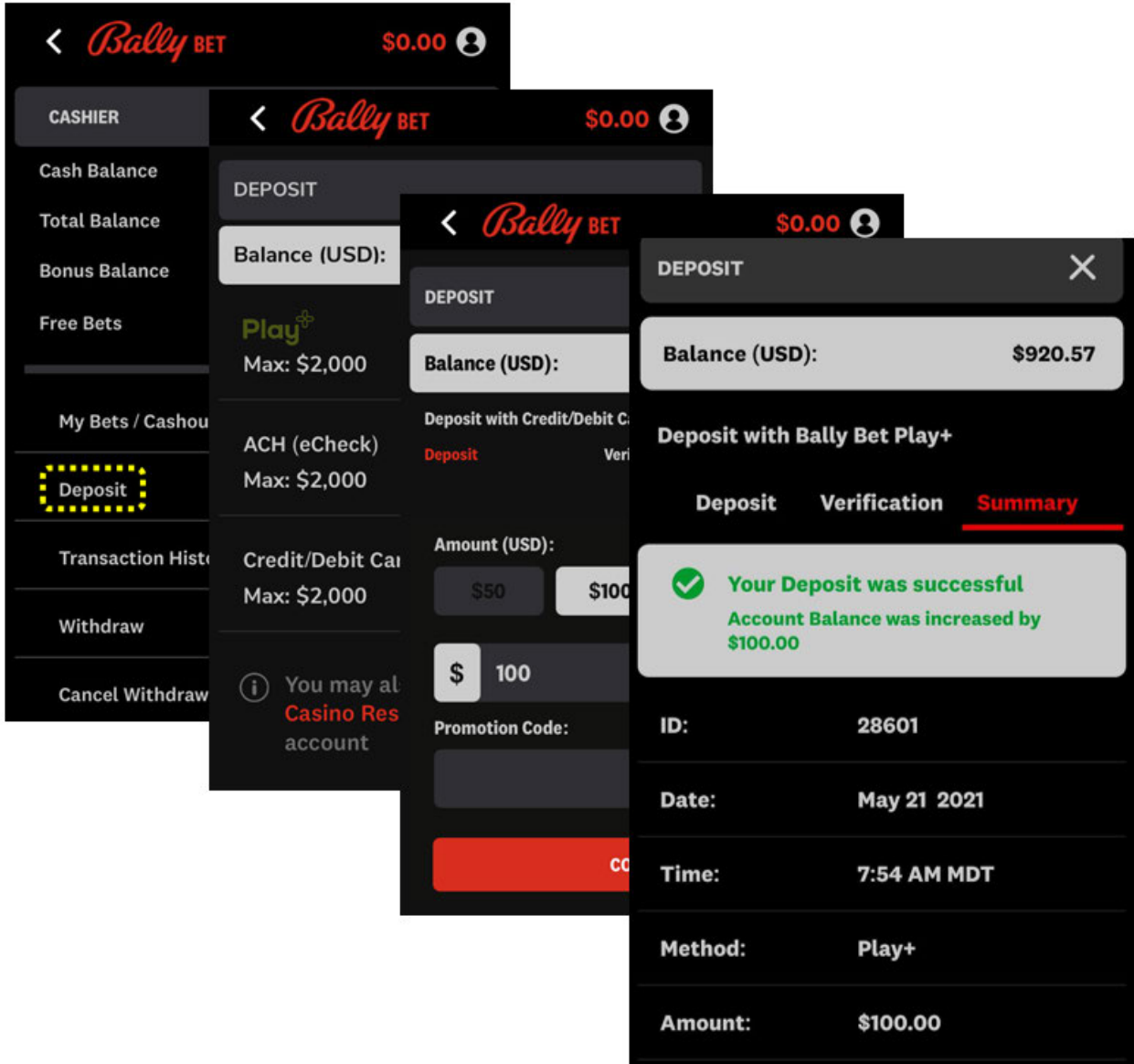
We support funds withdrawals from a patron's internet gaming account via the following methods:

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6.2.B – Bally's

[REDACTED]

[REDACTED]

As a result of the close collaboration between our native app team and the rest of the platform team, we have been able to launch Bally Bet in multiple states (Colorado, and Iowa) in mid-2021. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Wagering Features

The Bally Bet sportsbook is a customizable betting application that provides players with access to popular sporting events and an extensive set of betting features. [REDACTED]

[REDACTED]

[REDACTED] For a sample wagering menu, see Exhibit 6.2.c.

[REDACTED]

[REDACTED] From the familiar bet types that patrons want, to the feature sports or language and spelling that we use on the app, it's easy to see that we're one of the industry players who understands American players.

[REDACTED]

[REDACTED]

[REDACTED]

6.2.B – Bally's
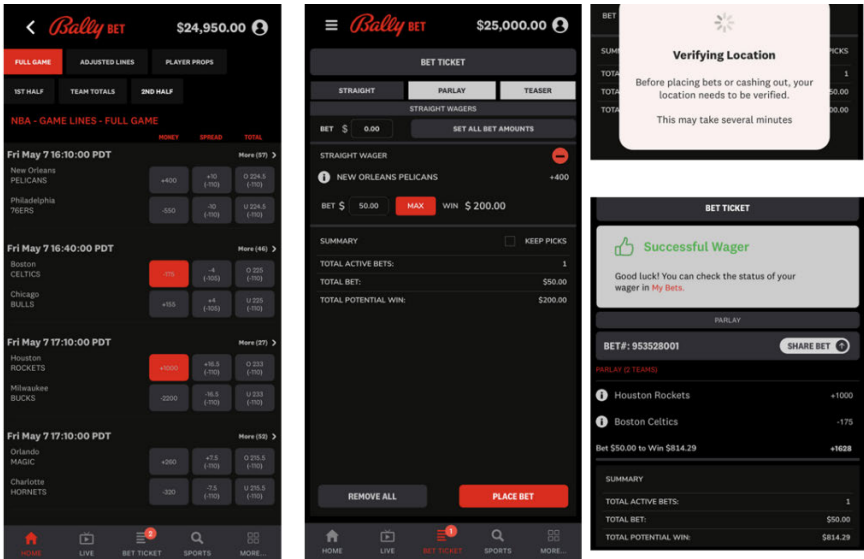
[REDACTED]

Typically, our events are [REDACTED] However, our team can also create Commission-approved events [REDACTED], allowing unique events and markets. We employ [REDACTED] in all the [REDACTED] and watch the [REDACTED] closely to respond quickly to [REDACTED].

[REDACTED]

Key Differentiators

[REDACTED]

6.2.B – Bally's

6.2.B – Bally's
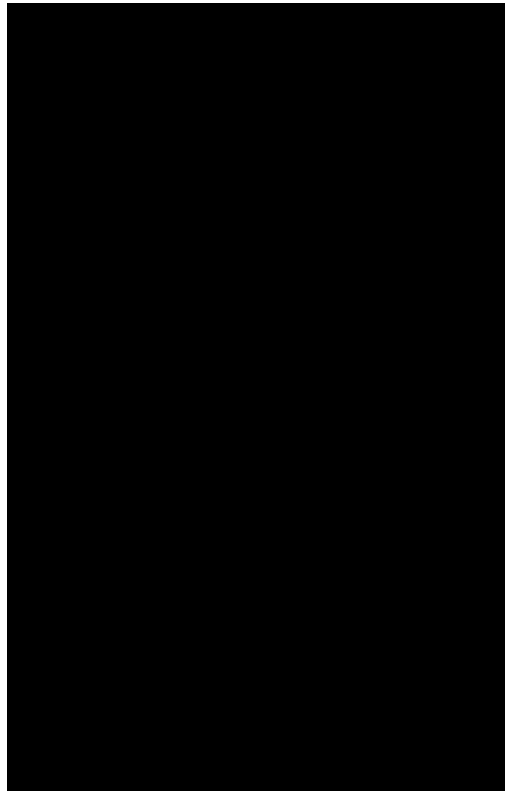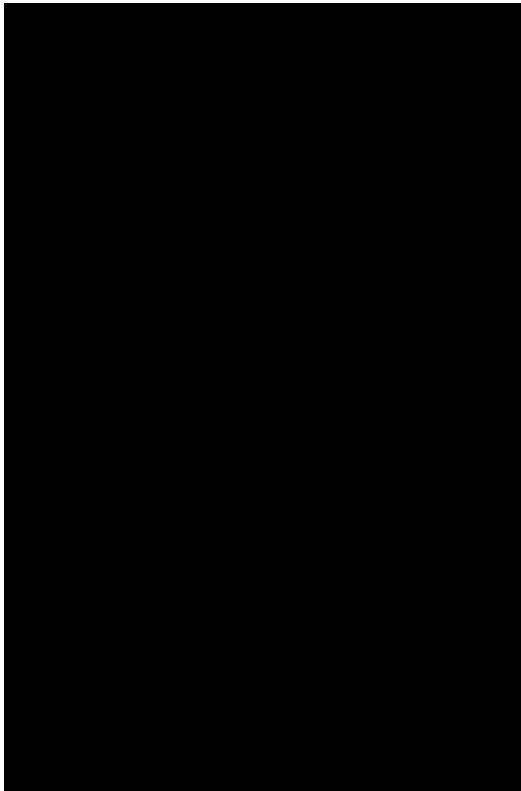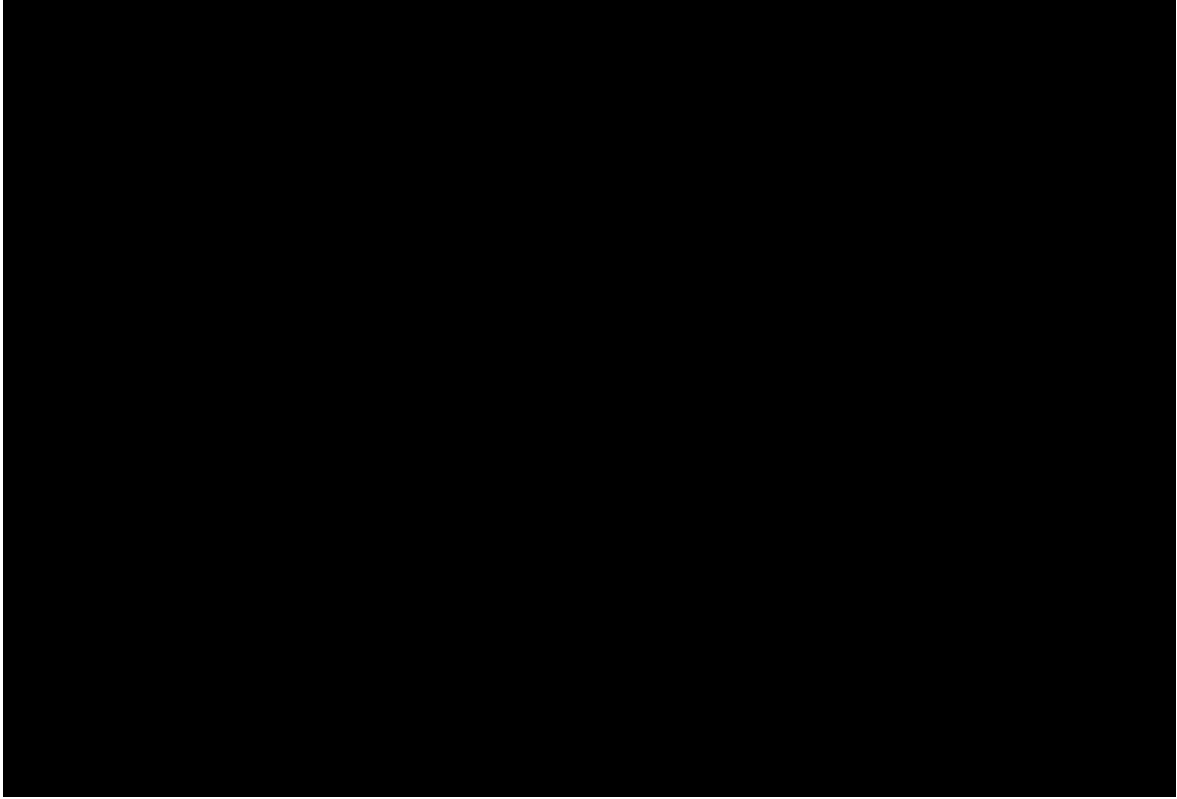
EXHIBIT 6.2a

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Auto Racing are approved as requested and applicable to all of the following leagues: NASCAR Cup Series, NASCAR Outdoor Truck Series, Formula One and IndyCar Series

WAGER	DESCRIPTION	HOW IT'S DETERMINED
RACE WAGERS		
Best Finishing Position	Betting on which driver will finish ahead of the other(s) in a specified list of drivers	Official Governing Body Results
Finishing Position	Betting on whether a driver will finish at least in a specified position (i.e. Top 3)	Official Governing Body Results
Race Winner	Betting on which driver will win the race	Official Governing Body Results
Manufacturer of Winning Car	Betting on the manufacturer of the winning vehicle	Official Governing Body Results
Driver Matchups	Betting on one driver finishing better than another driver	Official Governing Body Results
Pole Position	Betting on who is going to have the fastest qualifying time and start in the pole position	Official Governing Body Results
Cup Series Champion	Betting on which driver will win the Nascar Cup Series	Official NASCAR Results
Formula One Drivers Champion	Betting on which driver will win the Formula One Drivers Championship	Official Formula One Results
Winning Car Number Over/Under	Betting on whether the winning car number will be over or under a specified total	Official Governing Body Results
Winning Car Number Odd/Even	Betting on whether the winning car number will be odd or even	Official Governing Body Results
Best Finishing Position in Group	Betting on which driver out of a predetermined group of drivers will finish in the best position	Official Governing Body Results
Best Finishing Position in Manufacturer	Betting on which driver within the same manufacturer will finish in the best position	Official NASCAR Results
Top 3/5/10	Betting on whether a driver will finish in the top three, top five or top ten of the race	Official Governing Body Results
Winning Team	Betting on which team the winner of the race is a part of	Official NASCAR Results
Head to Head Winner	Betting on which driver will finish ahead of the other in a predetermined matchup	Official Governing Body Results
Top Team per Manufacturer	Betting on which team a driver that finishes in the best position within a manufacturer belongs to	Official NASCAR Results

FanDuel Sample Menu

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Baseball are approved as requested and applicable to all of the following leagues: MLB and Olympics

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Run-Line with Alternate Spread	Betting on which team will cover an alternate spread	Box Score (Min 8 5 innings played)
Total Runs with Alternate Total	Betting on whether more or less runs than a set alternate run total are scored	Box Score (Min 8 5 innings played)
Parlay with Both Teams Scoring and Chosen Team Moneyline	Betting on whether both teams will score and which team will win the game on the moneyline	Box Score
Parlay with Both Teams Scoring and Chosen Team Run-Line	Betting on whether both teams will score and which team will win the game on the run-line	Box Score
Correct Score	Betting on the correct score of a specific designated period of the game	Box Score
Extra nnings	Betting on if a game will go to extra innings (Yes or No)	Box Score
First Team to Hit a Home Run	Betting on which team in a game will hit a home run first	Box Score (No home run wager shall push)
First Scoring Play	Betting on how the first runs in a specified period of the game will be scored	Box Score (Settled after first run of specified period)
Will there be a Grand Slam	Betting on whether there will be a grand slam home run hit during a game (Yes or No)	Box Score
Highest Scoring Half	Betting on which half of the game will have the most runs	Box Score (nnings 1-5 considered 1st half inning 6 through end of game considered 2nd)
Will there be a Home Run	Betting on whether there will be a home run hit during a specified period of the game (Yes or No)	Box Score
Home/Away Team Odd or Even	Betting on whether the final score for either the home or away team will be an odd or even number	Box Score
Home/Away Team Run Totals	Betting on whether the final score for either the home or away team will be over or under a specified total	Box Score (Min 8 5 innings played)
Money Line (Action)	Betting on the winner of a specified period or defined interval regardless of the starting pitcher	Box Score (Once deemed official)
Money Line (Listed)	Betting on the winner of a specified period or defined interval given the starting pitchers listed on the betslip start	Box Score (Once deemed official)
Number of Hits	Betting on the total number of hits for a team or both teams during a specified period of the game	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand
Number of Runs	Betting on the total number of runs for both teams during a specified period of the game	Box Score
Total Strikeouts by Pitcher	Betting on the whether the total strikeouts a starting pitcher has will be over or under a specified total	Box Score
Result of Players First at Bat	Betting on the result of a specific players first at bat in a game	Box Score
Will Player Hit a Home Run	Betting on whether a specific player will hit a home run in a game	Box Score
Run-Line	Betting on which team will cover the spread of + or - 1 5 runs	Box Score (Min 8 5 innings played)
Team to Score First/Last and Win Game	Betting on whether a team will score first and win the game or whether a team will score last and win the game (Yes or No)	Box Score
Team to Score First/Last	Betting on which team will score first or which team will score last	Box Score
Team with Most Runs in an nning	Betting on which team will score the most runs during any inning of a game or if the most runs by each team will be a tie	Box Score (Min 8 5 innings played) (3-Way Betting a Tie does not Push)
Total Runs	Betting on whether the total amount of runs scored by both teams is over or under a specified total in a specified time period or defined interval	Box Score (Min 8 5 innings played)
Winner Tri-Bet	Betting on whether the home team will win by a specific total the away team will win by that same specific total or that the home or away team will win by 1	Box Score
Winning Margin	Betting on what the margin of victory will be in a game	Box Score
Home Team to Bat in the Bottom of the 9th	Betting on whether the home team will be required to bat in the 9th inning	Box Score (f the home team is winning after 8 5 innings the wager will win f losing or tied wager will lose)

FanDuel Sample Menu

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Baseball are approved as requested and applicable to all of the following leagues: MLB and Olympics

| WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
**Highest Scoring nning	Betting on which inning will contain the most runs Betting on each inning will be available	Box Score
Home Run/Moneyline Parlay	Betting on a specified player to hit a home run and also that player's team to win game	Box Score
First/Last Run	Betting on what inning will have the first or last run	Box Score
Lead after X nning	Betting on a team to be leading after a specified inning Both teams and tie available for selection	Box Score
Moneyline/total runs Parlay	Betting a parlay of the moneyline and O/U X runs	Box Score
Most Hits (team/player)	Betting on which team/player will have the most hits in a specified period or other defined interval Two selections will be available	Box Score
Player Performance/Team Win Parlay	Betting on both the performance of a player and the result of a game (Player A over X hits and Team A to win)	Box Score
Run Line/Total Line Parlay	Betting a parlay of the run line and total runs (O/U)	Box Score
Run Line	Betting on traditional run line along with the availability of a tie option in a specified period or other defined interval	Box Score
Score first/Win Game Parlay	Betting a parlay of a team to score first and also that team to win game	Box Score
To Win and Score over x Total Runs (team)	Betting on a team to win a game and team to score over x runs	Box Score
To Win to Nil (team)	Betting on a team to win the game without the other team scoring a run in the game	Box Score
Total Runs Scored by Either or Both Teams (Odd/Even) (3-Way) (Bands)	Betting on the total runs that will be scored in a specified period or other defined interval Wagers on a specified inning or half will be offered as either O/U x runs or a 3-way line The 3-way line will offer the selection of odd even or neither (no runs scored) Wagers on a game total runs in bands involve selections of run groupings (1-3 runs 4-6 runs 7-9 runs)	Box Score
X nning Run	Bet on whether a run will be scored in a specified period or other defined interval	Box Score
Xth-Home Run-Team to Hit the First/Next Home Run	Betting on which team will hit the first or net home run	Box Score f there is no next home run scored and no "neither" selection offered wagers will grade as a loss
Run Spread	Betting on which teams will score the most runs during a specified timeframe	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand
Team Totals	Betting on the number of total runs scored by a team during a specified time frame is over or under a specified total	Box Score Bets will be refunded in the case of a tie
First Team to Score x Runs	Betting on the first team to reach x number of runs during a specified time frame	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand
Batter Hit or Walk	Betting on whether a specified batter will record a hit or walk during a specified time frame	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand
Player Runs	Betting on the number of runs scored by a specified player during a specified time frame	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand
Player HR	Betting on whether a specified player will hit the number of home runs listed in the specified time frame	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand
Player Hits	Betting on whether a specified player will manage to record the number of hits listed in a specified time frame	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand

If applicable all wager options approved herein may be made available for **in-play** wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Baseball are approved as requested and applicable to all of the following leagues: **MLB and Olympics**

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Player Strikeout	Betting on whether a specified player strikes out during their plate appearance in the specified time frame	Box Score Minimum of 5 full innings (4 5 if home team ahead) Other time frames require full interval for bets to stand
Grand Salami	Betting on whether the total runs scored in all games on a given day is over or under a specified total	Box Scores
Starting Pitcher Winning Decision	Betting whether the starting pitcher will be listed the winning pitcher at the end of the game	Box Score
Team to Score	Betting on whether a specified team will score during a specified period or defined interval	Box Score
Total Home Runs	Betting on whether both teams combined will hit over or under the specified total of home runs during a specified period or defined interval	Box Score
PLAYER PROP		
RB s	Betting on whether a specified player will have over or under a specified number of RB s in a specified period or defined interval	Box Score
Stolen Bases	Betting on whether a specified player will have over or under a specified number of stolen bases in a specified period or defined interval	Box Score
Total nnings Pitched	Betting on whether a specified pitcher will remain in the game over or under the specified total	Box Score
Home Run Derby Winner Handedness	Betting on whether the winner of the Home Run Derby will be right handed or left handed	MLB Home Run Derby Results
Home Run Derby Exact Top Two	Betting on who will win the Home Run Derby and who will come in second place	MLB Home Run Derby Results
Home Run Derby Winner	Betting on who will win the Home Run Derby	MLB Home Run Derby Results
Who Hits Longest Home Run in the Home Run Derby	Betting on which player will hit the longest home run in the Home Run Derby	MLB Home Run Derby Results
How Many Total Home Runs Hit in the Home Run Derby	Betting on whether the total number of home runs hit in the Home Run Derby is over or under a specified total	MLB Home Run Derby Results
Home Run Derby Winner League	Betting on whether the Home Run Derby winner is from the American League or the National League	MLB Home Run Derby Results
Home Run Derby Longest Home Run	Betting on whether the length of the longest home run (in feet) will be over or under a specified distance	MLB Home Run Derby Results
Home Run Derby Round Matchup Winner	Betting on whether a specified player will hit more home runs than another player in a specified round of the Home Run Derby	MLB Home Run Derby Results
GAME PROP		
FUTURES		
MLB Division Winner	Betting on the team to win a specific Division in Major League Baseball	Team with best record at season end or team that has clinched
MLB Pennant Winner	Betting on which team will win the American League or National League	Which teams advance to the World Series
Most Pitcher Wins per Season	Betting on which pitcher will have the most wins at the end of a season	Pitcher with highest win total at regular season end
Team Regular Season Wins	Betting on whether a team will have more or less than a specified total of wins during the regular season	Team record at the end of regular season
Will a Team Make the Playoffs	Betting on whether a specified team will make the playoffs (Yes or No)	Team has made playoffs at season end or team has clinched playoff birth
MLB Winning League	Betting on which league (American or National) will win the World Series	Result of the World Series
MLB World Series Winner	Betting on which team will win the World Series	Result of the World Series

FanDuel Sample Menu

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Baseball are approved as requested and applicable to all of the following leagues: MLB and Olympics

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Most Series Home Runs (team/player)	Betting on the player/team to record the most home runs in a post season series	Box Score-settled at conclusion of series
Game 1/Series Parlay	Betting on which team will win game one of a series and said team to win the entire series	Result of first game and entire series
**Player with Most Regular Season Home Runs	Betting on the MLB regular season home run leader	MLB Statistics at conclusion of regular season
Playoff Series Correct Score	Betting on the correct series score for a specified playoff series (Team A will win the series 3-X (for a 5 game series) or 4-X (for a 7 game series))	Box Score at conclusion of series
Playoff Series Correct Score after 3 Games	Betting on the series score within the playoff series after 3 games have been played (Team A will lead series 2-1 or vice versa)	Box Score at the conclusion of the third game of a specified series
Playoff Series Handicap	Betting on the spread of the winning margin of a playoff series (how many games will a team win/lose a series by)	Box Score following the completion of a specified playoff series
Playoff Series Total Games	Betting on how many total games will be played in a specified playoff series Selections will be O/U x games	Box Score following the completion of a specified playoff series
Playoff Series Winner	Betting on winner of a specified playoff series	Box Score following the completion of a specified playoff series
Series Winner	Betting on which team will win the most games in a series within a specified time frame Bets void if both teams win the same number of games	Box Score
Winning Division	Betting which Division will be the eventual World Series Winner	Result of the World Series
Teams to contest in the World Series	Betting on the exact combination of teams to meet in the World Series	Results of the American and National League Championship Games
Medal Winner	Betting on a country to win a specific medal	Settled at the conclusion of the Olympics

NOTES   ** Dead Heat Rules May Apply

FanDuel Sample Menu

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Basketball are approved as requested and applicable to all of the following leagues: NBA, WNBA, Olympics, FIBA and NCAA Division I

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
3-Way Spread	Betting on whether the home team will cover the spread the away team will cover the spread or a tie in a specified period or defined interval As such no 5 as part of spread	Box Score
Total Points with Alternate Spread	Betting on whether more or less points than a set alternate points total are scored	Box Score
Alternate Team Totals	Betting on which team will cover an alternate point total in a specified time period or defined interval	Box Score
Money Line	Betting on the winner of the game or in a specified time period or defined interval	Box Score
Moneyline/Total Points Parlay	Betting on both the winner in a specified time period or defined interval and whether the total is over or under the total in that same specified period or defined interval	Box Score
Spread betting	Betting on which team will cover the spread in a specified time period or defined interval	Box Score
Spread/Total Points Parlay	Betting on both the spread winner in a specified time period or defined interval and whether the total is over or under the points total in that same specified period or defined interval	Box Score
Team Total Points	Betting on the total points a team will score in a specified period or defined interval	Box Score
Teasers	Betting a spread wager involving two or more teams using an alternate line	Box Score
Totals	Betting on the total points both teams will score in a specified period or defined interval	Box Score
Total points	Betting on whether the total amount of points scored by both teams is over or under a specified total	Box Score
Team Most Three Point Shots Made	Betting on which team will make more three point shots in a specified period or defined interval	Box Score
Team Race to Reach Point Total	Betting on which team will score a specified amount of points first in a specified period or defined interval	Box Score
3-Way Moneyline	Betting on which team will win or whether the two teams will tie during a specified period or defined interaval	Box Score
3-Way Team Over/Under	Betting on whether the total amount of points scored by one team is over under or the exact specified total during a specified period or defined interaval	Box Score
3-Way Over/Under	Betting on whether the total amount of points scored by both teams is over under or the exact specified total during a specified period or defined interaval	Box Score
Alternate Team Total Point Over/Under	Betting on the total points a team will score in a specified period or defined interval using an alternate total	Box Score
Total Odd/Even	Betting on whether a team or both teams will score an odd or even amount of points during a specified period or defined interval	Box Score
Double Chance	Betting on whether the home or the away team will win during a specified period or defined interval	Box Score Tie is a Win
Highest/Lowest Scoring Quarter/Half	Betting on which quarter or half there will be more/less combined points between the two teams	Box Score
Half-Time/Full-Time Result	Betting on whether the first half will go over/under the total or the home/away team will win coupled with whether the end of regulation will end over/under the total or the home/away team will win	Box Score
Winning Margin	Betting on how the amount of points the winning team will have compared to the losing team during a defined interval or specified period This will be a bands wager	Box Score
Team to Score First/Last	Betting on which team will score the first/last during a quarter/half/game	Box Score
Next Field Goal	Betting on which team will score the next field goal during a live game	Box Score

FanDuel Sample Menu

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Basketball are approved as requested and applicable to all of the following leagues: NBA, WNBA, Olympics, FIBA and NCAA Division I

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Overtime?	Betting on whether a game will go into overtime	Box Score
Wire to Wire Win	Betting on whether a team will possess a lead throughout the entire game	Box Score (if game becomes a tie bet shall lose)
Correct Score	Betting on the exact total score at the conclusion of a quarter/half/game	Box Score
Margin of Victory Bands	Betting on a grouping of margins of victory a particular team will win by during a quarter/half/game	Box Score
First/Last Team to Score	Betting on which team will score first/last during a defined interval or specified period	Box Score
Tribet	Betting on the margin for a specified period or defined interval There are 3 selections in a Tri-bet Wager Home Team -3 5 Away Team -3 5 Either team to win by 3 Tri-bets can vary and go up in multiples e g -1 5 -2 5 -3 5 etc	Box Score
Both Teams to Score X Points	Betting on whether both teams will score greater than or equal to a particular number of points in a quarter/half/game	Box Score
Draw No Bet	Betting on which team will win during a defined interval or specified period f there is a tie at the end of such interval or period the wager will result in a push	Box Score
PLAYER PROP		
Multiple Players to Score X Points	Betting on whether two players in a game will each score more than a specified number of total points	Box Score
Player Statistical Category Match Bet	Betting on which player given the set matchups will have more of a given statistical category than the other player (who will have more rebounds Player A or Player B)	Box Score
Player Total Quarter Points Alternate Spreads	Betting on whether a particular player will score over or under alternate point totals during a particular quarter	Box Score
Player Totals Over/Under	Betting on whether a player will have over or under a set amount or alternate amounts of points rebounds assists steals blocks and/or 3-point shots made or any combination of the above during a specified period or defined interval	Box Score
First Field Goal Attempt	Betting on which player will attempt the first field goal during a specified period or defined interval	NBA/WNBA Statistics
First Made Field Goal	Betting on which player will make the first field goal during a specified period or defined interval	NBA/WNBA Statistics
First Made Free Throw	Betting on which player will make the first free throw during a specified period or defined interval	NBA/WNBA Statistics
Last Field Goal Attempt	Betting on which player will attempt the last field goal during a specified period or defined interval	NBA/WNBA Statistics
Last Made Field Goal	Betting on which player will make the last field goal during a specified period or defined interval	NBA/WNBA Statistics
Player Race to Reach Point Total	Betting on which player will score a specified amount of points first in a specified period or defined interval	Box Score
Player to Score First/Last	Betting on which player will score the first/last during a quarter/half/game	Box Score
Both Players to Score X Points	Betting on whether both players in a particular matcup will score greater than or equal to a particular number of points in a quarter/half/game	Box Score
NBA ALL-STAR 3-Point Contest Head to Head Score	Betting on which player will have a higher score during a specified period or defined interval during the NBA All-Star Game 3-Point Contest	NBA com All-Star Results
NBA ALL-STAR 3-Point Contest to Reach Final Round	Betting on whether a participant will reach the final round of the NBA All-Star Game 3-Point Contest	NBA com All-Star Results
NBA ALL-STAR 3-Point Contest Win	Betting on which player will win the NBA All-Star Game 3-Point Contest	NBA com All-Star Results
NBA ALL-STAR 3-Point Contest Will There be a New Record	Betting on whether a participant will break the current record for highest score during the NBA All-Star Gaming 3-Point Contest	NBA com All-Star Results

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Basketball are approved as requested and applicable to all of the following leagues: NBA, WNBA, Olympics, FIBA and NCAA Division I

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
NBA ALL-STAR Skills Challenge Win	Betting on which player will win the NBA All-Star Game Skills Challenge	NBA com All-Star Results
Odd/Even Result	Betting on whether a player will record an odd or even amount of a statistical category (points rebounds assists etc) during a specified period or defined interval	Box Score
GAME PROP		
FUTURES		
**Best Record	Betting on which team will have the best regular season record	Settled at conclusion of regular season
Conference Winners	Betting on which team will win the Eastern or Western Conference finals	Which team advances to the NBA Finals
Division Winners	Betting on which team will win their respective division	Team with best record at season end or team that has clinched
Name the Finalists	Betting on which two teams will meet in the NBA Finals	Winners of Eastern and Western Conference Playoff Finals
Championship Winner	Betting on which team will win the Championship	Settled at conclusion of Finals
Regular Season Wins	Betting on whether a team will have more or less than a specified total of wins during the regular season	Team record at the end of regular season
Regular Season Wins Spread	Betting on the spread between two teams regular season win total	Settled at conclusion of regular season
Winner of Scoring Title	Betting on which player will average the most points at the end of the regular season	Settled by official NBA Statistics Player must play a minimum of 70 games and score a minimum of 1400 points
Will a Team Make the Playoffs	Betting on whether a specified team will make the playoffs (Yes or No)	Team has made playoffs at season end or team has clinched playoff birth
Winning Conference	Betting on which conference (East or West) will be the eventual NBA Champion	Settled at conclusion of NBA Finals
Winning Division	Betting on Which Division will be the eventual NBA Champion	Settled at conclusion of NBA Finals
Season Winner	Which team will be declared NCAA Division Champion	Settled at conclusion of NCAA Tournament
Team Average Points Leader	Betting on which team will average the most points during the regular season	Settled at conclusion of regular season f season is shortened wagers void
Regular Season Wins (Bands)	Betting on the total number of wins a team will have during the regular season given a specified range of totals	Settled at the end of the regular season
Divisional Straight Forecast	Betting on which two teams will finish first and second in their respective Division	Settled at the end of the NBA and WNBA regular season
Assist Average Over/Under	Betting on whether a specified player will average over or under a specified total of assists during the regular season	Settled at the end of the NBA and WNBA regular season
Assist Leader	Betting on which player will lead the league in average assists per game	Settled at the end of the NBA and WNBA regular season
Block Leader	Betting on which player will lead the league in average blocks per game	Settled at the end of the NBA and WNBA regular season
Rebound Leader	Betting on which player will lead the league in average rebounds per game	Settled at the end of the NBA and WNBA regular season
Scoring Average Over/Under	Betting on whether a specified player will average over or under a specified total of points during the regular season	Settled at the end of the NBA and WNBA regular season
Regular Season Scoring Average Match Bet	Betting on which player in a specified pairing will average more points during the regular season	Settled at the end of the NBA and WNBA regular season

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Basketball are approved as requested and applicable to all of the following leagues: NBA, WNBA, Olympics, FIBA and NCAA Division I

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
3-Point Percentage	Betting on which player will have the highest three-point shooting percentage throughout the regular season	Settled at the end of the NBA and WNBA regular season (Min games played by House Rules)
Total Games Played in a Series	Betting on how many games will be needed for a team to win a playoff series	Settled at the end of the playoff series
Outcome of Series	Betting on the exact outcome of a series (ie Team A 4-3)	Settled at the end of the playoff series
Series Outcome Handicap	Betting on which team will cover the assigned spread to a playoff series	Settled at the end of the playoff series
Series Outcome Moneyline	Betting on which team will win a series	Settled at the end of the playoff series
Most Assists in Playoffs	Betting on which player will record the most assists during the post-season	Settled at the conclusion of the Finals
Most Points in Playoffs	Betting on which player will score the most points during the post-season	Settled at the conclusion of the Finals
Most Rebounds in Playoffs	Betting on which player will record the most rebounds during the post-season	Settled at the conclusion of the Finals
Best Finishing Position - Regular Season	Betting on which team out of a specified list of teams will finish with the best record at the end of the regular season	Settled at the end of the regular season
Best Finishing Position - Post-Season	Betting on which team out of a specified list of teams will finish with the best record during the post-season f teams are eliminated during the same round the wager will be refunded	Settled after the last official result of the wager
Team with Most Regular Season Wins	Betting on which team will finish with the most wins at the conclusion of the regular season	Settled at the end of the regular season
Teams Next Win	Betting on which upcoming game will be a particular teams next win	Setted at the conclusion of the next winning game
Regular Season Team Statistic Category Leader	Betting on which team will lead the league in a particular statistical category including points rebounds steals assists blocks 3-point percentage (pro)	Settled at the end of the regular season
Win Streak	Betting on whether a team will win more or less than a determined number of games in a row	Settled at the conclusion of the next losing game
Pro Team Statistical Category Leader	Betting on which player will lead its team in a particular statistical category including points rebounds steals assists blocks 3-point percentage	Settled at the end of the regular season
Regular Season Rebounding Average	Betting on whether a player will average more or less than a predetermined number of rebounds per game throughout the regular season (pro)	Settled at the end of the regular season
Team to Make the Final Four	Betting on whether an NCAA team will reach the semi-finals of the NCAA Basketball Tournament	Settled at the end of the quarter final games
Group Winner	Betting on which team will win their round robin group in a tournament	Settled after all teams within group play each other
Medal Winner	Betting on a country to win a specific medal	Settled at the conclusion of the Olympics

NOTES   ** Dead Heat Rules May Apply

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Boxing are approved as requested and applicable to all of the following governing bodies: Professional Title and Qualifying Title Bouts Sanctioned by the IBF, WBA, WBC, WBO and the Olympics

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Both Fighters to be Knocked Down & Bout to go the Distance	Betting whether at any point during the match both fighters will be knocked down and the bout will be decide by a judges decision	Governing Body
Both Fighters to be Knocked Down	Betting whether at any point during the match both fighters will be knocked down at any time during the match	Governing Body
Bout Winner	Betting on which fighter will be declared the bout winner	Governing Body
Fight to End Between Timeframe X & Y	Betting on whether the fight will be concluded exactly during a specified timeframe	Governing Body
Fighter to be Knocked Down and Win	Betting on whether the listed fighter will be knocked down at any point during the match and still be declared the winner of the match	Governing Body
Fighter to be Knocked Down	Betting on whether the listed fighter will be knocked down at any point during the match or during a specific time frame	Governing Body
Fighter to Win All Rounds	Betting on whether the listed fighter will be declared as the winner of each round that the fight lasts on the judges scorecard	Governing Body
Fighter to Win Round X	Betting on whether a specified fighter will be declared the bout winner in a specific round	Governing Body
Fighter to Win in the 1st Minute	Betting on whether a specified fighter will be declared the bout winner in the first 60 seconds of round one	Governing Body
Fighter to Win by Decision	Betting whether the listed fighter will be declared as the bout winner via a judges decision	Governing Body
Fighter to Win by KO TKO or DQ	Betting on whether the listed fighter will be declared as the bout winner via knockout technical knockout or disqualification	Governing Body
Fighter to Win by Split Decision	Betting on whether the listed fighter will be declared the bout winner via a split judges decision	Governing Body All scheduled rounds must be completed
Fighter to win by Unanimous Decision	Betting on whether the listed fighter will be declared as the bout winner via unanimous judges decision	Governing Body All scheduled rounds must be completed
Bout Decided by Decision	Betting on whether the bout will be decided by a judges decision	Governing Body All scheduled rounds must be completed
Round X Knockdown	Betting on whether there will be at least 1 knockdown from either fighter during the specified round	Governing Body
Round Winner	Betting on which fighter will be declared winner of the specified round	Governing Body
Total Knockdowns	Betting on the total number of Knockdowns to be recorded during the bout or within a specified timeframe	Governing Body
Total Rounds	Betting on the total number of rounds in the match Settlement will be based on the actual time passed in the round/fight as applicable depending on the scheduled round/fight duration For example a bet on Over 4 5 Total Rounds will be settled as Over once a minute and a half in the 5th Round has passed n case the fight is interrupted for any reason in between rounds e g retirement before the start of a round disqualification failure to answer the bell the fight will be deemed to have finished at the end of the previous round f for any reason the number of rounds in a fight is changed between the time of bet acceptance and the actual fight the bets will be declared void and the stakes will be refunded	Governing Body
Winning Method	Betting on the method which the bout will be ended (KO points etc)	Governing Body
FUTURES		
Medal Winner	Betting on a fighter to win a specific medal	Settled at the conclusion of the Olympics

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Fighting are approved as requested and applicable to all of the following governing bodies: UFC, Bellator MMA and PFL.

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Bout Winner	Betting on which fighter will be declared the winner of the bout	Governing Body
Fighter Win by Decision	Betting on the listed fighter will be declared the bout winner via judges decision	Governing Body All scheduled rounds must be completed for bets to stand
Fighter Win by KO TKO or DQ	Betting on whether the listed fighter will be declared the winner via KO TKO DQ	Governing Body All scheduled rounds must be completed for bets to stand
Winning Method	Betting on the method with which the bout will be considered as having ended (KO Points etc)	Governing Body
Total Rounds	Betting on the total number of rounds/group of rounds in the match Settlement will be based on the actual time passed in the round/fight as applicable depending on the scheduled round/fight duration For example a bet on Over 4 5 Total Rounds will be settled as over once a minute and a half in the 5th round has passed n case the fight is interrupted for any reason in between rounds e g retirement before the start of a round disqualification failure to answer the bell the fight will be deemed to have finished at the end of the previous round f for any reason the number of rounds in a fight is changed between the time of bet acceptance and the actual fight the bets will be declared void and the stakes will be refunded	Governing Body
Winning Combination	Betting on the exact ending of a bout including the winning fighter method the fighter was announced victorious and the round/group of rounds the fight bout ends	Governing Body All scheduled rounds must be completed for bets to stand
Will the Fight go the Distance	Betting that the fight will end by a judges decision	Governing Body

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Football are approved as requested and applicable to all of the following leagues: NFL, CFL, NCAA FBS and XFL

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Spread Betting	Betting on which team will cover the spread in a specified time period or defined interval	Box Score
Moneyline	Betting on what team will score the most points in a specified time period or defined interval	Box Score
Team Totals	Betting on whether the total number of points scored by a specified team in a specified time period or defined interval will be over or under a specified total	Box Score
Totals	Betting on whether the total number of points scored by both teams in a specified time period or defined interval is over or under a specified total	Box Score
Will the Game Enter Overtime	Betting on whether a game will be tied at the end of regulation	Box Score
Total Touchdowns	Betting on how many touchdowns will be scored in a specified period or defined interval Can be a bands wager or an over/under wager	Box Score
Total Field Goals Made Bands	Betting on how many field goals will be made in a game Will be a bands wager	Box Score
Total Field Goals Made	Betting on how many field goals will be made in a game	Box Score
Total Rushing Yards	Betting on whether the total number of rushing yards will be over or under a specified total of yards in a specified period or defined interval	Box Score
Total Rushing Attempts	Betting on whether the total number of rushing attempts will be over or under a specified total of rushing attempts in a specified period or defined interval	Box Score
Total Receptions	Betting on whether the total number of receptions will be over or under a specified total of receptions in a specified period or defined interval	Box Score
Total Passing Yards	Betting on whether the total number of passing yards will be over or under a specified total of yards in a specified period or defined interval	Box Score
Total Passing Touchdowns	Betting on whether the total number of passing touchdowns will be over or under a specified total in a specified period or defined interval	Box Score
Total Passing Completions	Betting on whether the total number of passing completions will be over or under a specified total in a specified period or defined interval	Box Score
Total Passing Attempts	Betting on whether the total number of passing attempts will be over or under a specified total in a specified period or defined interval	Box Score
Total Field Goal Attempts	Betting on whether the total number of field goal attempts will be over or under a specified total in a specified period or defined interval	Box Score
Teasers	Betting on a minimum of two wagers with more favorable odds Spreads can be moved 6 6 5 7 or 7 5 points An example of a 7 point teaser would be betting NY -14 and Florida State +7 meaning the new spread for the wager is NY -7 and Florida State +14	Box Score All selections must win
Team Total Points Odd/Even	Betting on whether a specified team will score an odd or even point total in a specified period or defined interval	Box Score Full game bets include overtime 0 considered even for this wager
Team to Score Last	Betting on which team will score last in a specified period or defined interval	Box Score Full game bets include overtime
Team to Make Last Field Goal	Betting on which team will kick the last field goal in a specified period or defined interval	Box Score Full game bets include overtime
Team to Score in All Four Quarters	Betting on whether one team will score in all four quarters	Box Score Four quarters only
Team to Score First	Betting on which team will score first in a specified period or defined interval	Box Score
Team to Convert the X Field Goal	Betting on which team will make a specified field goal in a specified period or defined interval	Box Score
Spread/Total Parlay	Betting on whether team A or team B will cover the spread and whether the total amount of points will be over or under in one combined wager during a specified period or defined interval	Box Score
Shortest Field Goal Attempt	Betting on whether the distance of the shortest field goal in a specified period or defined interval will be over or under a specified total	Box Score
Race to X Points (3-Way)	Betting on whether team A team B or neither team will reach a specified point total during a specified period or defined interval	Box Score
Winning Margin	Betting on how many points a team will win the specified period or defined interval by Each winning margin market will offer a different band (points range) E g in a 5 point band the selections will be Team A 1-5 Points 6-10 points 11-15 points etc n a 10 Point band option the selections will be Team A 1-10 points 11-20 points 21-30 points etc	Box Score
To Score First & Win/Lose Parlay	Betting on whether a team will score first and also either win or lose the game n both markets there will be two options Team A and Team B	Box Score

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Football are approved as requested and applicable to all of the following leagues: NFL, CFL, NCAA FBS and XFL

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Most Kicking Points	Betting on which team will have the most points derived from field goals and extra points during a specified period or defined interval	Box Score
Most Receiving Yards Team	Betting on which team will record the most receiving yards in a specified period or defined interval Selections will be offered as Team A or Team B	Box Score
Successful 2 Point Conversion	Betting on whether a there will be a successful 2 point conversion recorded in a specified period or defined interval by either team Selections will be offered as Yes/No	Box Score
Team to Lead By x Points in a Game	Betting on whether at any point in a game a team will be leading by a specific point margin E g Team A to be leading 21 pts vs team B (Team A does not have to win the game by the 21-point margin just that at some point in the game it was ahead by that amount)	Box Score
Team to Win to Nil	Betting on whether a team will win a specified period or defined interval without allowing the opposing team to score during the specified period or defined interval	Box Score
Team Total 1st/2nd/3rd/4th Downs	Betting on the total first/second/third/fourth downs a team's offense will record a snap for in a specified period or defined interval This selection will be Over/Under E g Team A over/under 15 third downs in the game	Box Score
2 Point Conversion Attempted	Betting on whether a there will be a 2 point conversion attempted in a specified period or defined interval by either team Selections will be offered as Yes/No	Box Score
3-Way Moneyline	Betting which team will win the specified period or defined interval with the key difference to the main Moneyline wager being that a tie selection is also offered The options for all wagers will be Team A Team B & Tie Overtime does not count	Box Score
Alternate Moneyline/Total Points Parlay	Betting both the winner of a specified period or defined interval and also the total points scored by both teams in the Quarter/Half Game There will be four selections in each wager Team A/Under X Points Team A/Over X Points Team B/Over X Points and Team B/Under X Points Only one of the four options can win	Box Score
Alternate Spread/Alternate Total Points	Betting will work the same way as main Spreads & Total Points but will provide a spectrum of various selection options For example the main spread in a game could be -5 5 and Total Points could be 45 5 This wager will offer a large range of alternate spreads (i e ranging from +26 5 to -25 5) while Alternate Total Points selections could range from 29 5 Points to 89 5 points There would be similar wagers on Quarter/Half alternates also	Box Score
Both Teams to Score	Betting on whether both teams will score points (regardless of type) during a specified period or defined interval Selections will be offered as Yes/No	Box Score
Both Teams to Score x Touchdowns	Betting whether both teams will score a certain combined number of touchdowns during a during a specified period or defined interval (e g 1 2 3 etc)	Box Score
Defensive/Special Teams Touchdown Will be Scored	Betting whether a defensive/special teams touchdown will be scored during a specified period Selection will be offered as yes/no and includes a kick/punt return or defensive return for a touchdown	Box Score
Shortest Field Goal Converted	Betting the yardage distance the shortest successful field goal of the specified period or defined interval will be scored from by either team The selection will be offered as Over/Under	Box Score
Shortest Touchdown Scored	Betting the yardage distance the shortest touchdown of the specified period or defined interval will be scored from by either team The selection will be offered as Over/Under	Box Score
Fake Field Goal or Punt	Betting whether a fake field goal or fake punt will be attempted by either team in a specified period or defined interval	Box Score
First Position to Score a Touchdown	Betting on which position is credited with scoring the first touchdown of the specified period or defined interval Selections will be Quarterback Wide Receiver Running Back Tight End etc Defensive and Special Teams will be offered collectively as one position	Box Score
First Rushing Attempt (Team)	Betting on which team will record the first rushing attempt of the specified period or defined interval Selections will be offered as Team A vs Team B	Box Score
First Touchdown Yardage	Betting the yardages distance the first touchdown of the specified period or defined interval will be scored from Selections will be offered in bands i e 1-15 yards 15-25 yards etc	Box Score

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Football are approved as requested and applicable to all of the following leagues: NFL, CFL, NCAA FBS and XFL

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
First Scoring Play	Betting which type of scoring play the first points of a specified period or defined interval will be (E g Touchdown/Field Goal/Defensive/Special Teams Return)	Box Score
Half Time/End of Regulation Result Parlay	Betting the result at half time and the result of the game at the end of regulation time Wagers include picking Team A winning Team B winning or Tie at Half Time then Team A winning Team B winning or tie at end of regulation time There will be 9 selections listed (Team A Half Time/Team A Full Time Team A Half Time/Team B Full Time Team A Half Time/Tie Full Time etc)	Box Score
How Will Overtime Be Decided	Betting on the type of scoring play which will necessarily end the overtime period (and consequently also end the game) E g Team A to score a touchdown/field goal/defensive/special teams TD/safety vs Team B to score a touchdown/field goal/defensive/special teams TD/safety	Box Score
Longest Field Goal Attempted	Betting on the yardage distance the longest field goal of the specified period or defined interval is attempted from by either team The selection will be offered as Over/Under	Box Score
Longest Field Goal Converted	Betting on the yardage distance the longest successful field goal of the specified period or defined interval is scored from for either team The selection will be offered as Over/Under	Box Score
Longest Touchdown Scored	Betting on the yardage distance of the longest touchdown of the specified period or defined interval is scored from by either team The selection will be offered as Over/Under	Box Score
Most Touchdowns Team	Betting on which team will score the most touchdowns (regardless of type) in a specified period or defined interval Selections will be offered as Team A vs Team B	Box Score
Team to Score Next	Betting on which team will score next in a specified period or defined interval n each market only two selections will be offered Team A & Team B	Box Score
Alternate Field Goal Spread	Betting on the spread between two team's field goal conversions in a game A range of spreads are offered	Box Score
Alternate Field Goals Made (Bands)	Betting on alternative total amounts of field goals successfully converted in a specified time period or defined interval	Box Score
Field Goal Spread	Betting on the spread between two team's field goal conversions in a game	Box Score
Highest Scoring Quarter/Half	Betting on which quarter or half will feature the most combined points scored by both teams	Box Score
Lowest Scoring Quarter/Half	Betting on which quarter or half will feature the fewest combined points scored by both teams	Box Score
Result Decided by Score in the Final Minute of Regulation	Betting on whether the final outcome of the game will be determined by a score recorded in the final minute of the fourth Quarter	Box Score
Successful Fourth Down Conversion	Betting on whether a team will successfully convert a fourth down conversion in a specified time period or defined interval	Box Score
Time Score	Betting on the time during which a team will record a score in a specified period or defined interval Selections will be offered in bands	Box Score
Total Kickoffs	Betting on the total combined kickoffs both teams will record in a specified time period or defined interval Selections will be offered as Over/Under	Box Score
Total Offensive Yards (Team)	Betting on the total yards a team will record while on offense in a specified time period or defined interval Selections will be offered as Over/Under	Box Score
Total Team Punt Attempts	Betting O/U on the total number of punts a team attempts in a specified time period or defined interval	Box Score
Type of Last Score	Betting on which type of score will be the final recorded score in a specified time period or defined interval	Box Score
Double Result/Margin of Victory Parlay	Betting on selecting both the team to be winning at the end of a specified time period or defined interval and the correct amount of points that team is winning by	Box Score
Team to Punt Last	Betting on which team will make the final punt recorded in a specified time period or defined interval	Box Score
Team to Win 1st/2nd/3rd/4th Quarter and Win Game Parlay	Betting on both the team to be leading at the end of a particular quarter and the team that wins the game	Box Score
Total Number of Touchbacks	Betting on O/U the total number of touchbacks a team will record in a specified time period or defined interval	Box Score

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Football are approved as requested and applicable to all of the following leagues: NFL, CFL, NCAA FBS and XFL

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Tribet	Betting on the margin for a specified period or defined interval There are 3 selections in a Tri-bet Wager Home Team -3 5 Away Team -3 5 Either team to win by 3 Tri-bets can vary and go up in multiples e g -1 5 -2 5 -3 5 etc	Box Score
Odd/Even Result	Betting on whether the total number of points scored will be odd or even during a specified time period or defined interval	Box Score
Team Total TDs	Betting on whether a specified team will score over or under a specified number of touchdowns during a specified time period or defined interval	Box Score
Will a Safety be Scored	Betting on whether a safety will be scored during a game	Box Score
Scoreless Quarter	Betting on whether there will be a quarter with no points scored during regulation	Box Score
To Score First in 2nd Half & Win/Lose Parlay	Betting on whether a team will score first in the second half and also either win or lose the game n both markets there will be two options Team A and Team B	Box Score
To Score Last & Win/Lose Parlay	Betting on whether a team will score last and also either win or lose the game n both markets there will be two options Team A and Team B	Box Score
Team to Score	Betting on whether a specified team will score during a specified period or defined interval	Box Score
Win Each Quarter/Half	Betting on whether a specified team will win each quarter or each half during regulation	Box Score
Double Chance	Betting on whether the home or the away team will win during a specified period or defined interval	Box Score Tie is a Win
Will a Field Goal be Made	Betting on whether either team will make a field goal during a specific period or defined interval	Box Score
PLAYER PROP		
Total Tackles and Assists	Betting on the total number of tackles and assists a specified player will have in a specified time period or defined interval	Box Score
Player to Score TD	Betting on whether a specified player will score a touchdown in a specified time period or defined interval	Box Score
Most Touchdowns	Betting on a player to have more touchdowns than any other specified players in a specified time period or defined interval	Box Score
Longest Made Field Goal	Betting on whether the longest field goal in a game will be over or under a specified total during a specified time period or defined interval	Box Score
Player to Attempt First Rush	Betting on which player will attempt the first rush in a specified time period or defined interval	Box Score
To Score Two or Three Touchdowns	Betting on whether a specified offensive player will score two or three touchdowns in a half or game Total team defense will be listed as one selection	Box Score
Rushing Yards Match Bet	Betting on whether one player will have more rushing yards than another player	Box Score
Receiving Yards Match Bet	Betting on whether one player will have more receiving yards than another player	Box Score
Total Rushing Yards	Betting on a specified player to have over or under a specified total of rushing yards in a specified period or defined interval	Box Score
Total Receiving Yards	Betting on a specified player to have over or under a specified total of receiving yards in a specified period or defined interval	Box Score
Total Passing Yards	Betting on a specified player to have over or under a specified total of passing yards in a specified period or defined interval	Box Score
Total Receptions	Betting on a specified player to have over or under a specified total of receptions in a specified period or defined interval	Box Score
Total Rushing and Receiving Yards	Betting on a specified player to have over or under a specified total of rushing and receiving yards combined in a specified period or defined interval	Box Score
Total Passing Touchdowns	Betting on a specified player to have over or under a specified total of passing touchdowns in a specified period or defined interval	Box Score
Total Passing and Rushing Yards	Betting on a specified player to have over or under a specified total of passing and rushing yards combined in a specified period or defined interval	Box Score
Total Passing Completions	Betting on a specified player to have over or under a specified total of passing completions in a specified period or defined interval	Box Score

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Football are approved as requested and applicable to all of the following leagues: NFL, CFL, NCAA FBS and XFL

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Total Pass Attempts	Betting on a specified player to have over or under a specified total of passing attempts in a specified period or defined interval	Box Score
Total Rush Attempts	Betting on a specified player to have over or under a specified total of rushing attempts in a specified period or defined interval	Box Score
Longest Rush	Betting on whether the longest rush of a specified period or defined interval will be over or under a specified total	Box Score
Longest Reception	Betting on whether the longest reception of a specified period or defined interval will be over or under a specified total	Box Score
Longest Pass Play	Betting on whether the longest pass completion of a specified period or defined interval will be over or under a specified total	Box Score
Distance of Players First Rush	Betting on the yardage of a specified players first rush Wager will be over or under a specified total or a bands wager	Box Score
Distance of Players First Reception	Betting on the yardage of a specified players first reception Wager will be over or under a specified total or a bands wager	Box Score
Distance of Players First Completion	Betting on the yardage of a specified players first completion Wager will be over or under a specified total or a bands wager	Box Score
Passing Yards Match Bet	Betting on whether one player will have more passing yards than another player	Box Score
Players Longest Made Field Goal	Betting on whether a specified player's longest field goal will be over or under a specified total	Box Score
Specific Touchdown Scorer	Betting on which player will score a specified touchdown during a specified period or defined interval (first touchdown last touchdown next touchdown etc)	Box Score
1st/2nd/3rd TD Scorer Moneyline Parlay	Betting on which player will score either the 1st/2nd/3rd touchdown and which team will win the game	Box Score
Anytime Touchdown Scorer (Player) (specified period or defined interval)	Betting on which player will score a touchdown at any point during the game or in a particular quarter/half Offensive players from each team will be listed individually while Defense/Special Teams will be treated as one selection	Box Score
Anytime Touchdown Scorer (Player)/specified period or defined interval Winner Parlay	Betting on a player to score a Touchdown & a team to win the game (e g Julio Jones to score a Touchdown and Falcons to win the specified period or defined interval) There will be numerous players listed on both teams	Box Score
Most Passing Yards (Team)	Betting on which team will record the most passing yards in a specified period or defined interval Selections will be offered as Team A or Team B	Box Score
Most Rushing Attempts (Team)	Betting on which team will have the most rushing attempts in a specified period or defined interval Selections will be offered as Team A or Team B	Box Score
Most Rushing Yards (Team)	Betting on which team will record the most rushing yards in a specified period or defined interval Selections will be offered as Team A or Team B	Box Score
Longest Punt	Betting on the total yardage the longest recorded punt in a specified period or defined interval by either team will travel in total yards (i e hang time plus roll)	Box Score
Total Team Punt Yardage	Betting on the total number yards a team's punts combine for in a specified period or defined interval Selections will be offered as Over/Under	Box Score
Leading Passer Group Bet	Betting on which quarterback among a group of quarterbacks will record the most passing yards during their respective game	Box Score
Running Back Six Shooter	Betting on which running back in a group of six running backs will record the most rushing yards during their respective game	Box Score
Wincast	Betting on both a player to score a touchdown and a team to win	Box Score
Passing TD Total Over Under	Betting on whether a specified player will have over or under a specified total of passing touchdowns during a specified period or defined interval	Box Score
Field Goal Total Over Under	Betting on whether a specified player will have over or under a specified total of field goals during a specified period or defined interval	Box Score
GAME PROP		

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Football are approved as requested and applicable to all of the following leagues: NFL, CFL, NCAA FBS and XFL

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
FUTURES		
**Best Record	Betting on which team will have the best regular season record	Settled at end of regular season
Division Winners	Betting on which team will win one of eight NFL Divisions	Team with best record at season end or team that has clinched
First Loss	Betting on which week of the season a chosen team will first lose	Settled upon first loss
Name the Finalists	Betting on which two teams will advance to the Super bowl	Settled at conclusion of AFC/NFC Championship games
Next Loss	Betting on which week a specified team will lose next	Settled once a team loses a game or wins past a week picked to lose
QB Passing Yards	Betting on whether a QB will have more or less than a specified number of passing yards in the regular season	Settled following conclusion of regular season
QB Passing Yards Spread	Betting on a spread between two QBs total regular season passing yards	Settled following conclusion of regular season
Rushing Yards	Betting on whether a player will have more or less than a specified number of rushing yards in the regular season	Settled following conclusion of regular season
Regular Season Wins	Betting on whether a team will have more or less than a specified number of wins in the regular season	Settled following conclusion of regular season
Super Bowl Forecast	Betting on which team will win the Super Bowl and the runner-up in exact order	Settled Following the Super Bowl
Team to go 0-16	Betting on whether a team will go 0-16 in the regular season	Settled following conclusion of regular season or upon first win or tie
Team to go 16-0	Betting on whether a team will go 16-0 in the regular season	Settled following the conclusion of regular season or upon first loss or tie
Team to make playoffs	Betting on whether a team will make playoffs	Team has made playoffs at season end or team has clinched playoff birth
Team to miss playoffs	Betting on whether a team will miss playoffs	Team has not made playoffs at season end or team has clinched playoff birth
Conference Winners	Betting on which team will win their conference championship game (NCAA only) or betting on which team will win the NFC and AFC conference championship game	Settled at conclusion of respective conference championship
Winning Division	Betting on which division will provide the winning Super Bowl team	Settled at conclusion of Super Bowl
**Worst Record	Betting on which team will have worst regular season record	Settled following conclusion of regular season
Season Winner	Betting on which team will be declared the NCAA Division Football Bowl Championship winner	NCAA Final Declaration
Regular Season Rushing Yard Leader	Betting on which player will have the most rushing yards during the regular season	Settled following conclusion of regular season
Division Finishing Position	Betting on the exact place a team will finish within their Division	Settled following conclusion of regular season
Last Team to be Undefeated	Betting on which team will be the last remaining team without a loss during the regular season	Settled after all teams but one have lost a regular season game Dead heat rules apply if multiple teams lose during same week
Team to Win Most Games	Betting on which team out of a specified list of teams will win the most games during the regular season	Settled following conclusion of regular season
NFL Wild Card	Betting on which team will reach the NFL playoffs without winning their Division	Settled following conclusion of regular season
Winning Conference	Betting on which conference the team that wins the championship will come from	Settled at the conclusion of the championship game / Super Bowl
State of National Championship/Super Bowl Winner	Betting on which State of origin the winner of the NCAA championship or Super Bowl will be from	Settled at the conclusion of the championship game / Super Bowl
2-0 Record vs Team	Betting on whether a team in the NFL or CFL that plays a team twice in the regular season will win both contests	Settled at the conclusion of the second meeting between the two teams
Matchup and Winner of Championship	Betting on which two teams will make it to the Super Bowl or Championship Game and which team will win such matchup	Settled at the conclusion of the Super Bowl or Championship Game
NOTES	**Dead Heat Rules May Apply	

FanDuel Sample Menu

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Golf are approved as requested and applicable to all of the following leagues: PGA Tour Events, PGA Tour Champions, LPGA, European Tour, Olympics and Ryder Cup

WAGER	DESCRIPTION	HOW IT'S DETERMINED
TOURNAMENT WAGERS		
**Leader After X Round	Betting on which player will lead after a specified round	Based on Official League Results Specifics to voided cancelled and special circumstances shall be found in an operators house rules
Outright Winner	Betting on the winner of a particular tournament	Based on Official League Results Specifics to voided cancelled and special circumstances shall be found in an operators house rules
**Top x Finish	Betting on player to finish a tournament in the top 5/1020/30/40	Based on Official League Results Specifics to voided cancelled and special circumstances shall be found in an operators house rules
Tournament Match Bet	Betting on tournament (72 hole) match between two players	Based on Official League Results Specifics to voided cancelled and special circumstances shall be found in an operators house rules
Round Match Bet	Betting on one player shooting a lower score than another dring a specific round	Based on Official League Results Specifics to voided cancelled and special circumstances shall be found in an operators house rules
Best Finishing Position	Betting on whether a specific player will finish better than all other players on a defined list of players at the end of the tournament	Settled at Conclusion of Tournament
New Tournament Record	Betting on whether there will be a record for the lowest score in a tournament during a specific tournament	Settled at Conclusion of Tournament
Winner Decided by Playoff	Betting on whether the tournament will go into a playoff to decide the winner	Settled at Conclusion of Tournament
Winner Without X	Betting on who will achieve the lowest score at the end of the tournament while specific players are excluded from the offering	Settled at Conclusion of Tournament
Margin of Victory	Betting on how many strokes the second place finisher will have compared to the winner of the tournament	Settled at Conclusion of Tournament
Winning Score	Betting on the exact score of the tournament winner	Settled at Conclusion of Tournament
Day Correct Score	Betting on the correct score of the tournament at the end of each day (President's Cup)	Settled at Conclusion of Day
Four-Ball Day Winner (3-Way)	Betting on which team will record the most tournament points from the fourball matches played on a particular day (President's Cup)	Settled at Conclusion of Day
Four-Ball Day Correct Score (3-Way)	Betting on the score of the fourball matches played on a particular day (President's Cup)	Settled at Conclusion of Day
Foursome Day Winner (3-Way)	Betting on which team will record the most tournament points from the foursome matches played on a particular day (President's Cup)	Settled at Conclusion of Day
Foursome Day Correct Score (3-Way)	Betting on the score of the four some matches played on a particular day (President's Cup)	Settled at Conclusion of Day
Singles Day Correct Score (3-Way)	Betting on the score of the simgles matches played on a particular day (President's Cup)	Settled at Conclusion of Day
Singles Day Winner (3-Way)	Betting on which team will record the most tournament points from the foursome matches played on a particular day (President's Cup)	Settled at Conclusion of Day
Day Winner (3-Way)	Betting on which team will record the most points on a particular day (President's Cup)	Settled at Conclusion of Day
Lowest Point Scorer	Betting on which golfer will record the fewest overall combined points (President's Cup)	Settled at Conclusion of Tournament (dead-heat rules apply)
Tournament Correct Score	Betting on the exact score of the tournament outcome (President's Cup)	Settled at Conclusion of Tournament
Tournament Winner Handicap	Betting on the winner of the tournament against a predetermined spread (President's Cup)	Settled at Conclusion of Tournament

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Golf are approved as requested and applicable to all of the following leagues: PGA Tour Events, PGA Tour Champions, LPGA, European Tour, Olympics and Ryder Cup

WAGER	DESCRIPTION	HOW IT'S DETERMINED
TOURNAMENT WAGERS		
Team Leading After Day	Betting on which team will score more points at the end of a particular day (President's Cup)	Settled at Conclusion of Day
Top Point Scorer	Betting on which golfer will score the most overall combined points (President's Cup)	Settled at Conclusion of Tournament (dead-heat rules apply)
Top Debutant Points Scorer	Betting on which golfer playing in the President's Cup for the first time will score the most points	Settled at Conclusion of Tournament (dead-heat rules apply)
Top Captain's Pick Scorer	Betting on which golfer that was picked by the Captain will score the most points (President's Cup)	Settled at Conclusion of Tournament (dead-heat rules apply)
Countries Top Point Scorer	Betting on which golfer from a particular country with multiple representatives will score the most points out of those representatives (President's Cup)	Settled at Conclusion of Tournament (dead-heat rules apply)
PLAYER PROP		
Player Score for Round	Betting on whether a player's score for a round will be over or under a specified total	Settled at Conclusion of Round
Player to Hit a Hole in One	Betting on whether a specific player will hit a hole in one during a round	Settled at Conclusion of Round
Player to Finish in Top X	Betting on whether a speicifed player will finish in the top x position of a round	Settled at Conclusion of Round
3-Ball	Betting on which player in a specified list of three players will score the lowest during a specified period or defined interval	Settled at Conclusion of Defined nterval
6-Shooter	Betting on which player in a specified list of six players will score the lowest during a specified period or defined interval	Settled at Conclusion of Defined nterval
Best Score	Betting on whether a specific player will score the lowest during a specified period or defined interval	Settled at Conclusion of Defined nterval
Most Birdies	Betting on whether a specific player will have more birdies than all other players on a defined list of players during a specified period or defined interval	Settled at Conclusion of Defined nterval
Most Eagles	Betting on whether a specific player will have more eagles than all other players on a defined list of players during a specified period or defined interval	Settled at Conclusion of Defined nterval
Player to Make the Cut	Betting on whether a specific player will make the cut in a tournament	Settled at Conclusion of Cut Period
Most Pars	Betting on whether a specific player will have more pars than all other players on a defined list of players during a specified period or defined interval	Settled at Conclusion of Defined nterval
Player to Par X Hole	Betting on whether a player will par a specified hole	Settled at Conclusion of Defined nterval
ROUND/TOURNEY PROP		
FUTURES		
Outright Winner	Betting on the winner of a particular tournament	Based on Official League Results Specifics to voided cancelled and special circumstances shall be found in an operators house rules
Medal Winner	Betting on a player to win a specific medal	Settled at the conclusion of the Olympics
Country Winner	Betting on which country the winner of the Olympics will be representing	Settled at the conclusion of the Olympics
Top Player from Country	Betting on which player from a specified country will finish higher than the other players from that same country	Settled at the conclusion of the Olympics
NOTES	**Dead Heat Rules May Apply	

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Hockey are approved as requested and applicable to all of the following leagues: NHL, NCAA Division I and Olympics

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
MoneyLine	Betting on which team will score the most goals in a specified time period or defined interval	Box Score
Point Spread	Betting on which team will score the most goals in a specified time period or defined interval when factoring in the assigned spread	Box Score
Team Totals	Betting on whether the number of goals scored by a specified team in a specified time period or defined interval will be over or under a specified total	Box Score
Totals	Betting on whether the number of goals scored by both teams in a specified time period or defined interval will be over or under a specified total	Box Score
Grand Salami	Betting on whether the total goals scored in all games on a given day is over or under a specified total	Box Scores
Moneyline/Total Points Parlay	Betting on both the winner in a specified time period or defined interval and whether the total is over or under the total in that same specified period or defined interval	Box Score
Will a Goal Be Scored	Betting on whether there will be a goal scored during a specified time period or defined interval	Box Score
3-Way Moneyline	Betting on whether the home team will win the away team will win both teams will tie during a specified period or defined interval	Box Score
Exact Score	Betting on what the exact score will be in a specified time period or defined interval	Box Score
PLAYER PROP		
Total Points	Betting on whether a player will have over or under a specified amount of points in a game	Box Score
Total Goals	Betting on whether a player will have over or under a specified amount of goals in a game	Box Score
GAME PROP		
FUTURES		
First time Stanley Cup Winner	Betting on whether the team that wins the Stanley Cup will be the franchises first Stanley Cup Championship (Yes or No)	Settled at the conclusion of the Stanley Cup
**Best Regular Season Record	Betting on which team will have the most points at the end of the regular season	Settled at the conclusion of the regular season
Winning Conference	Betting on which team will win the Eastern Conference or the Western Conference Finals	Settled at the conclusion of the conference finals
Stanley Cup Winning Division	Betting on which Division will the Stanley Cup Champion come from	Settled at the conclusion of the Stanley Cup
Division Winner	Betting on which team will their respective division	Team with best record at season end or team that has clinched
Regular Season Total Points (player)	Betting on whether a player will have more or less than a specified number of total points in the regular season	Settled at conclusion of regular season
Regular Season Total Goals (player)	Betting on whether a player will have more or less than a specified number of total goals in the regular season	Settled at conclusion of regular season
Regular Season Wins	Betting on whether a team will have more or less than a specified total of wins during the regular season	Team record at the end of regular season
Season Goals Matchbet	Betting on a head to head matchup between two players on who will score more goals during the regular season	Settled at conclusion of regular season
Season Points Matchbet	Betting on a head to head matchup between two players on who will score more points during the regular season	Settled at conclusion of regular season
Stage of Elimination	Betting on at what stage a teams season will end	Settled from official NHL results (i e No playoffs first round second round)
To Advance Furthest	Betting on a head to head matchup between two teams on which team will advance further during the season	Settled from official NHL results (pushes apply)
Stanley Cup Winning Conference	Betting on which conference will provide the winning Stanley Cup team	Settled at conclusion of Stanley Cup Final
Worst Regular Season Record	Betting on which team will have the fewest points at the end of the regular season	Settled at conclusion of regular season

If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Hockey are approved as requested and applicable to all of the following leagues: NHL, NCAA Division I and Olympics

WAGER	DESCRIPTION	HOW IT'S DETERMINED
GAME WAGERS		
Stanley Cup Winner	Betting on which team will win the Stanley Cup	Settled at conclusion of Stanley Cup Final
Series Winner	Betting on which team will win a series	Settled from official NHL results
Exact Series Result	Betting on the exact result of a series (i e Team A wins the series 4-3)	Settled from official NHL results
NOTES		
**Dead Heat Rules May Apply		

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If applicable all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Rugby are approved as requested and applicable to all of the following leagues: "World Rugby" World Cup and Olympics

WAGER	DESCRIPTION	HOW IT'S DETERMINED
MATCH WAGERS		
Money ine	Bett ng on wh ch team w w n the game	Box Score
Spread Bett ng	Bett ng on wh ch team w cover the spread n a spec f ed t me per od or def ned nterva	Box Score
Tota s	Bett ng on the tota po nts both teams w score n a spec f ed per od or def ned nterva	Box Score
PLAYER PROP		
MATCH PROP		
FUTURES		
F n sh Pos t on	Bett ng on the spec f c p ace a team w f n sh n a tournament	Sett ed by Off c a Govern ng Body Resu ts
Team to W n Tournament	Bett ng on wh ch team w w n the tournament	Sett ed by Off c a Govern ng Body Resu ts
Group W nner	Bett ng on wh ch team w w n the r round rob n group n a tournament	Sett ed after a teams w th n group p ay each other
Meda W nner	Bett ng on a country to w n a spec f c meda	Sett ed at the conc us on of the O ymp cs

If applicable, all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Soccer are approved as requested and applicable to all of the following leagues: IFA World Cup and Quals, MLS, UEFA Champions League (Group Stage and Beyond), English Premier League, Spanish la Liga, German Bundesliga, Italian Serie A, French Ligue I, Mexican Liga Bancomer, UEFA Europa League (Group Stage and Beyond), CONCACAF Gold Cup (Group Stage and Beyond), UEFA European Football Championship, Olympics and CONMEBOL Copa America (Group Stage and Beyond)

WAGER	DESCRIPTION	HOW IT'S DETERMINED
MATCH WAGERS		
Alternate Handicaps (Half/Match)	Betting on a team to cover a predetermined goal handicap	Box Score
Goal Scored after the X Minute of Extra Time	Betting on a goal to be scored after a specified minute of extra time	Box Score (f no extra time wager is returned)
Alternate Corner Handicaps	Betting on a head to head matchup between two teams on who will take the most corners given an alternate spread	Box Score
Alternate Number of Match Corners	Betting on whether more or less corners than a set alternate corners total are scored	Box Score (90 min match)
Both Teams to Score (Half/Match)	Betting on whether both teams will or will not score in a specified timeframe (Yes or No)	Box Score
Corner Handicap (Half/Match)	Betting on whether Team A will cover the corners spread Team B will cover the corners spread or a tie in a specified period As such no 5 as part of spread	Box Scores (push settled as loss)
Double Chance (half/match)	Betting on three distinct options Team A winning or a push Team B winning or a push or Team A or Team B winning	Box Score
Draw No Bet	Betting on a team to win outright f game ends in draw the wager is a push	Box Score
Extra Time Betting	Betting on Team A to win Team B to win or a push in extra time (30 minutes)	Box Score f match goes to PK's Draw is winner f extra time is not played wagers are returned
Half with most Goals/Corners	Betting on which half will have the most goals or corners	Box Score
Match & Total Goal Parlay	Betting on which team will win the match and whether the total goals will be over or under a specified amount	Box Score
Match to be Determined in Extra Time	Betting on whether a match will be settled in extra time	Box Score
Total Number of Corners in Either Half	Betting on whether the total number of corners will be over or under a specified total in the first or second half	Box Score
Time of Goal	Betting on a specified time a goal will be scored by half or time intervals	Box Score
To Score and Fail to Win Match	Betting on a team to score a goal but fail to win match	Box Score
To Score X Shootout Penalty	Betting on whether a team will make a specified penalty kick (Yes or No)	Box Score
Win to Nil	Betting on a team to win match and not allow a goal	Box Score
Who Will Keep a Clean Sheet	Betting on a team to not allow a goal	Box Score
Winning Margin 4-Way	Betting on the exact winning margin either team will win by including a draw offering	Box Score
First Goal Scorer and Team to Win (parlay)	Betting on whether a specified player will score first and that players team to win	Box Score
Result and Both Score (parlay)	Betting on the result of match (90 minutes) and if both teams will score	Box Score (90 min)
Timecast	Betting on a team to score a goal within a certain time period	Box Score
Team/Player to Score Next Goal in Extra Time	Betting on the team or player to score next during extra time No goal selection will be offered	Box Score f no extra time is offered all wagers will be returned
Moneyline 3-Way Wager	Betting on the home team to win the away team to win or a tie in a specified period or defined interval	Box Score
GoalScorer	Betting on which player will score the first goal of the game f the goal is an own goal then the player to score the second goal of the game will be deemed the winner and so on	Box Score
Correct Score (Half/Game)	Beting on the correct score of the game Selections offered will consist of the top 30 or so correct scores to predict the score for both the home and away team	Box Score
Handicap/Spread	Betting on a 3-way market published with Home Away and Draw (tie) listed The favored team will be -X goals and should they win by the value of X the handicap draw or tie is deemed the winner of the wager There are no pushes	Box Score

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If applicable, all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Soccer are approved as requested and applicable to all of the following leagues: IFA World Cup and Quals, MLS, UEFA Champions League (Group Stage and Beyond), English Premier League, Spanish la Liga, German Bundesliga, Italian Serie A, French Ligue I, Mexican Liga Bancomer, UEFA Europa League (Group Stage and Beyond), CONCACAF Gold Cup (Group Stage and Beyond), UEFA European Football Championship, Olympics and CONMEBOL Copa America (Group Stage and Beyond)

WAGER	DESCRIPTION	HOW IT'S DETERMINED
MATCH WAGERS		
Win-Draw-Win (Half & Game)	Betting on the winner of each of the individual games played in the relevant tournament/competition The market consists of three outcomes (Home Away or Draw (Tie)) Both Half Time (45 mins) and Full Time (90 mins) wager are inclusive of added-time played at the end of regulation as declared by the officials in charge of the game For knockout competitions Win-Draw-Win markets are inclusive of added-time but not inclusive of any extra time (if required) or penalty shoot-outs (if required)	Box Score of Tournament/Competition
Outright Winner	Betting on the outright winner of the tournament/competition	Box Score of Tournament/Competition
Total Goals (Half/Game) (Team/Game)	Betting on total goals can be offered as how many goals will be scored in either a defined half or total games Betting also offered on total goals on each of the individual teams within the games/halves	Box Score
To Score 2 or More Goals	Betting on players or teams to score 2 or more goals in a game this market only counts regulation 90 mins plus any additional injury time allotted by the officials (does not include 30 mins extra time)	Box Score
Team to Score Last Goal	Betting on which team will score the final goal of a game	Box Score
Team to Score X Goal	Betting on which team will score the defined "x" goal At 0-0 it will be listed as Teams to score the first goals at 1-0 it will be team to score the 2nd goal and so on	Box Score
Player to Score X Goal	Betting on which player will score the defined "X" goal At 0-0 it will be the first goal after the first goal it moves to the 2nd and so on We define the x and list the market a player to score the 3rd goal?	Box Score
Anytime Wincast	Betting on a player to score and a team to win in a parlay (e g Player A to score and Team A to win)	Box Score
Time of Goal	Betting on which time a team will score Wager can be backed in halves or in defined time intervals	Box Score
Last Goalscorer	Betting on which player or team will score last in a match	Box Score
Next Goal (Team/Player) (Half/Match/Extra Time)	Betting on which team will score the next goal Betting can also be available for which player will score the next goal if player markets are offered for that game	Box Score
To Be Winning at HT and/or FT	Betting on either home or away team to be winning at half time and full time	Box Score
Total Corners (Half/Match/Extra Time)	Betting on how many corners will occur either in the whole match or in each half	Box Score
Total Corners Odd/Even (Half/Match/Extra)	Betting on will the total amount of corners in the match or half be odd or even	Box Score
Player x To Score Hat-Trick	Betting on whether a particular player will score at least three goals in a match	Box Score
Anytime Goal Scorer	Betting on whether a specified player will score at any point in the match	Box Score
Come From Behind	Betting on whether a team will win/draw the match after being down at halftime or whether a team will lose/draw the match after being up at halftime	Box Score
Game Spread	Betting on which team will cover the spread in a specified time period or defined interval (no tie bet)	Box Score
PLAYER PROP		
MATCH PROP		

If applicable, all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Soccer are approved as requested and applicable to all of the following leagues: IFA World Cup and Quals, MLS, UEFA Champions League (Group Stage and Beyond), English Premier League, Spanish la Liga, German Bundesliga, Italian Serie A, French Ligue I, Mexican Liga Bancomer, UEFA Europa League (Group Stage and Beyond), CONCACAF Gold Cup (Group Stage and Beyond), UEFA European Football Championship, Olympics and CONMEBOL Copa America (Group Stage and Beyond)

WAGER	DESCRIPTION	HOW IT'S DETERMINED
MATCH WAGERS		
FUTURES		
Gap (points) Between Teams	Betting on whether the amount of points separating team A and team B at the end of the season will be over or under a specified total	Settled at end of regular season
Leading Goal Scorer	Betting on which player will score the most goals in a season	Settled at end of regular season
Dual Forecast	Betting on which team will finish first and second in either order in the standings at the end of the season	Settled at end of regular season
Exacta	Betting on which team will finish first and second in exact order in the standings at the end of the season	Settled at end of regular season
Golden Glove	Betting on which goalkeeper will win the Golden Glove award	Which goalkeeper has the most clean sheets at the end of the regular season
Highest Scoring Team	Betting on which team will score the most goals during the regular season	Settled at end of regular season
Lowest Scoring Team	Betting on which team will score the least goals during the regular season	Settled at end of regular season
Three Relegated Teams	Betting on which three teams will be relegated at the end of the English Premier League season	Settled at end of regular season
Top Four Teams	Betting on which four teams will be will be in the top four standings at the end of the regular season	Settled at end of regular season all four must be chosen
Champion	Betting on which team will finish first	Settled after the conclusion of the finals
Relegated Team	Betting on whether a team will be relegated at the end of the season	Settled at end of regular season
Team Head-to-Head	Betting on whether Team A will finish better than Team B in set matchups	Settled at end of regular season
Team Top Goal Scorer	Betting on which player on a specified team will be the top goal scorer on that team	Settled at end of regular season
Team to Avoid Relegation	Betting on whether a team will avoid relegation	Settled at end of regular season
Team Finishing in Bottom Half	Betting on whether a team will finish 11th through 20th in the final standings	Settled at end of regular season
Team to Finish Last	Betting on which team will finish 20th in the final standings	Settled at end of regular season
Team to Finish Outside of Top Four	Betting on whether a team will finish 5th through 20th in the final standings	Settled at end of regular season
Team to Finish Outside of Top Six	Betting on whether a team will finish 7th through 20th in the final standings	Settled at end of regular season
Team to Finish in Top Two	Betting on whether a team will finish 1st or 2nd in the final standings	Settled at end of regular season
Team to Finish in Top Four	Betting on whether a team will finish 1st through 4th in the final standings	Settled at end of regular season
Team to Finish in Top Six	Betting on whether a team will finish 1st or 6th in the final standings	Settled at end of regular season
Team to Finish in Top Ten	Betting on whether a team will finish 1st or 10th in the final standings	Settled at end of regular season
Match Bet Handicap Wins	Betting on the spread between two specified teams for total wins	Settled at end of regular season
Group Winner	Betting on which team will win their round robin group in a tournament	Settled after all teams within group play each other
Medal Winner	Betting on a country to win a specific medal	Settled at the conclusion of the Olympics
NOTES	**Dead Heat Rule May Applies	

FanDuel Sample Menu

If applicable, all wager options approved herein may be made available for in-play wagers at the operators discretion. Taking into consideration any and all prohibitions, the wagers illustrated below for Tennis are approved as requested and applicable to all of the following leagues: USTA Pro Events, Olympics, ATP Tour Professional Events, WTA Tour Events (International and Above) and Grand Slam Tournaments (Main Events Only)

WAGER	DESCRIPTION	HOW IT'S DETERMINED
MATCH WAGERS		
3-Way Handicap	Betting on whether player/pairing A will cover the spread player/pairing B will cover the spread or a tie in a specified period	Box Score
Game Betting	Betting on a specified player to win a specified game	Box Score
Handicap Betting	Betting on a player/pairing to win a specified period or defined interval by a predetermined number of games/sets	Box Score
Point Betting	Betting on a player/pairing to win a specific point in a match	Box Score
Match Winner	Betting on the winner of a match	Box Score
Total Games	Betting whether the total number of games played in a match will go over or under a specified total	Box Score
Player Sets Total	Betting on whether a player will win a minimum of a specified total of sets in a specified period or defined interval	Box Score
Player to Win without Dropping a Set	Betting on whether a player/pairing will win a specified period or defined interval without losing one set	Box Score
Race to Two Sets	Betting on which player/pairing in a Men's match will win two sets first	Box Score
Race to x Number of Games	Betting on which player/pairing will reach a specified number of games won in a specified period or defined interval	Box Score
Set Betting	Betting on how many sets a player/pairing will win during a match	Box Score
Tie-Break Winner	Betting on whether a player/pairing will win a tie-break during a specified period or defined interval	Box Score
Tie-Break	Betting on whether there will be a tie-break during a specified period or defined interval	Box Score
Total Tie-Breaks	Betting on the amount of tie breaks to occur during a specified period or defined interval	Box Score
Will There be an x Set	Betting on whether a match will reach a specified set	Box Score
Total Points in Game	Betting on the combined total number of points in a specified game	Box Score
Correct Score	Betting on the exact score of a specified game set or match	Box Score
Duece in Game	Betting on whether duece will be reached in a specified game to determine the winner	Box Score
Most Games	Betting on which player will win the most games during a specified period or defined interval	Box Score
Total Sets	Betting on the total number of sets (over/under) to be played during a match	Box Score
PLAYER PROP		
MATCH PROP		
FUTURES		
Tournament Winner without X	Betting on a player to advance further than all other players in a tournament if specified players were theoretically not involved	Official Governing Body tournament results
Both Players to Win a Set	Betting on whether both players/pairings will win at least one set in a match (Yes or No)	Box Score
Player Ranking	Betting on whether a player will be ranked lower or higher than a specified ranking at a specified point in time	Official Governing Body rankings
First Time Tournament Winner	Betting on whether it will be the first time the winner of the tournament has won such tournament	Settled at Conclusion of Tournament
Forecast	Betting on who will win the tournament and who will be the runner-up	Settled at Conclusion of Tournament
Golden Slam	Betting on a player/pairing to win all four Grand Slam events in a calendar year	Settled at the conclusion of all four tournaments

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WAGER	DESCRIPTION	HOW IT'S DETERMINED
MATCH WAGERS		
Name the Finalists	Betting on which two players will make the finals of a tournament	Official Governing Body tournament results
Number of Wins	Betting on the total number of matches a player/pairing will win in a specified time period	Official Governing Body results
Outright Winner	Betting on a player/pairing to win the tournament	Settled at conclusion of tournament
Player/Group of Players to Win Tournament	Betting on whether a specified player or a specified group of players will win the tournament vs the field	Settled at conclusion of tournament
Number of Grand Slam Wins	Betting on the number of Grand Slam tournaments a player will win during a specified time period	Official Governing Body results
Qualify for Semi-Finals	Betting on whether a player/pairing will reach the semi-finals of a specified tournament	Official Governing Body results
Player to Reach a Grand Slam Final	Betting on whether a player will reach the finals of a grand slam event in a specified period	Official Governing Body results
Reach the Final	Betting on whether a player/pairing will reach the finals of a specified tournament	Settled at conclusion of semi-finals
Reach the Quarter Final	Betting on whether a player/pairing will reach the quarter finals of a specified tournament	Settled at conclusion of round of 16
Player to Win Three Group Stage Matches	Betting on whether a player will win all three group stage matches to advance Wager is only offered et will only be offered for those tournaments for which 3 group stage wins are required to advance	Official Governing Body results
Olympic Medal Winner	Betting on whether a player/pairing will win a medal at the Summer Olympic Games	Official Governing Body results
Winning Half	Betting on which half of the tournament bracket the winning player/pairing will come from	Settled at Conclusion of Tournament
Medal Winner	Betting on a player to win a specific medal	Settled at the conclusion of the Olympics

NOTES   **Dead Heat Rule May Applies

FanDuel Sample Menu

EXHIBIT 6.2b

Official Catalog of Events and Wagers

Revised November 25, 2020

	Sport	Revised
	Revised items are identified in blue	
1	eSports	9/25/20
2	Fantasy Sports	5/1/20
3	Aussie Rules	5/1/20
4	Badminton	5/1/20
5	Baseball	**11/23/2020***
6	Basketball	**11/23/2020***
7	Biathlon	5/1/20
8	Bowling	7/16/20
9	Bowls	5/1/20
10	Boxing	6/10/20
11	Competitions	10/28/20
12	Cricket	10/19/20
13	Cycling	5/1/20
14	Darts	10/19/20
15	Floorball	5/1/20
16	Football - Pro American	**11/23/2020***
17	Football - XFL	5/1/20
18	Futsal	5/1/20
19	Gaelic Games	5/1/20
20	Golf	11/12/20
21	Handball	11/12/20

22	Hockey - Field	5/1/20
23	Hockey - Ice	**11/23/2020***
24	Lacrosse - Pro	8/6/20
25	MMA	9/25/20
26	Motorsports	**11/25/2020***
27	Netball	7/6/20
28	Pesapallo	5/1/20
29	Pool	11/18/20
30	Rodeo	11/6/20
31	Rowing	5/1/20
32	Rugby League	11/3/20
33	Rugby Union	11/18/20
34	Snooker	7/27/20
35	Soccer	**11/23/2020***
36	Soccer - Beach	5/1/20
37	Summer Athletics	5/1/20
38	Swimming	5/1/20
39	Table Tennis	9/11/20
40	Tennis	10/20/20
41	Volleyball	5/1/20
42	Volleyball - Beach	9/11/20
43	Waterpolo	5/1/20
44	Winter Athletics	5/1/20
45	Chess	5/1/20
46	NCAA Baseball	5/1/20
47	NCAA Basketball	**11/23/2020***
48	NCAA Football	**11/23/2020***
49	NCAA Hockey	5/1/20

50	NCAA Lacrosse	5/1/20
51	NCAA Soccer	5/1/20
52	NCAA Volleyball	5/1/20
53	NCAA Beach Volleyball	5/1/20

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings markets ID & name	Play	Retail	Interactive
American	NFL)	National Football League	NFL 40	NFL Draft	Any team	# f team Unans red Scor s (Qua e /H lf/ a e)	Advanced NFL Specials (4033)	PM	X	X
	(CFL)	Arena Football League	CFL 2308	Playoff	Both eams to combine	Bowl tot l points	Cross Sport Specials (4052)	PM	X	X
	Arena Football League (AFL)	Canadian Football League	AFL 78 9	Pre Season	Each eam	Bowl tot l points	Cross Sport Specials (4052)	PM	X	X
				Pro Bowl	Either eam	Player receptions	Cross Sport Specials (4052)	PM	X	X
				Regular Season	From Minutes X X	<NBA Player points vs <Super Bowl Player completions	Cross Sport Specials (4052)	PM	X	X
					In a game	<NBA Player points vs Super Bowl total st half points	Cross Sport Specials (4052)	PM	X	X
					In a season	<NBA Player points vs Super Bowl t tal 2nd half oints	Cross Sport Specials (4052)	PM	X	X
					In any Quarter	s r d	Cross Sport Specials (4052)	PM	X	X
					In Each Half	ouchdowns scored	Cross Sport Specials (4052)	PM	X	X
					In Each Quarter	/2/3/4 Quarter Handicap	473 for PM (Q) 506, 507, 508, 509 for Live	PM /IP	X	X
					in Either Half		473 for PM (Q) 506, 50 508, 509 for Liv	PM /IP	X	X
					In Overtime	quarter be odd or even number?)	(3696) (3697)	PM /IP	X	X
					in Quarter	st or 2nd Half Handicap	47 st Half/ 472 2n Half 504 st half 505 2nd half	PM /IP	X	X
					In Quarter 2	st or 2nd Half home or away eam otal Points	2 d half 55 otal t am points st hal , 552 tal	PM /IP	X	X
					In Quarter 3	st or 2nd Half otal Odd/Even	Half (49)Odd/Even 2nd Half (492)	PM /IP	X	X
					In Quarter 4	st or 2nd Half otal Points	47 st Half/ 472 2nd Half 504 st half 505 2nd half	PM /IP	X	X
					in the st half	st D Scorer (Quarter/Half/Game)	First ou hd wn Scorer (5279)	PM	X	X
					in the 2nd half	st eam D scorer (Quarter/Half/Game)	st eam ouchd wn Sc rer	PM	X	X
					In the first X Minutes	st/2nd Ha f 3way	half/IP/ 564 M n y line 3 way 2nd half/IP/ 560 M n y i e 3	PM /IP	X	X
					In the last X Minutes	st/2nd Ha f Money Line	IP	PM /IP	X	X
					In the playoffs	st/2nd ha f otal Points	s Half otal [3 Way] 37 4) 2nd Half o al [3 Way] 3724)	PM /IP	X	X
					Neither eam	st/2nd/3rd etc Drive Result	23 9	IP	X	X
					Player A and Player B	st/2nd/3rd etc Score ype	Method of st Score (2225), 2226, 2227, 2228 through 2246	IP	X	X
					Player A or Player B	D Sco e Moneyline Pa lay (Quarter/Ha f/Game)	First ouchdown Scorer/Match Winner Double (5224)	PM	X	X
					eam A	(Quarter/Ha f/Game)	More NFL Specials (405)	PM	X	X
					eam B	2pt Conversion Attempt Yes/No (Quarter/Half/Game)	A van ed NFL Sp cials (4033)	PM	X	X
					Vs eam A	3 Way moneyline (Quarter/Half/Game)	way st half/PM/ 558 Money Line 3 way F /PM/ 563 Money	PM /IP	X	X
						3way (Match Re lt)	562 Money Line 3way F /IP/ 558 Money ine 3 way F /PM/	PM /IP	X	X
						(Quarter/Ha f/Game)	Advanced NFL Specials (4033)	PM	X	X
						A QB Score a ouchdown (Quarter/Half/Game)	Advanced NFL Specials (4033)	PM	X	X
						AFC Conference Winner	Conference Winner (3278)	PM	X	X
						AFC eam vs NFC eam in SuperBowl	Finalists (90)	PM	X	X
						AFC Wild Card			X	X
						from sta dard sp ea			X	X
						(Quarter/Ha f/Game)			X	X
						Alternate Moneyline/ otal Points Parlay (Quarter/Half/Game)			X	X
						Alternate Spreads (Quarter/Ha f/Game)	(53687 49) PM 576 577 578 Li e 569, 570 57 ,	PM /IP	X	X
						Alternate otals (Quarter/Ha f/Game)	(805306947) PM 576, 577, 578 Live 569, 570, 57 ,		X	X
						Any Division to have all 4 teams make the playoffs			X	X
						Any eam to go 9 0	eam Performance (5204)	PM	X	X
						Any ime ouchdown/Moneyline Parlay (Quarter/Half/Game)	Anytime ouchdown Scorer/Match Winner Double (5225)	PM	X	X
						Any wild card team to win the Super Bowl			X	X
						Anytime D Scorer (Quarter/Half/Game)	Anytime ouchdown Scorer (5280)	PM	X	X
						Anytime eam/Match D Combos (Quarter/Half/Game)	5225 Anytime ouchdown Scorer/Match Winner Double	PM	X	X
						At least ouchdown in every quarter	Advanced NFL Specials (4033)	PM	X	X
						Best Record	eam Performance (5204)	PM	X	X
						Both teams to have a successful Field Goal of x + yards	Advanced NFL Specials (4033)	PM	X	X
						Both eams o Score (Quarter/Half/Game)	Advanced NFL Specials (4033)	PM	X	X
						Both eams o Score x # of DS (Quarter/Half/Game)	Advanced NFL Specials (4033)	PM	X	X
						Both eams to Score x otal Points (Quarter/Half/Game)	Advanced NFL Specials (4033)	PM	X	X
						a k Playe of he a	Awards (53 3)	PM	X	X
						Receptions	Cross Sport Specials (4052)	PM	X	X
						Defensive or Special eams ouchdown	Advanced NFL Specials (4033)	PM	X	X
						Defensive Player of the Year	Awards (53 3)	PM	X	X
						Defensive Rookie of the Year	Awards (53 3)	PM	X	X
						Distance of First made field goal	Field Goals Stats (3957)	PM	X	X
						Distance of Longest Reception O/U (Quarter/Half/Game)	First/Longest (4062)	PM	X	X
						Distance of Longest Rush (Quarter/Half/Game)	First/Longest (4062)	PM	X	X
						Division Winners	Division Winner (3806)	PM	X	X
						Double Result Margin of victory parlay			X	X
						Double Result (Quarter/Ha f/Game)	Double resu ts F (545)	PM	X	X
						Each eam to Score + Field Goal and + ouchdown in both halves	Advanced NFL Specials (4033)	PM	X	X
						Each eam to Score + Field Goal and + ouchdown in the first half	Advanced NFL Specials (4033)	PM	X	X
						Each eam to Score + Field Goal and + ouchdown in the second half	Advanced NFL Specials (4033)	PM	X	X
						Each Way Betting	Outright (8)	PM	X	X
						Either Player or Player to score a D			X	X
						Either eam to score + Field Goal and + ouchdown in both halves	Advanced NFL Specials (4033)	PM	X	X
						Either eam to score + Field Goal and + ouchdown in first ha f	Advanced NFL Specials (4033)	PM	X	X
						Either eam to score + Field Goal and + ouchdown in second half	Advanced NFL Specials (4033)	PM	X	X
						Either team to score in the first 5 /2 minutes of the Game (Y/N)	Advanced NFL Specials (4033)	PM	X	X
						Exact Regular season record for eam A	eam Performance (5204)	PM	X	X
						Fake Field Goal or Punt (Quarter/Ha f/Game)	More NFL Specials (405)	PM	X	X
						Field Goal made in quarter X	More NFL Specials (405)	PM	X	X
						Field Goal scored Yes/NO (Quarter/Half/Game)	More NFL Specials (405)	PM	X	X
						Final Play to be a Game Winning Scoring Play	More NFL Specials (405)	PM	X	X
						FIRS ACCEP ED PENAL Y IN GAME (FALSE S AR /NEU RAL ZONE INFRAC ION/HOLDING/PASS IN ERFERENCE/DELAY OF GAME/ILLEGAL BLOCK/ANY O HER PENAL Y/NO PENAL Y IN GAME)	Accepted Penalties (4054)	PM	X	X
						First Loss	First/Longest (4062)	PM	X	X
						First Offensive play Run or Pass	First/Longest (4062)	PM	X	X

DraftKings Sample Menu

first or last eam o Score	eam o Score Last D (40 0) eam o Score Last D (4009)		X	X
First Penalty ype (Quarter/Half/Game)	Accepted Penalties (4054)	PM	X	X
First Position to Score a D (Quarter/Half/Game) (QB/RB/WR/D/S etc)	First/Longest (4062)	PM	X	X
First QB to be Sacked (Quarter/Ha f/Game)	First/Longest (4062)	PM	X	X
First Rushing Attempt (Quarter/Ha f/Game)	First/Longest (4062)	PM	X	X
First Scoring Play (Quarter/Half/Game)	First Scoring Play Of he 2nd Half (3984) First Scoring Play Of he 2nd Half (3983)		X	X
First D Yardage (Quarter/Half/Game)	First/Longest (4062)	PM	X	X
First eam to Score (Quarter/Half/Game)	2247 IP,482 PM483 st half,473 st quarter	PM / IP	X	X
First eam to Score Wins Game?	Advanced NFL Specials (4033)	PM	X	X
First team to score x or more points	Advanced NFL Specials (4033)	PM	X	X
First o Kick Off	More NFL Specials (405)	PM	X	X
First o Score / Money ine Double (Quarter/Half/Game)	First ouchdown Scorer/Match Winner Double (5224)	PM	X	X
First to Score a ouchdown (Quarter/Half/Game)	First ouchdown Scorer (5279)	PM	X	X
First turnover an interception or fumble?	More NFL Specials (405)	PM	X	X
First/Last/Anytime ouchdown Scorer	8 ouchdown Scorers	PM	X	X
Game to be tied any point after 0 0	Advanced NFL Specials (4033)	PM	X	X
Game total IN s higher than Player A touchdowns (rushing + receiving)	More NFL Specials (405)	PM	X	X
Halftime/Ful time	2203 Double Resu t	PM	X	X
Highest Scoring Game Of Week x	Sunday Leaders (52 6) or Weekly Leaders (52 5)	PM	X	X
Highest Scoring Half of Game x	Highest Scoring Half (500)	PM	X	X
Highest Scoring Quarter of Game x	Highest Scoring Quarter (50)	PM	X	X
Highest Scoring eam of Week x	Sunday Leaders (52 6) or Weekly Leaders (52 5)	PM	X	X
Home/Away team to receive opening kickoff	Advanced NFL Specials (4033)	PM	X	X
How Will Overtime Be Decided		PM	X	X
Kicker A to record O/U x points	Advanced NFL Specials (4033)	PM	X	X
Largest Lead in game (O/U)	Advanced NFL Specials (4033)	PM	X	X
Last Penalty Against which team (Quarter/Half/Game)	Accepted Penalties (4054)	PM	X	X
Last Play of game to be QB run	Advanced NFL Specials (4033)	PM	X	X
Last scoring play	Advanced NFL Specials (4033)	PM	X	X
Last eam to Score (Quarter/Half/Game)	486 Last o score F	PM	X	X
Last eam to Score Wins Game?	Advanced NFL Specials (4033)	PM	X	X
Leading Passer Group Bet			X	X
Leading Rusher Group Bet			X	X
Least Points Conceded			X	X
Line / otal Points Double (Quarter/Half/Game)			X	X
Longest Completion of Game	First/Longest (4062)	PM	X	X
Longest Field Goal Attempted (Quarter/Ha f/Game)	First/Longest (4062)	PM	X	X
Longest Punt	First/Longest (4062)	PM	X	X
Longest Score to be a ouchdown or Field Goal	First/Longest (4062)	PM	X	X
Longest Successful Field Goal (Quarter/Half/Game) (eam and or player)	First/Longest (4062)	PM	X	X
Longest ouchdown Scored (Quarter/Ha f/Game)	First/Longest (4062)	PM	X	X
Longest/Shortest ouchdown	Advanced NFL Specials (4033)	PM	X	X
Lowest Scoring Game of Wk x? (eam)	Sunday Leaders (52 6) or Weekly Leaders (52 5)	PM	X	X
Lowest Scoring Quarter of Game x?			X	X
Lowest Scoring eam of Week x?	Sunday Leaders (52 6) or Weekly Leaders (52 5)		X	X
Missed Field Goal (team & player) (Quarter/Ha f/Game)	[5495] Missed Kick		X	X
Moneyline (Quarters/Halves/Full Games)	Money Line 3 Way Full ime (562)Money Line 3 Way st Quarter (565)	PM/ IP	X	X
More urnovers than ouchdowns in game	More NFL Specials (405)		X	X
Most attempted/successful Field Goals (Quarter/Half/Game)	Advanced NFL Specials (4033)		X	X
Most Interceptions (Quarter/Half/Game)	More NFL Specials (405) Matchbet 5482		X	X
Most Kicking Points (Quarter/Half/Game) (eam)	Advanced NFL Specials (4033) Matchbet 5482		X	X
Most Passing Yards (Quarter/Half/Game) (eam)	Advanced NFL Specials (4033) Matchbet 5482		X	X
Most Penalties (Quarter/Ha f/Game) (eam)	Accepted Penalties (4054) Matchbet 5482		X	X
Most Receiving Yards (Quarter/Half/Game) (eam and/or player)	Players 86 Matchbet 5482		X	X
Most Rushing Attempts (Quarter/Half/Game) (eam and/or player)	Players 86 Matchbet 5482		X	X
Most Rushing Yards (Quarter/Half/Game) (eam and/or player)	Players 86 Matchbet 5482		X	X
Most Sacks (Quarter/Half/Game) (eam and/or player)	Players 86 Matchbet 5482		X	X
Most ackles (Quarter/Ha f/Game) (eam and/or player)	Players 86 Matchbet 5482		X	X
Most ackles and Assists (Quarter/Half/Game) (team)	Advanced NFL Specials (4033) Matchbet 5482		X	X
Most ouchdowns (Quarter/Ha f/Game) (eam and/or player)	Players 86 Matchbet 5482		X	X
Name the Finalists (Superbowl matchup) (eams)	Finalists (90)		X	X
Next Loss			X	X
Next Player/ eam First D Scorer (Quarter/Half/Game)	First eam ouchdown Scorer (52 3 or 52 4)		X	X
Next eam ouchdown ype (Quarter/Half/Game)	no such market		X	X
NFC Conference Winner	Conference Winner (3278)		X	X
NFC Wild Card			X	X
NFL Draft Combine O/U Fastest 20 Yard Shuttle ime	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Fastest 40 Yard Dash ime	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Fastest 60 Yard Shuttle ime	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Highest Bench Press Reps	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Highest Vertical Jump	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Longest Broad Jump	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Player X 40 Yard Dash ime	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Player X 60 Yard Shuttle ime	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Player X Bench Press	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Player X Broad Jump	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U Player X Vertical Jump	NFL Draft Specials (3874)		X	X
NFL Draft Combine O/U X number of Players to have X test results (specific time or number of reps)	NFL Draft Specials (3874)		X	X
NFL Draft Combine Rich Eisen O/U 40 yard dash time	NFL Draft Specials (3874)		X	X
NFL Draft Combine est X Overall Winner	NFL Draft Specials (3874)		X	X
NFL Draft Combine est X Record to be broken	NFL Draft Specials (3874)		X	X
NFL offensive/defensive Rookie of the Year who will will the award?	Awards (53 3)		X	X
NFL Offensive/Defensive/S / Player of the Year	Awards (53 3)		X	X

DraftKings Sample Menu

Market	Reference			
Number of lead changes	Advanced NFL Specials (4033)		X	X
O/U Combined teams total yardage	Advanced NFL Specials (4033)		X	X
O/U otal 3rd down conversions	Advanced NFL Specials (4033)		X	X
O/U total first downs	Advanced NFL Specials (4033)		X	X
O/U otal Fumbles lost	More NFL Specials (405)		X	X
O/U otal players with a pass attempt	Advanced NFL Specials (4033)		X	X
O/U otal players with a rush attempt	Advanced NFL Specials (4033)		X	X
O/U Yardage of longest drive	Advanced NFL Specials (4033)		X	X
O/U yards of longest pena ty	Accepted Penalties (4054)		X	X
Offensive Player of the Year	Awards (53 3)		X	X
Offensive Rookie of the Year	Awards (53 3)		X	X
Outcome of x Passing Play (Quarter/Half/Game) (reception/drop/incompletion/interception)			X	X
Overtime Yes/No	503 PM , 549 IP	PM / IP	X	X
Player A longest completion	First/Longest (4062) 5480 Home Player Props 548 Away Player Props		X	X
Player A longest reception	First/Longest (4062) 5480 Home Player Props 548 Away Player Props		X	X
Player A longest reception greater than X quarter points	First/Longest (4062) 5480 Home Player Props 548 Away Player Props		X	X
Player A longest rush	First/Longest (4062) 5480 Home Player Props 548 Away Player Props		X	X
Player A O/U x Number of Passing ouchdowns	Passing ds (3968) or Players (86)		X	X
Player A or B to score x number of first half touchdowns	Players H2H (3962) or Players (86)		X	X
Player A or B to score x number of second half touchdowns	Players H2H (3962) or Players (86)		X	X
Player A or Player B to score X number of X Quarter ouchdowns	Players H2H (3962) or Players (86)		X	X
Player A passing attempts higher than Player B receiving yards	Players H2H (3962) or Players (86)		X	X
Player A receiving yards higher than Player B's Longest completion	Players H2H (3962) or Players (86)		X	X
Player A to record a Sack	Advanced NFL Specials (4033) or Players (86)		X	X
Player A to score more kickings point than Player B has receiving yards	Players H2H (3962) or Players (86) or Advanced NFL Specials (4033)		X	X
Player A to score most touchdowns in a game			X	X
Player A to score X number of first half touchdowns	no such market		X	X
Player A to score X number of second ha f touchdowns	no such market		X	X
Player A to score X number of X quarter ouchdowns	no such market		X	X
Player A total receptions higher than eam B X quarter points	no such market		X	X
Player and Player to score a D	5279 Player prop parlays	PM	X	X
Player on eam A to Score 2+ times	52 8 o Score 2 or more ouchdowns	PM	X	X
Player Passing Yards Match Bets (Player A vs B)	Players H2H (3962) or Players 86		X	X
Player to have most Passing/Receiving/Rushing Yards	League Leaders (5203)		X	X
Player to have Most Regular Season Passing Ds	League Leaders (5203)		X	X
Player to have Most Regular Season Receiving Ds	League Leaders (5203)		X	X
Player to have Most Regular Season Receiving Yards	League Leaders (5203)		X	X
Player to have Most Regular Season Rushing Ds	League Leaders (5203)		X	X
Player to Score a Hattrick	WRONG SPOR		X	X
Player to score a D and team to Win	5225 Anytime ouchdown Scorer/Match Winner Double	PM	X	X
Player to score the first D and team to Win	5224 First ouchdown Scorer/Match Winner Double	PM	X	X
Player otal ackles	Players 86 5480 Home Player Props 548 Away Player Props		X	X
Player with First Interception	First/Longest (4062)		X	X
Player with First ouchdown Pass	First/Longest (4062)		X	X
Player x First Completion how many yards will player x have on first completion?	First/Longest (4062) 5480 Home Player Props 548 Away Player Props		X	X
Player x First Reception as above	First/Longest (4062) 5480 Home Player Props 548 Away Player Props		X	X
Player x First Rush Attempt	First/Longest (4062) 5480 Home Player Props 548 Away Player Props		X	X
Player x Interception	86 players 5480 Home Player Props 548 Away Player Props	PM	X	X
Player x Longest Field Goal	Advanced NFL Specials (4033)		X	X
Player x Pass Attempts	Players 86 5480 Home Player Props 548 Away Player Props		X	X
Player X Regular Season Receiving Yards	Receiving Yards (52)		X	X
Player X Regular Season Rushing Ds	Rushing Ds (52 0)		X	X
Player X Regular Season Ds	Season Long otals (5205)		X	X
Player x to have O/U x Passing Yards	Passing Yards (5207) 86 Players for game 5480 Home Player Props 548 Away Player Props		X	X
Player X otal Completions	86 Players 5480 Home Player Props 548 Away Player Props		X	X
Player x otal Field Goals	86 Players 5480 Home Player Props 548 Away Player Props		X	X
Player X otal Interceptions hrown	86 players 5480 Home Player Props 548 Away Player Props	PM	X	X
Player X otal Kicking Points	86 players 5480 Home Player Props 548 Away Player Props		X	X
Player x otal Passing + Rushing Yds	86 players 5480 Home Player Props 548 Away Player Props	PM/IP	X	X
Player x otal Passing Yards	86 players or 2348 Player Props for live 5480 Home Player Props 548 Away Player Props	PM/IP	X	X
Player x otal Receiving Yards	86 players or 2348 Player Props for live 5480 Home Player Props 548 Away Player Props	PM/IP	X	X
Player x otal Rushing + Receiving Yds	86 players or 2348 Player Props for live 5480 Home Player Props 548 Away Player Props	PM/IP	X	X
Player x otal Rushing Yards	86 players or 2348 Player Props for live 5480 Home Player Props 548 Away Player Props	PM/IP	X	X
Player x otal ackles + Assists	Advanced NFL Specials (4033) 5480 Home Player Props 548 Away Player Props		X	X
Player, player and player to score a D	5279 Player prop parlays	PM	X	X
Point Spread Special			X	X
Pro Bowl MVP	Pro Bowl MVP (3883)		X	X

DraftKings Sample Menu

QB with most Passing Yards (player and/or team)	Players H2H (3962) or Players (86) [5482] Matchbets		X	X
Quarterback to hrow An Interception (Player and/or team)	5480 Home Player Props 548 Away Player Props		X	X
Race to X total Points (Quarter/Half/Game)	Advanced NFL Specials (4033)		X	X
Receiving Yards Match Bets	Players H2H (3962) or Players (86) [5482] Matchbets		X	X
Regular Season MVP	Most Valuable Player Award (3784)		X	X
Regular Season Passing Yards	League Leaders (5203) or Passing Yards (5207)		X	X
Regular Season QB Passing Handicap			X	X
Regular Season Rushing Yards	League Leaders (5203) or Rushing Yards (5209)		X	X
Regular Season Wins	Regular Season Wins (5206)		X	X
Result Decided by Score in Final Minute of Regulation?	Advanced NFL Specials (4033)		X	X
Result of First Coaches Challenge	More NFL Specials (405)		X	X
Rushing Yards Match Bets	Players H2H (3962) or Players (86)		X	X
Score in /2/3/4 Q R Y/N	Advanced NFL Specials (4033)		X	X
Season Rushing Record	League Leaders (5203)		X	X
Season Sack Record	League Leaders (5203)		X	X
Shortest Successful Field Goal	Advanced NFL Specials (4033)		X	X
Shortest Successful Field Goal st or 2nd Half	Advanced NFL Specials (4033)		X	X
Single Season Rushing Yards	League Leaders (5203) or Rushing Yards (5209)		X	X
Spread & otal Points	Same Game Parlays Spread/ otal (5236)		X	X
Spread Betting (Quarters/Halves/Full Games)			X	X
Spread Betting incl tie (Quarter/Ha f/Game)	Spread [3 Way] (3727) st Ha f Spread [3 Way] (3729) st Quarter Spread [3 Way] (373)2nd Quarter Spread [3 Way] (3734)3rd Quarter Spread [3 Way] (3735)4th Quarter Spread [3 Way] (3737)2nd Ha f Spread [3 Way] (3739) st Half Spread [3 Way] (3728) st Quarter Spread [3 Way] (3730)2nd Quarter Spread [3 Way] (3732)3rd Quarter Spread [3 Way] (3733)4th Quarter Spread [3 Way] (3736)2nd Ha f Spread [3 Way] (3738)		X	X
Successful 2pt Conversion	Advanced NFL Specials (4033)		X	X
Successful 4th down conversion?	Advanced NFL Specials (4033)		X	X
Successful Field Goal	Advanced NFL Specials (4033)		X	X
Super Bowl Doubles			X	X
Super Bowl MVP	Awards (53 3)		X	X
Super Bowl Straight Forecast	Straight Forecast (3587)		X	X
Super Bowl Winner	Outright (8)		X	X
Super Bowl Winning Division	Winning Division (3799)		X	X
eam A or eam B to have more penalty yards	Accepted Penalties (4054)		X	X
eam A to commit more penalties han eam B	Accepted Penalties (4054)		X	X
eam A to complete a successful challenge	More NFL Specials (405)		X	X
eam A to score + Field Goal and + ouchdown in both halves	Advanced NFL Specials (4033)		X	X
eam A to score + Field Goal and + ouchdown in the first ha f	Advanced NFL Specials (4033)		X	X
eam A to score + Field Goal and + ouchdown in the second half	Advanced NFL Specials (4033)		X	X
eam A to score in a l 4 quarters	Advanced NFL Specials (4033)		X	X
eam A/B to Win and Both eams to Score x points	Advanced NFL Specials (4033)		X	X
eam B to score in a l 4 quarters	Advanced NFL Specials (4033)		X	X
eam Charged with more Penal tes to win game	Accepted Penalties (4054)		X	X
eam First Scoring Play (Quarter/Half/Game)	First/Longest (4062) First Score 5467		X	X
eam Longest Play (Quarter/Half/Game)			X	X
eam to go 0 6	eam Performance (5204)		X	X
eam to go 6 0	eam Performance (5204)		X	X
eam to go up by x points in game	Advanced NFL Specials (4033)		X	X
eam to have st/2nd/3rd etc Field Goal	Advanced NFL Specials (4033)		X	X
eam to have Last Field Goal	Advanced NFL Specials (4033)		X	X
eam o Make the Playoffs	o Make the Playoffs (3495)		X	X
eam to miss first field goal	Advanced NFL Specials (4033)		X	X
eam o Miss the Playoffs	o Make the Playoffs (3495) [market is not used however]		X	X
eam to punt first	Advanced NFL Specials (4033)		X	X
eam o Punt Last	Advanced NFL Specials (4033)		X	X
eam to record first sack	Advanced NFL Specials (4033)		X	X
eam to Score First	482 st to Score F	PM	X	X
eam to score first in Quarter X	485 st to score st Quarter	PM	X	X
eam to score first will win the game?	485 st to score st Quarter		X	X
eam o Score in Every Quarter	Advanced NFL Specials (4033)		X	X
eam to Score Last	486 Last to score F	PM	X	X
eam to Score Last st or 2nd Half	487 Last to Score st Half 488 Last to score 2nd HalfLast to score st Half ML (26843598)Last to score 2nd Ha f ML (268435980)Last to score st Ha f ML (268435943)Last to score 2nd Half ML (268435944)	PM	X	X
eam to score last and Win	Advanced NFL Specials (4033)		X	X
eam to score D (Quarter/Half/Game)	Advanced NFL Specials (4033)		X	X
eam to Win /2/3/4 Q R and Win the Match	Advanced NFL Specials (4033)		X	X
eam otal Field Goals (Quarter/Half/Game)	Advanced NFL Specials (4033)		X	X
eam total missed field goals	Advanced NFL Specials (4033)		X	X
eam otal Points Odd/Even (Quarter/Half/Game)	494 otal team Odd/Even F 537 otal eam Odd/Even F	PM/IP	X	X
eam total Punt Attempts (O/U)	Advanced NFL Specials (4033) Punt Props 5477		X	X
eam total Punt Yardage (O/U)	Advanced NFL Specials (4033) Punt Props 5477		X	X
eam total punts	Advanced NFL Specials (4033) Punt Props 5477		X	X
eam otal Sacks	Advanced NFL Specials (4033) Sack Props 5472		X	X
eam otal Season Wins	Regular Season Wins (5206)		X	X
eam otal ouchdowns (Quarter/Half/Game)	otal eam ouchdowns OU (8053 0057) otal eam ouchdowns OU (8053 0058)		X	X
eam ouchdown Scorer (Quarter/Half/Game)	[eam] First eam ouchdown Scorer (52 3)[eam2] First eam ouchdown Scorer (52 4)		X	X
team w th first field goal	First/Longest (4062)		X	X
eam with first Interception	First/Longest (4062)		X	X
eam W th First ouchdown Pass	First/Longest (4062)		X	X
eam with highest total Passing Yards	Specials (87) or Advanced NFL Specials (4033)		X	X
eam with highest total Rushing Yards	Specials (87) or Advanced NFL Specials (4033)		X	X
eam with highest total ouchdowns	Specials (87) or Advanced NFL Specials (4033)		X	X
eam W th Longest Punt	First/Longest (4062) Punt Props 5477		X	X

DraftKings Sample Menu

eam with longest punt return	First/Longest (4062) punt Props 5477		X	X
eam with longest scoring drive	First/Longest (4062)		X	X
eam with longest successful Field Goal	First/Longest (4062)		X	X
eam with Longest ouchdown	First/Longest (4062)		X	X
eam with more ime of Possession	Advanced NFL Specials (4033)		X	X
eam Wth Most Offensive Plays	Advanced NFL Specials (4033)		X	X
eam Wth Most Penalties Against	Accepted Penalties (4054)		X	X
eam X to win Next Year's Super Bowl	Outright (8)		X	X
eams to contest the Super Bowl	Finalists (90)		X	X
easers (3 & 6pts)			X	X
ime Of Score	Advanced NFL Specials (4033) ime of Markets 5483		X	X
ime of ouchdown when will first D be scored?	Advanced NFL Specials (4033) ime of Markets 5483		X	X
o Punt (team)	Advanced NFL Specials (4033) punt Props 5477		X	X
o score a ouchdown and win	5225 Anytime ouchdown Scorer/Match Winner Double		X	X
o Score First and Lose (eam)	Advanced NFL Specials (4033)		X	X
o score the first ouchdown & win	5224 First ouchdown Scorer/Match Winner Double		X	X
o Score x # ouchdowns (team and/or player)	o Score 2 or more ouchdowns (52 8) o Score 3 or more ouchdowns (52 9)		X	X
o score X or more ouchdowns	o Score 2 or more ouchdowns (52 8) o Score 3 or more ouchdowns (52 9)		X	X
o hrow an Interception eam and/or player)	86 Players	PM	X	X
o win & otal Points	Money Line and otal Points (5235)		X	X
o Win /2/3/4 Q R to Nil (eam)	Advanced NFL Specials (4033) Winner Specials 5490		X	X
o Win and Score over/under x total points (team)	Advanced NFL Specials (4033) Winner Specials 5490		X	X
o Win to Match to Nil (eam)	Advanced NFL Specials (4033) Winner Specials 5490		X	X
op Combined D Scorer (Rushing and Receiving)			X	X
otal st/2nd/3rd etc Downs (eam)	Advanced NFL Specials (4033) Downs Props 5473		X	X
otal Attempted Field Goals (eam and or player)	Advanced NFL Specials (4033) Field Goal Props 5473		X	X
otal Combined Passing Yards (eams)	Advanced NFL Specials (4033) Prop otals 5475		X	X
otal Completions (eam and or player)	Players (86) Prop otals 5475		X	X
otal Fake Punts (eam and/or player)	More NFL Specials (405)		X	X
otal Field Goal Bands (teams)	Exact Specials (4058)		X	X
otal Field Goals st or 2nd Half (eam)	Advanced NFL Specials (4033) Field Goal Props 5473		X	X
otal Fourth Down Conversion Attempts (O/u)	Advanced NFL Specials (4033) Prop otals 5475		X	X
otal Fumbles Lost (eam and/or player)	Advanced NFL Specials (4033)		X	X
otal Interceptions (eam and/or player)	Players (86)		X	X
otal Kick offs (eam)	More NFL Specials (405)		X	X
otal Match ouchdowns (eam and/or player)	ouchdowns OU (8053 0056) otal eam ouchdowns OU (8053 0058) otal ouchdowns Alternative OU (8053 0380) ouchdowns OU (805306483)		X	X
otal NFC/AFC Conference Points for Week (eam)			X	X
otal Number of ouchbacks (eam)	More NFL Specials (405)		X	X
otal Offensive Plays in game (O/U)	Advanced NFL Specials (4033)		X	X
otal Offensive Yards (eam)	otal eam Yards OU (8053 0062) otal eam Yards OU (8053 006)		X	X
otal Passing Attempts (eam and or player)	Players (86)		X	X
otal Passing ouchdowns (eam and or player)	86 Players	PM	X	X
otal Pena ties (eam)	Accepted Penalties (4054)		X	X
otal Pena ties Accepted (O/U)	Accepted Penalties (4054)		X	X
otal players on eam A with a reception	Advanced NFL Specials (4033)		X	X
otal Points /2/3/4 Quarter (eam)	553 st,554 2nd,553rd	IP	X	X
otal Points st or 2nd Half (eam)	55 st half , 479	IP / PM	X	X
otal Points (half point line) (eam)			X	X
otal Points (Quarters/Halves/Full Games)	47 H 473 Q 472 2H 504, 505, 506, 507, 508, 509 for live	PM / IP	X	X
otal Points for Week (eam)			X	X
otal Points Odd/Even (eam)	490 Odd/Even F 530 Odd Even F	PM / IP	X	X
otal Points Special (eam)	Exact Specials (4058) 5480 Home Player Props 548 Away Player Props		X	X
otal Punts (eam and/or palyer)	Advanced NFL Specials (4033)		X	X
otal Receptions (eam and or player)	86 Players 5480 Home Player Props 548 Away Player Props	PM	X	X
otal Rushing Attempts (eam and or player)	Advanced NFL Specials (4033) 5480 Home Player Props 548 Away Player Props		X	X
otal Sacks	Advanced NFL Specials (4033)		X	X
otal eam / Game Field Goal Yardage (Quarter/Half/Game)	Advanced NFL Specials (4033)		X	X
otal imes home or away QB Sacked (eam)	Advanced NFL Specials (4033)		X	X
otal ouchdown Bands (eam and or player)	Exact Specials (4058)		X	X
otal ouchdown Yardage (eam and or player)	Advanced NFL Specials (4033)		X	X
otal ouchdowns home or away eam (team)	otal eam ouchdowns OU (8053 0058) otal eam ouchdowns OU (8053 0057)		X	X
otal ouchdowns st or 2nd Ha f (team and or player	no such market		X	X
otal ouchdowns Scored (eam and or player)	no such market		X	X
otal umovers (team and or palyer)	no such market		X	X
ouchdown Scored Yes/ No (Quarter/Half/Game)	no such market		X	X
ri Bet	no such market		X	X
ype of Last Score (Quarter/Half/Game)	no such market		X	X
Which Half wll have longest attempted/successful FG?	Advanced NFL Specials (4033)		X	X
Which state will Super Bowl Winners Come From			X	X
Which team will have the most losses	eam Performance (5204)		X	X
Which team will have the most wins	eam Performance (5204)		X	X
Wll a drive startat a eam's own 5 or less? (Y/N)	Advanced NFL Specials (4033)		X	X
Wll a non QB attempt a pass?	More NFL Specials (405)		X	X
Wll a pena ty negate a ouchdown?	Accepted Penalties (4054)		X	X
Wll a D ca led on the field be overturned (Y/N)	More NFL Specials (405)		X	X
Wll an Onside Kick be attempted	More NFL Specials (405)		X	X
Wll and Extra point or Field Goal Attempt hit either Upright (Y/N)	More NFL Specials (405)		X	X
Wll and Interception be returned for a touchdown (Y/N)	Advanced NFL Specials (4033)		X	X
Wll at least X Quarter(s) be scoreless?	Advanced NFL Specials (4033)		X	X
Wll each team lead in the first half	Advanced NFL Specials (4033)		X	X
Wll either eam use all 6 imeouts in regulation (Y/N)	More NFL Specials (405)		X	X
Wll the Opening Kick be returned for a D (Y/N)	More NFL Specials (405)		X	X
Wll there be a missed Extra Point	Advanced NFL Specials (4033)		X	X

DraftKings Sample Menu

Market	Category			
Will there be a missed Field Goal	Advanced NFL Specials (4033)		X	X
Will there be a roughing the passer call (Y/N)	Accepted Penalties (4054)		X	X
Will there be a Safety? (Team)	Advanced NFL Specials (4033)		X	X
Will there be a score in final 2 minutes of 1st/2nd half?	Advanced NFL Specials (4033)		X	X
Will there be a second half lead change (exclude OT)	Advanced NFL Specials (4033)		X	X
Will x team or y player miss a PAT (Quarter/Half/Game)	More NFL Specials (405)		X	X
Winner to go Undefeated	Team Performance (5204)		X	X
Winning Conference	Winning Conference (3798)		X	X
Winning Division	Winning Division (3799)		X	X
Winning Margin (Quarter/Half/Game)	498 Winning Margin F 544 Winning Margin F	PM / IP	X	X
Wire to Wire (to lead at end of each quarter and full time)	Wire to Wire Winner (523) Created for Golf, but we can use it		X	X
Worst Record	Team Performance (5204)		X	X
x drive x Down Conversion (Quarter/Half/Game)			X	X
xth Quarter Money Line	473 Q 506, 507, 508, 509 for live	PM / IP	X	X
xth Quarter Spread	473 Q 506, 507, 508, 509 for live		X	X
xth Quarter Total Points	473 Q 506, 507, 508, 509 for live		X	X
To win the Grey Cup	Outright		X	X
QB to take first snap in Week	NFL Regular Season Specials (3857)		X	X
To finish 2nd, 3rd, 4th place in the Division	Finishing position (359)		X	X
Top 2 Finishers in Divison Exact order	Straight Forecast (3587)		X	X
Exact Division Finishing Order	Finishing position (359)		X	X
Player A vs Player B Passing Touchdowns	Passing TDs (5208) for reg season or Players (86) for game		X	X
Player Regular Season Starts O/u	NFL Regular Season Specials (3857)		X	X
Player A total starts incl Playoffs O/u			X	X
Team to start season X x (wins loses)	Team Performance (5204)		X	X
Team to win all 8 home games	Team Performance (5204)		X	X
Team to win all 8 road games	Team Performance (5204)		X	X
Team to win all 6 divisional games	Team Performance (5204)		X	X
Team to lose all 6 divisional games	Team Performance (5204)		X	X
Team to Reach NFC/AFC Championship Game	Team Performance (5204)		X	X
Team to have a winning/losing season	Team Performance (5204)		X	X
Team to be the No 1 AFC/NFC Seed	Team Performance (5204)		X	X
Team to be a Wildcard Seed (Seeds 5, 6 or 7)	Team Performance (5204)		X	X
Team to be the No X AFC/NFC Seed	Team Performance (5204)		X	X
Regular Season Win Percentage	Regular Season Wins or % (533)		X	X
Player x to throw a Passing TD in all 16 games	Regular season stats (223)		X	X
Team x to score x+ points in all 16 games	Regular season stats (223)		X	X
Team to win their first x games	Team Performance (5204)		X	X
Team record after x games	Team Performance (5204)		X	X
Team A first win on scheduled (specfied opponent)	Team Performance (5204)		X	X
Team A first loss on scheduled (specified opponent)	Team Performance (5204)		X	X
Coach of the Year	Awards (53 3)		X	X
Any team to have X record	Team Performance (5204)		X	X
First Offensive Lineman Drafted	Draft Props (53 0)		X	X
First Overall Pick	Pick Number (5305)		X	X
First Quarterback Drafted	Draft Props (53 0)		X	X
First Running Back Drafted	Draft Props (53 0)		X	X
First Wide Receiver Drafted	Draft Props (53 0)		X	X
Player With Most Yards from Scrimmage in the Competition Excluding Playoffs	League Leaders (5203)		X	X
First Team for Player X to Play snap for	NFL Regular Season Specials (3857)		X	X
Yes/No Player X on NFL Active Roster in Week Regular Season	NFL Regular Season Specials (3857)		X	X
Exact outcome	Straight Forecast (3587)		X	X
Double chance				
			X	X
Seed of winning team	no such market		X	X
Teams to Finish 1st/2nd Any Order	Dual Forecast (3588)		X	X
Rookie of the Year (Pepsi NFL)	Awards (53 3)		X	X
Team to score most points (Season)	League Leaders (5203)		X	X
Team to score most TDs (Season)	League Leaders (5203)		X	X
Team with most offensive yards (Season)	League Leaders (5203)		X	X
Team with least defensive yards allowed (Season)	League Leaders (5203)		X	X
Team with highest Passing rating (Season)	League Leaders (5203)		X	X
Team with most sacks gained (Season)	League Leaders (5203)		X	X
Team to force most turnovers (Season)	League Leaders (5203)		X	X
Total Yards Allowed on Defense O/U (Season)	Team Performance (5204)		X	X
Most Tackles + Assists (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Sacks (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Interceptions (Season) (Team and/or player)	League Leaders (5203)		X	X
Most receptions (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Rushing Attempts (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Total Touchdowns (Season) (Team and/or player)	League Leaders (5203)		X	X
Quarterback to be sacked the most (Season) (Team and/or player)	League Leaders (5203)		X	X
Quarterback to throw most Interceptions (Season) (Team and/or player)	League Leaders (5203)		X	X
Highest QBR Rating (Season) (Team and/or player)	League Leaders (5203)		X	X
Highest Passer Rating (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Pass Attempts (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Pass Completions (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Fumbles Lost (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Field Goals scored (Season) (Team and/or player)	League Leaders (5203)		X	X
Most Extra Points Scored (Season) (Team and/or player)	League Leaders (5203)		X	X
Kicker with Longest made Field Goal (Season) (Team and or player)	League Leaders (5203)		X	X
Kicker with most 50+ yard made Field Goals (Season) (Team and/or player)	League Leaders (5203)		X	X
Player to score longest TD (Season) (Team and/or player)	League Leaders (5203)		X	X
Longest Passing TD O/U (Season)	Regular season stats (223)		X	X
Longest Rushing TD O/U (Season)	Regular season stats (223)		X	X
Total Receiving TDs O/U (Season)	Receiving TDs (52 0)		X	X
Longest Receiving TD O/U (Season)	Regular season stats (223)		X	X

DraftKings Sample Menu

Market	Category		
otal ackles for a loss O/U (Season)	Season Long otals (5205)	X	X
otal Made Extra Points O/U (Season)	Season Long otals (5205)	X	X
Player to throw more Interceptions (Season)	Season Long otals (5205)	X	X
Player to score more Ds (Season)	Season Long otals (5205)	X	X
Player with most Rush Attempts (Season)	League Leaders (5203)	X	X
Player with most Receptions (Season)	League Leaders (5203)	X	X
Player to have more Sacks (Season)	Season Long otals (5205)	X	X
Kicker to score more total points (Season)	Season Long otals (5205)	X	X
eam to score more Points (Season)	eam Performance (5204)	X	X
Season Series Winner	WRONG SPOR	X	X
Away eam Defensive ouchdowns	no such market	X	X
Jersey Number Of First ouchdown Scorer	no such market	X	X
Last Score Of st Half Will Be A	no such market	X	X
Longest Made Field Goal Yardage In Game	Advanced NFL Specials (4033)	X	X
Player o Commit First urnover	More NFL Specials (405)	X	X
eam o Commit First Accepted Pena ty In Game	Accepted Penalties (4054)	X	X
eam o Commit First urnover Of Game	Accepted Penalties (4054)	X	X
eam o Request First Coaches Challenge	More NFL Specials (405)	X	X
eam W th First 20 Yard Or More Gain From Scrimmage	Advanced NFL Specials (4033)	X	X
eam W th First Charged imeout	More NFL Specials (405)	X	X
eam W th Longest KickOff Return In Game	Advanced NFL Specials (4033)	X	X
eam W th More hird Down Conversions In Game	Advanced NFL Specials (4033)	X	X
eam W th More rips Into Opponents Red Zone	Advanced NFL Specials (4033)	X	X
W ll here Be A Penalty On First Drive Of Game	Accepted Penalties (4054)	X	X
W ll here Be A Defensive Or Special eams ouchdown	Advanced NFL Specials (4033)	X	X
W ll Convert heir st hird Down Attempt	Advanced NFL Specials (4033)	X	X
Either eam hrow X Or More Interceptions	Advanced NFL Specials (4033)	X	X
Home eam Defensive ouchdowns		X	X
Home eam Halves Won		X	X
Home eam Quarters Won		X	X
More Points W ll Be Scored In (Quarter/Half)	50 highest scoring quarter	X	X
Number Of Plays In First ouchdown Drive	Advanced NFL Specials (4033)	X	X
Opening Kickoff o Be A ouchback	More NFL Specials (405)	X	X
Player o Commit First urnover	More NFL Specials (405)	X	X
Quarter of st Field Goal	First/Longest (4062)	X	X
Quarter of st ouchdown	First/Longest (4062)	X	X
Starting QB o Have Negative Rushing Yardage	More NFL Specials (405)	X	X
eam o Commit First Accepted Pena ty In Game	Accepted Penalties (4054)	X	X
eam o Commit First urnover Of Game	More NFL Specials (405)	X	X
eam W th Most First Downs In Game	Advanced NFL Specials (4033)	X	X
2nd, 3rd, 4th QB Drafted	NFL Draft (3873)	X	X
otal Kickoff Returns In Game	More NFL Specials (405)	X	X
otal Pena ty Yards In Game	Accepted Penalties (4054)	X	X
What Happen First In Game (touchdown, field goal, turnover)	Advanced NFL Specials (4033)	X	X
W ll Both eams Have Exactly One Yard ouchdown	Advanced NFL Specials (4033)	X	X
Leading Receiver of the Week (Group Bet Which player with most yards out of the group)	Sunday Leaders (52 6) or Sunday Best (52 7) [in league NFL Sunday Leaders, and in league NFL]	X	X
o record a shutout and win	Advanced NFL Specials (4033)	X	X
eam with the first D of the day		X	X
Very first ouchdown scorer of the day		X	X
AFC/NFC Offensive Player of the Week	Awards (53 3)	X	X
AFC/NFC Defensive Player of the Week	Awards (53 3)	X	X
O/U otal Points across all games played in Week X	Sunday Leaders (52 6) or Sunday Best (52 7) [in league NFL Sunday Leaders, and in league NFL]	X	X
Position of MVP Winner	Awards (53 3)	X	X
First to X Points	Advanced NFL Specials (4033)	X	X
Week of NFL team's first win	eam Performance (5204)	X	X
First undefeated team to lose during the 2020 regular season	eam Performance (5204)	X	X
First winless team to win during the 2020 regular season	eam Performance (5204)	X	X
Next NFL team player X wi l play a snap for	NFL Regular Season Specials	X	X
Player Group st Interception thrown in pm Games/4PM Games		X	X
eam Group st Field Goal scored by eam in pm Games/4pm Games		X	X
Player A Exact Passing Yards	Exact Specials (4058)	X	X
Player A Exact rushing yards	Exact Specials (4058)	X	X
Player A Exact Receiving yards	Exact Specials (4058)	X	X
X Number of Listed Players (names to be defined) to score a ouchdown		X	X
O/U # of QB rushing ouchdowns in a match/week/gameday		X	X
otal points in all NFL games on Day/Week X	Sunday Leaders (52 6) or Sunday Best (52 7) [in league NFL Sunday Leaders, and in league NFL]	X	X
W ll either team get stopped on 4th down	Advanced NFL Specials (4033)	X	X
Over/Under eam Win %	Regular Season Wins or % (533)	X	X
eam to call first timeout	First imeout ML (268437795)	X	X
Next Scoring Play (touchdown/field goal)		X	X
otal Scrimmage Yards (player/ eam)		X	X
Result of Current Drive		X	X
Result of Next Play		X	X
ime of First Field Goal	Advanced NFL Specials (4033)	X	X
eam to score next		X	X
Both teams to score in Quarter x	Advanced NFL Specials (4033)	X	X
Quarter X eam to win to Nil	Advanced NFL Specials (4033)	X	X
QB to throw a pick 6		X	X
st QB Sacked of the Day		X	X
Group Bet Player with most Scrimmage yards	Sunday Leaders (52 6) or Sunday Best (52 7) [in league NFL Sunday Leaders, and in league NFL]	X	X
NFL Wild Card Games Which game day will have more combined points			
NFL X teams next coach	NFL Regular Season Specials		

	Market	Category		
Added by Neema	eam X o draft which player?	eam Selection (5306)		
Added by Neema	Player X O/U Draft Pos tion	Draft Position (5304)		
Added by Neema	Player X o be drafted by which team?	Player Drafted by (5307)		

DraftKings Sample Menu

Added by Neema	Player X vs Player Y o Be Drafted First	College Props (5309)
Added by Neema		First to be Drafted (5307)
^^		

Added these markets knowing they're approved elsewhere and we had other draft markets listed in this file want to make sure these bet types are filtered through as well if these markets are allowed

Wll any Game Go to Overtime in Week X/Playoffs?	
Stage of elimination for eam X	Elimination stage (38)
Correct Score (Quarter, Half, Game)	
Eliminated from Playoffs by eam X	

A FG to be made with 00 00 at end of X period	
Any Home/Away eam Player to Rush for 00+ Yards	More NFL Specials (405)
Any Quarter to End Scoreless	Advanced NFL Specials (4033)
Either team not to Punt	Advanced NFL Specials (4033)
Either team to be Shutout	Advanced NFL Specials (4033)
Either team to win by exactly X points	4058 Exact Specials
First Successful FG	4062 First/Longest
Highest Player Passer Rating	
Jersey Number of Last D Scorer	
Last play of the game to be a kneel down	More NFL Specials (405)
Player Completion %	
Player passer rating	
Player to Complete the Most Passes	
Player to Have Highest Completion %	
Player to have Longest Reception	4062 First/Longest
Player to have Longest Rush	4062 First/Longest
Player to have Punt Result in ouchback	Advanced NFL Specials (4033)
Player to Make First Interception	4062 First/Longest or 5060 First
Player to make First Reception	4062 First/Longest or 5060 First
Player to Make Home/Away eam First Reception	4062 First/Longest or 5060 First
Player to Record First Sack	4062 First/Longest or 5060 First
Player to Record First Sack for Home/Away eam	4062 First/Longest or 5060 First
Player to Record Longest Completed Pass	4062 First/Longest
Player to Record Longest Punt	4062 First/Longest
Player to Record Lost Fumble	
Player to Score a D in Both Halves	
Player to score most kicking points	Advanced NFL Specials (4033)
Position of Last D Scorer	
eam to get First Down on st drive	4062 First/Longest or 5060 First
otal Field Goals Made	Advanced NFL Specials (4033) Field Goal Props 5473
otal Length of Combined Field Goals (O/U)	Advanced NFL Specials (4033) Field Goal Props 5473
otal Number of Coaches Challenges Including Overtime	More NFL Specials (405)
otal Players o Complete A Pass Including Overtime	Advanced NFL Specials (4033) Prop otals 5475
otal Players o Make A Reception Including Overtime	Advanced NFL Specials (4033) Prop otals 5475
otal Players o hrow A ouchdown Pass Including Overtime	Advanced NFL Specials (4033) Prop otals 5475
Wll there be a flea flicker?	4055 Flea Flicker

Method of Victory (4 Options eam X or eam Y in Regulation and eam X or eam Y in Overtime)	
Player to throw first D pass (chose player from listed players)	
Player to force a fumble (Yes/No for a given player)	
Player to recover a fumble (Yes/No for a given player)	
Player X Assists (Over/Under)	
Xth (First, Last, etc) Field Goal Attempt Outcome (e g , Make/Miss)	
Xth (First, Last, etc) Field Goal Attempt Yardage (Over/Under)	
Xth (First, Last, etc) Field Goal Miss (Selections wide left, wide right, hit upright)	
Shortest Field Goal Attempt (Over/Under)	
Accepted Pena ty on First Offensive Play (Yes/No)	Accepted Penalties (4054)
Wll there be a punt blocked?	
Wll there be a punt downed inside the X yard line?	
Longest Kick Return Yardage (excluding ouchbacks) (Over/Under)	
Any Kickoff o Go Out of Bounds (Yes/No)	

A vs B	Yardage Of Longest D	ouchdown Props 5473
A vs B	Score in the first/last X minutes of the Game/First Half? (we have 2 minutes, or last 3 of 4th Q)	
A vs B	Occur first for away/home team	
A vs B	First Half AND Game Winner	
A vs B	Multiple D Scorer	
A vs B	Combined Rush Yds Away QB and Home QB	
A vs B	Player o Score st pts For Away/Home eam	
A vs B	Occur st For Player X	
A vs B	Player X Yardage Of Longest Completion	5480 Home Player Props 548 Away Player Props
A vs B	More D Passes	Matchbet 5482
A vs B	First passing D Away QB vs Home QB	eam Specials
A vs B	Longer completion Away QB vs Home QB	Week Division Wins
A vs B	More D passes Away QB vs Home QB	Division Exact Order
A vs B	Yardage Of Longer score	Most Points In September Matchbet
Wll there be a fourth quarter comeback	Most Wins in September matchbet
· Wll e ther team convert a 4th down in their own territory	Winning State
· Any Lineman to score a D	Rushing & Receiving Yards
· QB to complete a pass w th left hand	

DraftKings Sample Menu

· Wil there be a fake punt/FG
· Wil there be a score on the last play of the game (regular time only)
· Pick six by player
· Punter Hangtime
· Player in possession when time expires
First eam to Get a First Down
Opening Kickoff to Be Returned for a D
 eam with longest play from scrimmage
Wll there be a succesful fourth down conversion?
Wll X eam have a succesful fourth down conversion?
Which is higher longest field goal or total points
Which wll happen first sack or touchdown
 eam with last possesion in game
Wll either team convert a fourth down in their own territory
Both teams to have a lead in st half
Both teams to have a lead in 2nd half
Either eam to Score 4 unanswered times
 otal 3rd down conversions o/u
 otal net yards
Wll any punter or kicker attempt a pass?
Super Bowl Game/Player Props v Other Event Game/Player Props Handicaps
MVP on Losing eam
MVP to Be a QB
 eam to hrow First Interception
 eam to hrow Most Interceptions
Any Player to Pass for 400+ Yards
Quarterback to throw more touchdowns (game)
QB to break SB passing yards record
QB X Passing Yards by Quarter
QB to hrow 2 or more Ds in any quarter
 o Happen First QB (Completion/Incompletion, D/IN /Sack)

Quarterback to throw first touchdown	Matchbet 5482
Quarterback to throw first interception	Matchbet 5482
Quarterback to have a perfect passer rating	
Quarterback passer rating head to head	Matchbet 5482
Quarterback pass completions head to head	Matchbet 5482
Quarterback completion percentage head to head	
Quarterback completion percentage over/under	
QB first pass attempt result	
Rush for 00+ yards and + rushing touchdown	
otal number of players to have a rushing attempt	
Any Player to have 00+ receiving yards	
First to Catch a pass matchups	
otal number of eam X Players to catch a pass	
First reception yards o/u	
o receive for 00+ yards and a touchdown	
First Receiver to reach 20+ rec yards	Matchbet 5482
First Receiver to reach 30+ rec yards	Matchbet 5482
First Receiver to reach 50+ rec yards	Matchbet 5482
otal yardage of all touchdowns over/under	Prop otals 5475
2nd haf opening kickoff touchdown return	
First touchdown scorer 2nd half	
Shortest succesful field goal distance	Field Goal Props 5473
Fair catch kick to be attempted	
Fair catch kick to be succesful	
First succesful field goal distance	
team wth most punts	
kicker points head to head	
Kicker points over/under	5480 Home Player Props 548 Away Player Props
Either team to succesfuly recover an onside kick attempt	
eam to have shortest punt	
Wll either team not punt?	
otal succesful field goal distance	Field Goal Props 5473
eam with longest kick return	
Both teams to make a field goal longer than 32 yards	Field Goal Props 5473
Shortest Punt yards over/under	Prop otals 5475
First team to punt 3 times	
First punt yards over/under	
Player X shortest punt yards over/under	
First score of game will be (touchdown , field goal , safety)	First Score 5467
Last play of first haf will be a quarterback rush	
Score in last 3 5 minutes of 4th quarter	
eam with last possession of game	
eam with most net yards in game	
Wll the team with less net yards win game	
Wll both teams combine for ,000 net yards in game	
otal sacks by both teams	Sack Props 5472
eam with most punts in game	Punt Props 5477
What will be more in game (longest made field goal , total points scored in game)	
eam with lowest scoring quarter	Quarter Specials 5470
eam with first 20 yard gain from scrimmage	
First Pass (incomplete , complete)	
Wll a score be overturned by a review	
Yards of longest quarterback rush (4 5 over /under)	
What will be more in game (number of touchdowns , number of made field goals)	
Exact number of points	
What will be more (team sacks vs Manchester City goals)	Cross Sport Specials 4052

Side of Ball of MVP Winner? O/D/Kicker/Punter
A Rookie to Win SB MVP? Y/N

DraftKings Sample Menu

X Rookie Player to win SB MVP
Result of st Punt Fair Catch, ouchback, Penalty
st Punt to be a Fair Catch Y/N
st Offensive Play to Result in a Safety Y/N
O/U Number of Punts that result in a ouchback
O/U Number of Kick Offs that result in a ouchback
st Punt to Result in a ouchback? Y/N
Any FG to be blocked and returned for a D
Any ru ing on the field to be overturned? Y/N
O/U Yards Gained on st Offensive Play
st Play to resu t in a st Down? Y/N
O/U Number of Players to hrow a D Pass
First Reception of the Game to be X Player
otal Offensive Plays in game (O/U)
eam W th Most Offensive Plays
Last Solo Sack
Last IN
Any Player to record a Sack, Forced Fumble & Fumble
Recovery Y/N
Any Player to record a Sack Fumble Y/N
X Player to Record a Sack Fumble

X Player to record a Sack, Forced Fumble & Fumble Recovery
NFL DRAF Player X to be drafted by eam X
NFL DRAF Which player will be drafted higher (matchbet)
NFL DRAF Player X to be drafted in the op 0
NFL DRAF Player X to be drafted in the st Round
NFL DRAF eam X to draft Offensive or Defensive Player w th
their st Pick
NFL DRAF Position played by Mr Irrelevant? (last person
drafted in final round)
NFL DRAF Over/Under Draft Position for Player X
NFL DRAF he number of players drafted from College X in
Round X
NFL DRAF he number of players drafted from a Co lege X in
entire draft
NFL DRAF More players drafted from Conference X than
Conference Y in Round X
NFL DRAF More players drafted from Conference X than
Conference Y in entire draft
NFL DRAF More players drafted from College X than College
Y in Round X
NFL DRAF More players drafted from College X than College
Y in entire draft
NFL DRAF More offensive players than defensive players
drafted in Round X
NFL DRAF More offensive players than defensive players
drafted in entire draft
NFL DRAF Which college will have the most players drafted in
the Round X
NFL DRAF Over/Under on the number of Position X drafted in
Round X
NFL DRAF How many trades will occur on Draft Day involving
that year's st round picks
NFL DRAF W ll team X trade their [current year] st Round
Draft pick (before selection is made)
NFL First Non Quarterback to be Drafted
Which team will score the most on X day?
Player to be Drafted in Round X
Player to be Drafted with X Pick
Exact Outcome of First X Picks
Player to be Drafted between Picks X and Y
Player to be Drafted First
Player to be Selected with eam's X Draft Pick
Playing Position of eam's X Drafted Player
Last Player Drafted from the Green Room
First Safety Drafted
First Defensive Lineman Drafted
First Cornerback Drafted
First Linebacker Drafted
First Defensive Player Drafted
Xth Overall Pick

Last Undefeated eam
Player X to play + snaps in the NFL
Player X to catch + passes in the NFL
Player X to catch a D pass
Player X to catch a D pass from Player X
eam "x" total riples in the regular season vs otal points
scored in Game "X"
otal wins for all teams in "X" time period/Regular
season/playoffs 2 way and index style
eam "x" total regular season wins vs eam "Y" regular
season wins pointspread and money line
Last Winless eam

[7964] Alternative Regular Season Wins

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings markets ID & name	Play	Retail	Interactive
Baskeball	Adriatic Basketba l Association	3x3 Intern tional		All	st Half	st/2nd Half X2	st Ha f 3 way Money Line (2030/2 9)	PL/IP	X	X
	(old tourn ment)	Ch mpion Cup	p(8)	All Star Games	st Quarter	st/2nd Half 2way	st Ha f ML (268436079/268436 08)	PL/IP	X	X
	A sociati n (FSHB)	Ch mpion hip Men	hampionship(2745)	Copa Del Rey	2nd Half	st/2nd Half Draw no bet	st Ha f ML (268436079/268436 08)	PL/IP	X	X
	(FABB)	Ch mpion hip Women	Women(4225)	Cup	2nd Quarter	st/2nd Half Odd/Even Points	st Ha f Odd/Even (635/63)	PL/IP	X	X
	Alpe Adria Cup (AAC)	African Qualification		Exhibitions	3rd Quarter	st/2nd Half Points Spread	st Ha f HC (53687 535)	PL/IP	X	X
	Arab Bask tball Uni n	Albania Superleague	A bania Superleague(564)	Friendly Games	4th Quarter	st/2nd Half Money Line	st Ha f ML (268436079/268436 08)	PL/IP	X	X
	Confederation (CABB)	Algeria Cup	Algeria Cup (5836)	International Games	Any Quarter	st/2nd Half otal Points	st Ha f OU (80530699 /805307020)	PL/IP	X	X
	ASEAN Basketball League	Algeria Cup, Women	Algeria Cup Women(2926)	NBA Draft	Any eam	X2 (Match Result)	3 Way Money Line (2 4)	PL/IP	X	X
	Asia League Limit d	Algeria Super Division	Algeria Super Division(9748)	Playoffs	Both eams to combine	6th Man of the Year Award	Awards (53 3)	PM	X	X
	Balo cesto (ACB)	Algeria Super Division B	B 9473)	Pre Season	Each Half	All Star Ga e MVP	All Star Game MVP (3800)	PM	X	X
	Basquetbol (A B)	Algeria Super Division, Women	Women(7555)	Qua ifying	Each Quarter	All Star Props (407) or All Star Specials		PM	X	X
	Victoria	Championship	FIBA Americup(752)	Regular Season	Each eam	disciplines)	All Star Props (407) or All Star Specials	PM	X	X
	Austri n Basketball Federation	Championship Women	FIBA Americup Women(2789)	WNBA Draft	Either Ha f	All NBA st eam Forwards	No such market		X	X
	As ociation	League	Americas(963)		Either eam	All NBA st eam Guards	No such market		X	X
	Basketball Lea ue BIBL)	Centr basket Women	Women(3464)		From Minutes X X	All NBA st eam Selection	No such market	PM	X	X
	Ass ci tio	Ameri as Qualification			In a game	Alternate Spreads (Quarters / Halves /Fu l Game)	628 Alternative	PL	X	X
	Singapore (BAS)	Sudameri ana	Liga Sudam ricana (2 56)		in a game	Alternate eam otal Points (Quarters/Halves/Full Game)	628 Alternative	PL	X	X
	Basketball Austra ia	Games	Gam s(8793)		in a season	Alternate otal Points (Quarters/Halves/Full Game)	628 Alternative	PL	X	X
	Basketball Belgium	Game Women	Wome (8796)		in a Series	Any Player to make x free throws	No such market		X	X
	Arm nia	Camp onato de May res	Mayor s(03 9)		In the first X Minutes	Any Player to miss x free throws	No such market		X	X
	Moldova (FBRM)	Cordoba Mayor Leag e	League(76)		In the last X Minutes	Average Player Points (Player A vs Player B)	No such market		X	X
	Monte eg o	Febamba Metropolita a Cup			In the playoffs	Be t R gular Season Record	eam Performance (5204) Newly created bet type		X	X
	Maced ni	Liga	Argentina L _Liga(54 2)		Ne ther eam	score 30+ points in the game for example)	No such market		X	X
	Serbia	de De arrollo Women	Women(2045)		of the Day	Conference Winner	Conference Winner (3278)		X	X
	Slovenia (K S)	20	Argentina Super 20(4857)		Overtime	Correct Score (quarter/Ha f/Fu l Game)	No such market		X	X
	Philippi e	8 Solidario	Argentina Super 8(4349)		Player A	Correct Score of Series	Series Correct Score (335)		X	X
	Ukraine (FBU)	Cup	Argentina Super Cup(2294)		Player A + Player B	Division Winner	Division winner (3806)		X	X
	Basketball Finland	Superliga e Mendo a	Mendoza(7953)		Player A + Player B + Player C	Divisional Straight Forecast (eam to finsh st and 2nd)	Straight Forecast (3587)		X	X
	Basketball Ireland (BI)	Superliga e Mendo a	Mendoza(7953)			Double Result	220 /2202 Halftime/Fulltime	PL/IP	X	X
	Basketball Nederland	orne Fe eral Wom n	Wome (9774)			Each half over X points	No such market		X	X
	Basketball New Ze land	orne Provincial de Club s	Mayor s(3 80)			Each quarter over X points	No such market		X	X
	(QABL)	de De arrollo	Desar llo(9 93)			Each team over X points	No such market		X	X
	Basketball SA	Provin ial Mas uli o Mayores	Mayor s(03 9)			Each team over X points in each quarter	No such market		X	X
	of hailand (BSA)	Mayor	Mayor(228 8)			Each Way Betting	Outright (8)		X	X
	Basketball asmania	Metropolitana League				East All Star Selection	All Star Props (407) or All Star Specials (4072)		X	X
	Basketball Victoria	Argentina BG L _Liga Wom n				Exact Margin of victory (Quarter/Halves/Full Games)	626/644/645/646/65 and 658/685/692/693/694/695/686/687	PL/IP	X	X
	Ba ketball WA	de Bàsquetbol				Finals MVP	Finals MVP (3835)		X	X
	Federation (BBF)	Argentina BG orneo Federal	Feder l(9773)			First Basket (Player or eam) (Quarter/Half/Game)	First (5360)	PL	X	X
	Big3	Federal	Federal(259)			First Basket / Moneyline Parlay (Quarter/Half/Game)	st Basket and eam o Win DM (5269)	PL	X	X
	Confederation (BB)	Argentina BG orneo Super 4	Argentina Su er 4(8854)			First Quarter Winner / Match Winner	o Win st Quarter & Match (2268)	PL	X	X
	Association	Argentina Liga e Desa rollo	Desarrollo(9 93)			First eam to X Points	No such market		X	X
	British Basketball League	Women				Game / Series Double	Game and Series Double (3590)	PL	X	X
	Federation (BBF)	Argentina LNB				Handicap Betting	0 F HC , 39 Live Betting HC	PL/IP	X	X
	Car bbean Basketball	Argentina LNB, Group A				Highest Assist Average (Player)	League Leaders (5203)		X	X
	Car bbean Sports	Argentina LNB, Group B				Highest Scoring Half	720 Highest Scoring Half	PL	X	X
	O anization	Argentina LNB, Group C				Highest Scoring Quarter	643 Highest Scoring Quarter	PL	X	X
	Manageme t C ntr	Argentina LNB, Group D				Last Basket / Winner Double (eam)	USL		X	X
	As ociation (C BA)	Argentina LNB, Playoffs				Last Score of st Half (eam)	No such market		X	X
	Association (BA)	Playoffs				Last Score of Game (team	No such market		X	X
	Federation	Argentina Super 20, Group A	Argentina Super 20(4857)			Last eam to Score	Last o Score (2022/2 23)	PL/IP	X	X
	Federation (CGF)	Argentina NA	Argentina NA(8830)			Last eam to Score st Half (team)	No such market		X	X
	Cent american d	Argentina orneo Federal	Federal(9773)			Leading Playoffs otal Assists (player)	Playoff Props (5 66)		X	X
	Federation HKS)	Argentinian LNB				Leading Playoffs otal Points (player and or team)	Playoff Props (5 66)		X	X
	(CBF)	League A	Armenia League A(6360)			Leading Playoffs otal Rebounds (player)	Playoff Props (5 66)		X	X
	(CBF)	Armenia Armenian Cup	Armenia Cup(24 86)			Margin of victory (Quarter/Havles/Full Games)	626/644/645/646/65 and 658/685/692/693/694/695/686/687	PL/IP	X	X
	Danish Basketball Association	Armenia BG Armenia				Margin of victory / half time margin double	No such market		X	X
	(DBBF)	Basketba l League A	Armenia League A(6360)							
	East Asia Basketba l					Margin Of Victory Parlays (Quarter/Ha f/Fu l Game)	No such market		X	X
	Association	Armenia BG Armenia Cup	Armenia Cup(24 86)			Match Bet Props (player x vs player y total				
	Egyptian Basketball	Armenia BG Armenia League				points/assists/3pts/fts)	Head 2 Head (85)	IP/PM	X	X
	Federation	B	Armenia League B(23075)			Match Result	No such market		X	X
	Estonian Basketball	Asia BG AirAsia ASEAN	Asean Basketba l			Matchbet and otals	No such market		X	X
	Association	Basketba l League	League(4387)			Moneline/ otal Parlay (Quarter/Halves/Full Game)	Same Game Parlays ML/ L (5237)	PM	X	X
	Euroleague Basketba l	Asia BG Asian Games	Asian Games(6772)							
	European Olympic Committees						F ML (0), H ML (623), Q ML (625), 2Q ML (206), 3Q ML (2062), 4Q ML (2063) LIVE Live Betting ML (39), H ML			
	(EOC)	Asia BG Asian Games Women	Asian Games Women(6793)			Moneyline (Quarters/Halves/Full Games)	(652), Q ML (654), 2Q ML (655), 3Q ML (656), 4Q ML (657)	PL/IP	X	X
	European University Sports	Asia BG FIBA Asia Champions				Moneyline / otal Double	Same Game Parlays ML/ L (5237)		X	X
	Association (EUSA)	Cup	Asia Champions Cup(4687)							
	European Women's Basketball					Moneyline/ otal Points (Quarter/Half/Full Game)	Same Game Parlays ML/ L (5237)		X	X
	League (EWBL)	Asia BG FIBA Asia Cup Men	FIBA Asia Cup(2584)							
	FECABASKE Fédération	Asia BG FIBA Asia Cup				Monthly NBA Awards	Awards (53 3)		X	X
	Camerounaise de Basket Ball	Women	FIBA Asia Cup Women(27788)							
	Federação Portuguesa de	FIBA Asia Cup				Most 3 Pointers Made (player and or team)	League Leaders (5203)		X	X
	Basquetebol (FPB)	Asia BG FIBA GBA Qual fier	Qual fiers(204 8)							
	Federacion Boliviana de	Asia BG FIBA Asia Cup				Most Blocks during Regular Season	League Leaders (5203)		X	X
	Basquetbol	Asia Qua ification	FIBA Asia Cup(2584)							
	Federación Colombiana de	Asia BG FIBA World Cup				Most Improved Player of the Year	Awards (53 3)		X	X
	Baloncesto	Asia BG Grand Borneo								
	Federación Costarricense de	Inv tational Challenge				Most Regular Season Losses	eam Performance (5204) Newly created bet type		X	X
	Baloncesto Aficionado	Asia BG Kyrgyzstan Nooruz								
	Federación de Baloncesto de	International ournament				Most Regular Season Wins	eam Performance (5204) Newly created bet type		X	X
	Guatemala	Asia BG Southeast Asian Games	South Asian Games(29554)							

DraftKings Sample Menu

Federation	League	League
Federación de Basquetbol de Chile	Asia BG Southeast Asian Games Women	South Asian Women Games(29555)
Federación Dominicana de Baloncesto	Asia BG he Super 8 Macau	Asia Super 8(4760)
Federación Ecuatoriana de Basquetbol	Australia AC Premier League(0 78)	Australia AC Premier League
Federación Mexicana de Baloncesto (FMB)	Australia AC Premier League, Women	Australia AC Premier League Women(0 79)
Federación Nicaraguense de Baloncesto	Australia BG Australia NBL	Australia NBL (2502)
Federación Panameña de Baloncesto	Australia BG Australia NBL Women	Australia NBL Women(25022)
Federación Salvadoreña de Baloncesto (FESABAL)	Australia BG Australia SA Premier League(9483)	Australia South Premier(9483)
Federacion Cubana de Baloncesto	Australia BG Australia SA Premier League Women(9926)	Australia South Premier Women(9926)
Fédération Malagasy de Basket Ball	Australia BG Australian Big V State Championship Women	Australia Big V Women(7935)
Federation of Uganda Basketball Associations (FUBA)	Australia BG Australian BigV State Championship	Australia Big V(4587)
Fédération Rwandaise de Basketball Amateur	Australia BG Australian State Basketbal l League	
Federation Senegalaise de Basketball	Australia BG Australian Waratah League(9355)	Australia Waratah League(9355)
FIBA Africa	Australia BG Australian Waratah League Women	Australia Waratah League Women(9608)
FIBA Americas	Australia BG Australian Women State Basketball League	
FIBA Asia	Australia BG Basketball Queensland	Australia QBL(4494)
FIBA Europe	Australia BG iiNet NBL	Australia NBL(5 4)
FIBA Oceania	Australia BG NBL Preseason	
French Federation of Basketball (FFBB)	Australia BG Queensland Basketba l League Women	Australia QBL Women(7863)
Georgian Basketball Federation (GBF)	Australia BG South East Australian Basketball League	Australia SEABL(2687)
German Basketball Federation (DBB)	Australia BG WNBL	Australia WNBL(2876)
Hellenic Basketball Clubs Association (HEBA)	Australia BG Women South East Austra ian Basketball League	Australia SEABL(2687)
Hellenic Basketball Federation	Australia Big V (Victorian State Champ), Knockout Stage	Australia Big V(4587)
Hong Kong Basketball Association	Australia Big V (Victorian State Championship)	Australia Big V(4587)
Hungarian Basketball Federation (MKOSZ)	Australia Big V, Women (Victorian State Championship)	Australia Big V Women(7935)
Icelandic Basketball Association	Australia Brisbane League A	
Indonesian Basketball Association	Australia Brisbane League A, Women	
International Basketball Federation (FIBA)	Australia Melbourne Metropolitan League	
International Olympic Committee (IOC)	Australia Melbourne Metropolitan League, Women	
International University Sports Federation (FISU)	Australia NBL	Australia NBL(5 4)
Islamic Republic of Iran Basketball Federation (I R I B F)	Australia NBL, Playoffs	
Israel Basketball Association (IBBA)	Australia NBL	Australia NBL (2502)
Italian Basketball Federation (FIP)	Australia QBL	Australia QBL(4494)
Japan Basketba l Association (JBA)	Australia QBL, Women	Australia QBL Women(7863)
Jordan Basketball Federation	Australia SEABL	Australia SEABL(2687)
Kazakhstan Basketball Federation	Australia SEABL, Playoffs	Australia SEABL(2687)
Korea Basketball Association (KBA)	Australia SEABL, Women	Australia SEABL Women(7779)
KSBIH (Basketba l Federation of Bosnia and Herzegovina)	Australia SEABL, Women, Playoffs	Australia SEABL Women(7779)
Kuwa t Basketball Association	Australia South Austra ia Reserve League	Australia South Reserve League(642)
Kyrgyz Basketball Federation	Australia Southern Basketball League	Australia SBL(9380)
Latvia Basketball Association (LBS)	Australia Southern Basketball League, Women	Australia SBL Women(9379)
Lebanese Basketball Federation (FLBB)	Australia asmania Premier League	
Liga Nacional de Baloncesto Profesional (LNBP)	Australia asmania Premier League, Women	

Market	Bet Type	Flag		
MVP Regular Season	Awards (53 3)		X	X
Name he Finalists	Fina ists (90)		X	X
NBA Championship Cal fornia vs Field	No such market		X	X
NBA Championship LA vs Field	No such market		X	X
NBA Defensive Player Of he Year	Awards (53 3)		X	X
NBA Finals Series Player Pts Handicap	Playoff Props (5 66)		X	X
NBA Finals Winner	Outright (8)		X	X
NBA Finals eam a to beat eam B in Finals	Straight Forecast (3587)		X	X
NBA Most Improved Player of the Year	Awards (53 3)		X	X
NBA Playoffs op Points Scorer	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
NBA Worst Regular Season Record	eam Performance (5204) Newly created bet type		X	X
NBA Worst Regular Season Record Eastern Conference	eam Performance (5204) Newly created bet type		X	X
NBA Worst Regular Season Record Western Conference	eam Performance (5204) Newly created bet type		X	X
Next Win against whom will team x get next win	No such market		X	X
Normal ime Odd/Even	630/662 Odd/Even	PL/IP	X	X
Odd/Even Points	630/662 Odd/Even 669 (otal eam Odd/Even)	PL/IP	X	X
Outright Conference Winner	Conference Winner (3278)		X	X
Over/under 3pts per team/total (game/season)	No such market		X	X
Over/under for echnical Fouls per player (game/season)	No such market		X	X
Over/Under Player Attempted 3s (game/season)	No such market		X	X
Over/Under Player Points + Assists (game/season)	86 Players	PL	X	X
Over/Under Player Points + Assists + Rebounds (game/season)	86 Players	PL	X	X
Over/Under Player Points + Rebounds (game/season)	86 Players	PL	X	X
Overtime Yes/No	Over time (638) / Over time (676)	PL/IP	X	X
Payer A Points + Assists + Rebounds vs Player B Points + Assists + Rebounds (game/season)	No such market		X	X
Payer A Points + Assists vs Player B Points + Assists (game/season)	No such market		X	X
Payer A Points + Rebounds vs Player B Points + Rebounds (game/season)	No such market		X	X
player a and player b over x points each	5278 Player Prop Parlays	PL	X	X
Player A Assists vs Player B Assists (game/season)	86 Players or 85 Head 2 Head		X	X
Player A first basket to be a dunk	No such market		X	X
Player A or Player B to score most points out of a l games played on one night	No such market		X	X
player a over x points and player b over y points	5278 Player Prop Parlays		X	X
Player A over/under blocks	86 Players	PL	X	X
Player A Points vs Player B Points (game/season)	86 Players or 85 Head 2 Head or 5350 Points Matchups		X	X
Player A Rebounds vs Player B Rebounds (game/season)	86 Players or 85 Head 2 Head or 535 Rebounds Matchups	PL	X	X
Player A to miss consecutive free throws	No such market		X	X
Player A to score before Player B in a game	No such market		X	X
Player A x Number of 3 point makes game/season	86 Players or 5338 hrees Made		X	X
player a,b and c over x points	5278 Player Prop Parlays		X	X
Player Assists Matchbet X	86 Players or 85 Head 2 Head or 5353 Assists Matchups		X	X
Player Highest Block Average	League Leaders (5203)		X	X
Player Highest Rebound Average	League Leaders (5203)		X	X

DraftKings Sample Menu

Ligue nationale de basket (LNB)	Australia Waratah Championship League, Women	
L thuanian Basketba l Federation (LKF)	Australia Waratah League	Australia Waratah League(9355)
Malaysia Basketball Association (MABA)	Australia WNBL	Australia WNBL(2876)
Malaysian Basketball Association (MABA)	Australia WNBL, Playoffs	Australia WNBL(2876)
Mali Basketball Federation	Austria ABL	
Mongolian National Basketba l Association (MNBA)	Austria ABL, Playoffs	
National Basketball Association (NBA)	Austria AWBL	Austria AWBL Women(6255)
Norwegian Basketba l Association (NBBF)	Austria AWBL, Playoffs	Austria AWBL Women(6255)
Olympic Council of Asia (OCA)	Austria BG Austrian 2 Liga	Austria 2 Bundesliga(4994)
Oman Basketball Association	Austria BG Austrian Chevrolet Cup	Austrian Cup(9 7)
Peru Basketball Federation	Austria BG Bundes iga	Austria Bundes iga(506)
Philippine Basketball Association (PBA)	Austria BG Milk F t Supercup	Austria Super Cup(33)
Polish Basketball Association	Austria Cup	Austria Cup(2478)
Puerto Rican Basketball Federation	Austria Super Cup	Austria Super Cup(33)
Qatar Basketball Federation	Bahrain BG Bahrain Basketba l League	Bahrain Premier League(4485)
Romanian Basketball Federation (FRB)	Bahrain BG Bahrain Cup	Bahrain Cup(4755)
Royal Moroccan Basketba l Federation	Bahrain BG Bahrain Supercup	Bahrain Super Cup(22230)
Russian Basketball Federation (RBF)	Bahrain Cup	Bahrain Cup(4755)
Saudi Arabian Basketball Federation	Bahrain Premier League	Bahrain Premier League(4485)
Slovakian Basketball Federation	Barbados BG Barbados Basketba l League Women	Barbados Premier League Women(4232)
South American Basketba l Association (ABASU)	Barbados BG Barbados Basketba l Premier League	Barbados Premier League(2908)
South American Sports Organization	BBL (Germany)	
Southeast Asia Basketball Association (SEABA)	Belarus BG Belarus Cup	Belarus Cup(5 73)
Southeast Asian Games Federation	Belarus BG Belarus League	Belarus Premier League(4289)
Southern Basketball Association	Belarus BG Belarus Women`s Premier League	Belarus Premier League Women(5763)
Spanish Basketball Federation (FEB)	Belarus BG Belarus Women's Cup	
Sudan Basketball Federation	Belarus Cup	Belarus Cup(5 73)
Swedish Basketba l Federation (SBBF)	Belarus Cup, Women	
Swiss Basketball	Belarus Vysshaya Liga	Belarus Premier League(4289)
he Basketball ournament (B)	Belarus Vysshaya Liga, Playoffs	
unisian Basketba l Federation (F BB)	Belarus Vysshaya Liga, Women	Belarus Premier League Women(5763)
urkish Basketball Federation (BF)	Belgium 2nd Division	
United Arab Emirates Basketball Association	Belgium BG Belgium Men U2	Belgium U2 League(8687)
United Arab Emirates Basketball Association	Belgium BG Belgium Supercup	Belgium Super Cup(4743)
Uruguayan Basketball Federation (FUBB)	Belgium BG EuroMillions Basketba l League	
Venezuelan Basketball Federation (FVB)	Belgium BG EuroMillions Cup	Belgium Cup(3757)
Vietnam Basketball Association (VBA)	Belgium BG op Division Women	Belgium Div Women(8273)
V B Un ted League	Belgium BG op Divison	Belgium op Division (0937)
West Asia Basketball Association (WABA)	Belgium BLB	Belgium BLB(522)
Western Austra ian Basketball Federation	Belgium BLB, Playoffs	Belgium BLB(522)
Women's National Basketball Association (WNBA)	Belgium Cup	Belgium Cup(3757)
FIBA	Belgium Super Cup	Belgium Super Cup(4743)
B Enterprises	Big3 Basketball (3x3)	BIG3 Championship(2836)
	BIG3 BIG3	
	Bolivia BG Libobasquet	Bolivia Libobasquet(3843)
	Bosnia & Herzegovina Division	Bosnia Prvenstvo B H(5998)
	Bosnia & Herzegovina Division, Women	Bosnia Prvenstvo B H Women(5996)

Player O/U number of dunks	No such market		X	X
Player over/under X 2 pointers	No such market		X	X
Player over/under X 3 pointers	No such market		X	X
Player over/under X assists	86 Players	PL	X	X
Player over/under X points	86 Players		X	X
Player over/under X points and eam to win	Player Points and eam to Win (5288)	PL	X	X
Player over/under X rebounds	86 Players	PL	X	X
Player over/under X steals	86 Players	PL	X	X
Player Regular Season/Full Season Assists Average	NBA Regular Season Specials (3843)		X	X
Player to Score First Basket in the Game	First (5360)	PL	X	X
Player X /2/3/4 Quarter Points	No such market		X	X
Player X Alt otal /2/3/4 Qtr Points	No such market		X	X
Player X Alt otal Assists	No such market		X	X
Player X Alt otal Blocks	No such market		X	X
Player X Alt otal Points	No such market		X	X
Player X Alt otal Pts + Ast	No such market		X	X
Player X Alt otal Pts + Reb	No such market		X	X
Player X Alt otal Pts + Reb + Ast	Pts, Rebs, Asts (4025)	PL	X	X
Player X Alt otal Reb + Ast	No such market		X	X
Player X Alt otal Rebounds	otal Rebounds (3560)	PL	X	X
Player X Alt otal Steals	No such market		X	X
Player X Alt otal hrees	No such market		X	X
Player X First Field Goal Attempt	No such market		X	X
Player X First Field Goal Made	No such market		X	X
Player X First Free hrow Attempt	First Free hrow (2 76)	PL	X	X
Player X Series Points Average	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
Player X Series otal Made 3's	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
Player X Series otal Points	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
Player X otal Assists	86 Players	PL	X	X
Player X otal Blocked Shots	86 Players		X	X
Player X otal Made 3 Point Field Goals	86 Players		X	X
Player X otal Points	86 Players	PL	X	X
Player X otal Points + Assists	86 Players	PL	X	X
Player X otal Points + Reb + Ast	86 Players	PL	X	X
Player X otal Points + Rebounds	86 Players	PL	X	X
Player X otal Points + Rebounds + Assists	86 Players	PL	X	X
Player X otal Rebounds	86 Players	PL	X	X
Player X otal Rebounds + Assists	86 Players	PL	X	X
Player X otal Steals	86 Players	PL	X	X
Player x vs Player y assist match bets	No such market		X	X
Player/ eam Highest Points Average	No such market		X	X
Playoff Series Correct Score	Series Correct Score (335)	PM	X	X
Playoff Series Correct Score After 3 Games	Series Score (63)	PM	X	X
Playoff Series Handicap	Series Outcome (3353)		X	X
Playoff Series Matchbets	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
Playoff Series Most otal Assists	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
Playoff Series Most otal Rebounds	Playoff Props (5 66) or Playoff Specials (5 55)		X	X

DraftKings Sample Menu

League	Code
Bosnia & Herzegovina BIH Cup	Bosnia BIH Cup(6904)
Brazil BG Brazil Campeonato Estadual Amador Women	
Brazil BG Brazil Copa Super 8	Brazil Super 8 Cup(23 8)
Brazil BG Brazil NBB	Brazil NBB(204)
Brazil BG Brazilian Campeonato Estadual Amador	
Brazil BG Brazilian LDB U20	
Brazil BG Brazilian LDB U22	
Brazil BG Brazilian Ligue Féminine de Basketball	
Brazil BG Brazilian Paulista	Brazil Paulista(4649)
Brazil BG Brazilian Paulista Women	Brazil Paulista Women(4834)
Brazil BG Brazilian Supercopa Brasil	Brazil Clubs Supercopa(7838)
Brazil BG Copa Avianca LNB Brazil	
Brazil BG Liga Ouro	Brazil Liga Ouro(5798)
Brazil Campeonato Estadual Adu to Masculino	
Brazil Campeonato Paulista U22	
Brazil LBF, Women	Brazil LBF Women(5 50)
Brazil LDB	Brazil LDB League(9630)
Brazil Liga Ouro	Brazil Liga Ouro(5798)
Brazil NBB	Brazil NBB(204)
Brazil NBB, Playoffs	Brazil NBB(204)
Brazil Paulista League	Brazil Paulista(4649)
Brazil Paulista League, Women	Brazil Paulista Women(4834)
Brazilian NBB	Brazil NBB(204)
British BBL	British Basketball League(505)
Bulgaria A Group, Women	
Bulgaria BG BFB Cup	Bulgarian Cup(576)
Bulgaria BG Bulgarian Basketball Division A	Bulgaria A Division(0940)
Bulgaria BG Bulgarian Basketball Division A Women	Bulgaria BL Women(5556)
Bulgaria BG Bulgarian Basketball League	Bulgaria BL(605)
Bulgaria BG Bulgarian Cup	Bulgarian Cup(576)
Bulgaria BG Bulgarian Cup Women	Bulgarian Cup Women(7436)
Bulgaria BG Bulgarian Super Cup	Bulgarian Super Cup(4745)
Bulgaria BG Bulgarian Women's Basketball Championship	Bulgaria BL Women(5556)
Bulgaria Cup	Bulgarian Cup(576)
Bulgaria Cup, Women	Bulgarian Cup Women(7436)
Bulgaria Division A, Women	Bulgaria BL Women(5556)
Bulgaria NBL	Bulgaria BL(605)
Bulgaria NBL, Playoffs	Bulgaria BL(605)
Cameroon Championnat National	Cameroon National Championship(25028)
CBA (China)	China CBA(3294)
Chile BG Chile Libcentro A	
Chile BG Chile Liga Ditectv	
Chile BG Chile Liga Nacional Women	
Chile BG Chile Liga Saesa	Chile Liga Saesa(9966)
Chile BG Chile Liga Saesa 2ª division	
Chile BG Chile LNB Segunda Division	Chile LNB Segunda(598)
Chile BG Chile Puente A to U22	Chile Puente Alto U22(6608)
Chile Liga Nacional	Chile LNB(8845)
Chile Liga Nacional, Conferencia Centro	
Chile Liga Nacional, Conferencia Sur	
Chile Liga Nacional, Playoffs	
Chile Liga Nacional, Relegation Playoffs	
Chile Liga Nacional, Second Phase	
China BG China Basketball Championship U2	China NBL U2 (20770)
China BG China Basketball Championship Women U2	China NBL U2 Women(20492)
China BG China Lingwu Changzao Cup U2	

Market	Mapping			
Playoff Series Points Matchbet Player X vs Player Y	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
Playoff Series Rebounds Matchbet Player X vs Player Y	Playoff Props (5 66) or Playoff Specials (5 55)		X	X
PlayoffSeries Betting	Series Winner (3352)		X	X
Points Matchbet Player x vs Player Y	No such market		X	X
Race to X otal Points (Quarters/Havles/Full Games)	Quarter X First to X points (5230)		X	X
Rebounds Matchbet	No such market		X	X
Regular Season Wins	Regular Season Wins (5206)		X	X
Regular Season Wins Bands	No such market		X	X
Regular Season Wins Handicap	No such market		X	X
Result End of 3rd Quarter	No such market	IP	X	X
Result End of 3rd Quarter (3 Way)	No such market		X	X
Rising Stars Game MVP	All Star Specials (4072)		X	X
Rookie of the Year	Rookie of the Year Award (3823)		X	X
Scoring Average	No such market		X	X
Scoring Average Matchbet	No such market		X	X
Scoring itle Winner	League Leaders (5203)		X	X
Series Assists Matchbet Player X vs Player Y	No such market		X	X
Series Correct Score	Series Correct Score (335)	PM	X	X
Series op Points Scorer	Playoff Props (5 66) or Playoff Specials (5 55)	PM	X	X
Series otal Games	Series Outcome (3353)	PM	X	X
Single Game Assists	otal Assists (356)	PM	X	X
Skills Challenge H2H	All Star Specials (4072) or A l Star Props (407)		X	X
Skills Challenge Winner	All Star Specials (4072) or A l Star Props (407)		X	X
Slam Dunk Contest Winner	All Star Specials (4072) or A l Star Props (407)		X	X
Slam Dunk Contest Winner/ otal Points etc	No such market		X	X
Spread / otal Double	Same Game Parlays Spread/ otal (5238)	PM	X	X
Spread Betting (Quarters/Halves/Full Games)	F ML (0), H (623), Q (3), 2Q (206), 3Q (2062), 4Q (2063) LIVE Live Betting (39), H (652), Q (654), 2Q (655), 3Q (656), 4Q (657)	PL/IP	X	X
eam A vs eam B Season Wins	Regular Season Wins (5206)		X	X
eam Alternate otal Points (Quarter/Half/Full Game)	No such market		X	X
eam Leading Assists	No such market		X	X
eam Leading Scorer	No such market		X	X
eam Race to X total Points (Quarter/Half/Full Game)	No such market		X	X
eam to score first/last (Quarter/Half/Full Game)	No such market		X	X
eam to win by more than x points and player over y points	No such market		X	X
eam to win by x points and player over y points	No such market		X	X
eam to win by X Y points	No such market		X	X
eam otal Points (odd/even) (Quarters/Halves/Full Game)	634,669 otal eam Odd/Even	PL/IP	X	X
eam otal Points (Quarters/Halves/Full Games)	st Ha f otal eam Points OU (805307046)	PL/IP	X	X
eam otal Points Over/Under	otal eam Points OU (805307045)	IP	X	X
easers	No such market		X	X
hree Point Contest H2H	All Star Specials (4072) or A l Star Props (407)	PM	X	X
hree Point Contest Highest Score (Max 34)	All Star Specials (4072) or A l Star Props (407)		X	X
hree Point Contest Winner / 3 Point Contest Winner	All Star Specials (4072) or A l Star Props (407)	PM	X	X
o Make/Not make the playoffs	o Make he Playoffs (3495)	PM	X	X
o Record A riple Double	No such market		X	X
op 3 Pick	NBA Draft (3839) or Draft Props (52 0) or Draft Specials (53)		X	X
op Assist Regular Season	League Leaders (5203)	PM	X	X
op Points Scorer	op Points Scorer (5266)	PM	X	X
op Rebounds Regular Season	League Leaders (5203)	PM	X	X
op Scorer Regular Season	League Leaders (5203)	PM	X	X
otal Points (Quarters/Halves/Full Games)	otal Points (5082)	PL/IP	X	X
otal Points Odd/Even	otal Odd/Even (662)	IP	X	X
otal Points Odd/Even Excl O	Retrieving data Wait a few seconds and try to cut or copy again		X	X
ournament Match Bets	Head 2 Head (85)		X	X
ournament Outright Winner	Outright (8)		X	X
West A l Star Selection	All Star Specials (4072) or A l Star Props (407)		X	X

DraftKings Sample Menu

China BG China National Basketba l League	China NBL(60)			
China CBA	China CBA(3294)			
China CBA Development League	China CBA Development(24303)			
China CBA, Playoffs	China CBA(3294)			
China National Basketball Championship, Women				
China NBL	China NBL(60)			
China U2 National Championship	China NBL U2 (20770)			
China U2 National Championship, Women	China NBL U2 Women(20492)			
China WCBA	China WCBA(50 2)			
China WCBA, Playoffs	China WCBA(50 2)			
Chinese aipei SBL	aiwan SBL(6345)			
Chinese aipei SBL, Women	aiwan SBL Women(233)			
Colombia BG Professional Colombian Basketball League	Colombia Liga(4645)			
Colombia Copa Nacional de Baloncesto	Colombia Cup(8533)			
Colombia Copa Professional	Colombia Cup(8533)			
Costa Rica BG Costa Rica Liga de Baloncesto Superior	Costa Rica Liga Superior(8785)			
Croatia A League	Croatia A League(542)			
Croatia A Liga, Playoffs	Croatia A League(542)			
Croatia BG A Liga	Croatia A League(542)			
Croatia BG A 2 Liga	Croatia A2 League(2092)			
Croatia BG Croatia Women's Basketba l League	Croatia A League Women(9406)			
Croatia BG Croatian Cup	Croatia Cup(567)			
Croatia Croatia Cup	Croatia Cup(567)			
Croatia Cup, Women	Croatia Cup Women(04)			
Cuba LSB	Cuba Liga Superior(5406)			
Cuba LSB Femenina	Cuba Liga Superior Women(6680)			
Cuba omeo Nacional de Ascenso				
Cuba omeo Nacional de Ascenso, Women				
Cyprus BG Cyprus Cup	Cyprus Cup(2062)			
Cyprus BG Cyprus Cup Women	Cyprus Cup Women(7302)			
Cyprus BG Cyprus Division A Women	Cyprus Division Women(23045)			
Cyprus BG Cyprus Super Cup	Cyprus Super Cup(855)			
Cyprus BG Cyprus Super Cup Women	Cyprus Super Cup Women(5286)			
Cyprus BG Division A	Cyprus Division (030)			
Cyprus Cup	Cyprus Cup(2062)			
Cyprus Division A	Cyprus Division (030)			
Cyprus Division A, Playoffs	Cyprus Division (030)			
Czech Republic Liga, Group B	Czech Republic Liga (49 2)			
Czech Republic Liga, Playoffs	Czech Republic Liga (49 2)			
Czech Republic Liga, Playout	Czech Republic Liga (49 2)			
Czech Republic Liga, Relegation/Promotion Round	Czech Republic Liga (49 2)			
Czech Republic BG Czech Republic Liga	Czech Republic Liga (49 2)			
Czech Republic BG Czech Republic Liga Women	Czech Republic Liga Women(22 9)			
Czech Republic BG Czech Republic Cup	Czech Republic Cup(3377)			
Czech Republic BG Czech Republic Women's Cup	Czech Republic Cup Women(9 89)			
Czech Republic BG Mattoni NBL	Czech Republic NBL(503)			
Czech Republic BG Ženská basketbalová liga	Czech Republic Liga Women(22 9)			
Czech Republic Cup	Czech Republic Cup(3377)			
Czech Republic Cup, Women	Czech Republic Cup Women(9 89)			
Czech Republic Czech Republic Liga	Czech Republic Liga (49 2)			
Czech Republic NBL	Czech Republic NBL(503)			

Who wi l make the first 2 pt basket of the game?	First 2 Pointer (2 72)	PM	X	X
Who wi l make the first 3 pt basket of the game?	First 3 Pointer (2 74)	PM	X	X
Who wi l make the first free throw of the game?	First Free hrow (2 76)	PM	X	X
Who wi l win the opening tip?	No such market		X	X
Will a player get ejected from the game?	No such market		X	X
Will Player make their first shot of the game?	No such market		X	X
Win / Both Score x+	No such market		X	X
Win Margin	626 Winning Margin, 645 Winning Margin 3W, 644 Winning Margin 7W, 646 Winning Margin 2w LIVE MARKE S 658, 685, 686, 687	PM/IP	X	X
Win Streak	No such market		X	X
Winning Conference	Winning Conference (3798)	PM	X	X
Winning Division	Winning Division (3799)	PM	X	X
Winning Margin	626 Winning Margin, 645 Winning Margin 3W, 644 Winning Margin 7W, 646 Winning Margin 2w LIVE MARKE S 658, 685, 686, 687	PM/IP	X	X
Wire to Wire	No such market		X	X
WNBA All Star Game MVP	All Star Game MVP (3800)	PM	X	X
WNBA MVP	Most valuable Player Award (3784)	PM	X	X
WNBA Regular Season MVP	Most valuable Player Award (3784)	PM	X	X
Xth Quarter X2	654/655/656/657/625 X Quarter	IP/PL	X	X
Xth Quarter Draw no bet	No such market		X	X
Xth Quarter Odd/Even Points	654/655/656/657/625 X Quarter	IP/PL	X	X
Xth Quarter Points Spread	654/655/656/657/625 X Quarter	IP/PL	X	X
Xth Quarter otal Points	No such market		X	X
Xth Quarter Money Line	654/655/656/657/625 X Quarter	IP/PL	X	X
Xth Quarter Race to y Points	No such market		X	X
NBA Draft, Number Overa l Pick	Pick Number (5305)	PM	X	X
NBA Draft, st/2nd/3rd *Position*/*Player from Co lege X* Drafted	College Props (5309)	PM	X	X
NBA Draft, *Player* to be drafted by * eam*	[5307] Player Drafted by	PM	X	X
NBA Draft, Which player wi l be drafted higher (matchbet)	First to be Drafted (5308)	PM	X	X
NBA Draft, *Player* to be drafted in the op 3/5/ 0	[53 0] Draft Props / Draft Specials (53)	PM	X	X
NBA Draft, *Player* to be drafted in the st Round	[53 0] Draft Props / Draft Specials (53)	PM	X	X
NBA Draft, Over/Under Draft Position for *Player*	Draft Position (5304)	PM	X	X
NBA Draft, he number of players drafted from a particular college in round Z	College Props (5309)	PM	X	X
NBA Draft, he number of players drafted from a particular college in entire draft	College Props (5309)	PM	X	X
NBA Draft, More players drafted from conference X than conference Y in round Z	College Props (5309)	PM	X	X
NBA Draft, More players drafted from conference X than conference Y in entire draft	College Props (5309)	PM	X	X
NBA Draft, More players drafted from college X than college Y in round Z	College Props (5309)	PM	X	X
NBA Draft, More players drafted from college X than college Y in entire draft	College Props (5309)	PM	X	X
NBA Draft, he number of overseas players drafted in round Z	[53 0] Draft Props / Draft Specials (53)	PM	X	X
NBA Draft, he number of overseas players drafted in entire draft	[53 0] Draft Props / Draft Specials (53)	PM	X	X
NBA Draft, Which college wi l have the most players drafted in the round Z	College Props (5309)	PM	X	X
eam to draft X	eam Selection (53 6)	PM	X	X
Player to be Drafted First	[5308] First to be Drafted	PM	X	X
Player to be Drafted Xth Overa l	[5305] Pick Number / [5304] Draft Position	PM	X	X
Player to be Drafted	[53 0] Draft Props	PM	X	X
Draft Pos tion	[5304] Draft Position	PM	X	X
Number of Freshmen Drafted in the op X	College Props (5309)	PM	X	X
Number of Players Drafted in the st Round from the X Conference	College Props (5309)	PM	X	X
Number of Players Drafted in the op X from the X Conference	College Props (5309)	PM	X	X
Number of Players Drafted in the st Round from the X School	College Props (5309)	PM	X	X
Number of Players Drafted in the op X from the X School	College Props (5309)	PM	X	X
Number of International Players Drafted in the op X	[53 0] Draft Props / Draft Specials (53)	PM	X	X
eams to Meet in the Finals	Fina ists (90)	PM	X	X

Czech Republic NBL, Group A	Czech Republic NBL(503)	eam to be the X seed in the X Conference	No such market		X	X
Czech Republic NBL, Group A2	Czech Republic NBL(503)	Spread resu t at the end of the 3rd Quarter	No such market	IP	X	X
		Win otals				
Czech Republic NBL, Playoffs	Czech Republic NBL(503)		Regular Season Wins (5206)		X	X
Czech Republic NBL, Playout	Czech Republic NBL(503)	Most Wins	eam Performance (5204)	PM	X	X
Czech Republic NBL, Relegation/Promotion Playoffs	Czech Republic NBL(503)	Most Loses	eam Performance (5204)	PM	X	X
Czech Republic ZBL	Czech Republic ZBL Women(4903)	Player A assists playoff average	Playoff Specials (5 65)	PM	X	X
Czech Republic ZBL, Playoffs	Czech Republic ZBL Women(4903)	Player A steals playoff average	Playoff Specials (5 65)	PM	X	X
Czech Republic ZBL, Playout	Czech Republic ZBL Women(4903)	Player A 3 point FGs made playoff average	Playoff Specials (5 65)	PM	X	X
Denmark Basketligaen	Denmark Basket igaen(525)	Player A vs Player B Points playoff average	Playoff Specials (5 65)	PM	X	X
Denmark Basketligaen, Playoffs	Denmark Basket igaen(525)	Player A vs Player B Rebounds playoff average	Playoff Specials (5 65)	PM	X	X
Denmark BG Canal Digital Ligaen		Player A vs Player B assists playoff average	Playoff Specials (5 65)	PM	X	X
Denmark BG Denmark Cup	Denmark Cup(5 6)	Player A vs Player B blocks playoff average	Playoff Specials (5 65)	PM	X	X
Denmark BG Denmark Cup Women	Denmark Cup Women(8737)	Player A vs Player B steals playoff average	Playoff Specials (5 65)	PM	X	X
Denmark BG Denmark Dameligaen	Denmark Dame igaen(8438)	Player A vs Player B 3 point FGs made playoff average	Playoff Specials (5 65)	PM	X	X
Denmark Dameligaen	Denmark Dame igaen(8438)	eam vs eam better finishing position	No such market		X	X
Dominican Republic BG Dominican Republic Liga Nacional de Baloncesto	Dominican Repub ic Liga Nacional(0 39)	Most Points per game	League Leaders (5203)	PM	X	X
Dominican Republic BG XXII orneo de Baloncesto Superior		Most Rebounds per game	League Leaders (5203)	PM	X	X
DominicanRepub ic LNB	Dominican Repub ic LNB(7795)	Most Assists per game	League Leaders (5203)	PM	X	X
Ecuador BG COPA DIREC V		Most Blocks per game	League Leaders (5203)	PM	X	X
Ecuador National League	Ecuador National League(4205)	Most Steals per game	League Leaders (5203)	PM	X	X
Egypt Egyptian League	Egypt Premier League(5587)	Most 3 Point FGs made per game	League Leaders (5203)	PM	X	X
El Salvador BG Liga Femina Apertura	El Salvador Liga Women(996)	Any eam/ eam X to go 8 0 for their Seeding games	No such market		X	X
El Salvador BG Liga Mayor de Baloncesto	El Salvador Liga Mayor(9967)	eam to NO win their Conference	Not to win (3785)	PM	X	X
El Salvador BG Liga Superior de Baloncesto de El Salvador		eam to NO win the Finals	Not to win (3785)	PM	X	X
England BBL	British Basketball League(505)	Both #9 seeds to win play in tournaments	No such Market		X	X
England BBL, Playoffs		eam A to make playoffs via Play In	o make the playoffs (3495)		X	X
Estonia BG Alexela Meistril iga	Estonia Meistriliiga(558)	Exact Eastern/Western Conf Reg season standing to finished unchanged	No such Market		X	X
Estonia BG Estonia Meistriliiga Promotion/Relegation	Estonia Meistriliiga(558)	Eastern AND Western Conf Reg season standings to finished unchanged	No such Market		X	X
Estonia BG Estonian I Liiga	Estonia st League(48)	o average a triple double in the playoffs (minimum 4 games played/play in games excluded)	Playoff Specials (5 65)		X	X
Estonia BG Estonian Womens Championship	Estonia Meistriliiga Women(575)	Coach of the Year	Awards (53 3)	PM	X	X
Estonia I Liiga	Estonia st League(48)	Defensive Player of the Year	Awards (53 3)	PM	X	X
Estonia KML		Next Field Goal Scoring Method (2pt or 3pt)	No such market		X	X
Estonia KML, Playoffs		Player to be Named Bubble MVP	No such market		X	X
EuroCup	Eurocup(50)	Player to Make All Bubble eam	No such market		X	X
Euroleague	Euroleague(5)	Player to Make All NBA eam	No such market		X	X
Europe BG ABA Liga		Player Over 0 5 And Ones (made FG then made foul shot)	No such market		X	X
Europe BG Adriatic League 2	Adriatic League 2(5 73)	Player X to Make a 4pt Play (made 3pt FG fo lowed by made F)	No such market		X	X
Europe BG Adriatic League Women	Adriatic League Women(295 5)	Player X to Make a 3pt Play (made 2pt FG fo lowed by made F)	No such market		X	X
Europe BG Adriatic Super Cup		Next Permanent Head Coach (Interim Coach does not count)	No such market		X	X
Europe BG Adriatic Super Cup	Adriatic League Super Cup(476)	o Be NBA Eastern Conference 8th Seed	No such market		X	X
Europe BG Alpe Adria Cup	Alpe Adria Cup(8669)	o Be NBA Western Conference 8th Seed	No such market		X	X
Europe BG Basketbal Champions League	Champions League(0908)	o Win Game And Series	Game and Series Double (3590)	PM	X	X
Europe BG Central Europe Women League		o Win Game 2 And Series	Game and Series Double (3590)	PM	X	X
Europe BG Estonian Latvian Basketbal League	Latvia Estonia League(22252)	o Win Game 3 And Series	Game and Series Double (3590)	PM	X	X
Europe BG Eurocup	Eurocup(50)	o Win Game 4 And Series	Game and Series Double (3590)	PM	X	X
Europe BG Eurohold Balkan League	Balkan League(3592)	o Win Game 5 And Series	Game and Series Double (3590)	PM	X	X
Europe BG Euroleague	Euroleague(5)	Xth Quarter Last Point	(st,2nd,3rd, 4th) Quarter Last o Score (2026,2027,2028,2029)	PM	X	X
Europe BG Euroleague Women	Euroleague Women(536)	eam otal Dunks	No such market		X	X
Europe BG European Men Basketbal Championship		Player A Exact Points	No such market		X	X

Europe BG European Women Basketba l Championship	
Europe BG European Womens Basketball League	
Europe BG EUSA University European Championship	European Universities Championship(3696)
Europe BG EUSA University European Championship Women	European Universities Championship Women(3688)
Europe BG FIBA EuroBasket Qualifiers	EuroBasket Qua ify(40 9)
Europe BG FIBA Eurocup Women	Eurocup Women(538)
Europe BG FIBA Europe Cup	FIBA Europe Cup(8566)
Europe BG FIBA World Cup European Qua ification	Euro Champ Qualify(7 6)
Europe BG FIBA World Cup European Qua ification	Euro Champ Qualify(7 6)
Europe BG FIBA World Cup European Qua ification	Euro Champ Qualify(7 6)
Europe BG Latvia Estonia Lithuania Basketball League Women	Latvia Estonia League Women(4955)
Europe BG LSBL Women	Latvia LSBL Women (4968)
Europe BG riobet Baltic Basketba l League	Baltic BL(546)
Europe BG U20 European Championship Division B	Euro U20 Championship B(633)
Europe BG U20 European Championship Men Division A	Euro U20 Championship(3952)
Europe BG U20 European Championship Women Division A	Euro U20 Championship Women A(649)
Europe BG U20 European Championship Women Division B	Euro U20 Championship Women B(650)
Europe BG V B United League	V B United League(2869)
Europe BG Zadar Basketba l ournament	
FIBA Champions League	Champions League(0908)
Fiba World Cup (Men & Women)	
Finland BG Division A	Finland Division (999)
Finland BG Finland Division B	
Finland BG Korisliiga	Finland Korisliiga(90)
Finland Korisliiga	Finland Korisliiga(90)
Finland Korisliigan, Playoffs	Finland Korisliiga(90)
Finland SM Sarja, Women	
France BG Championnat Pro A	France Pro A(79)
France BG Championnat Pro B	France Pro B(2675)
France BG Coupe de France de Basket	French Cup(22)
France BG Disneyland Paris Leaders Cup	French Leaders Cup(5478)
France BG Disneyland Paris Leaders Cup Pro B	French Leaders Cup B(0827)
France BG France LF2 Women	France LF2 Women(6099)
France BG France LNB Espoirs U2	France U2 League(5 58)
France BG France Supercup	France Super Cup(
France BG French Cup Women	French Cup Women(5485)
France BG French National Division	France Nationale (8500)
France BG Ligue féminine de basket	
France Coupe de France	French Cup(22)
France Coupe de France, Women	French Cup Women(5485)
France Leaders Cup LNB	French Leaders Cup(5478)
France Leaders Cup Pro B	French Leaders Cup B(0827)
France LFB, Women	France LFB Women(3293)
France LFB, Women, Placement matches	France LFB Women(3293)
France LFB, Women, Playoffs	France LFB Women(3293)
France LFB, Women, Relegation Round	France LFB Women(3293)
France Match des Champions	France Super Cup(
France Pro A	France Pro A(79)

Player A Exact Rebound	No such market		X	X
Player A Exact Assists	No such market		X	X
Player A otal Points bands (ex 20 25pts, 26 30 pts)	No such market		X	X
Players A otal Rebounds bands (ex 5 8Rbs, 9 2Rbs)	No such market		X	X
Player A otal Assists bands (ex 4Asts, 5 9Asts)	No such market		X	X
Player to have a positive Plus/Minus	No such market		X	X
Players to have a negative Plus/Minus	No such market		X	X
Player to have A Plus/Minus greater than X	No such market		X	X
Player A to have a higher Plus/Minus than Player B	No such market		X	X
Player to have the Highest Plus/Minus in the game	No such market		X	X
eam Win %	Regular Season Wins or %		X	X
Which NBA team w ll Player X play his first regular season game for in the X season	NBA Regular Season Specials (3843)	PM	X	X
eam to go undefeated	No such market		X	X
eam to go winless	No such market		X	X
Over/Under eam Win %	Regular Season Wins or %		X	X
NBA Markets			X	X
Player X to have a Dunk assisted by Player Y	No such market		X	X
Player X to have a 3 pointer assisted by Player Y	No such market		X	X
Player X to air ball a Free hrow	No such market		X	X
Player X to average a triple double	No such market		X	X
Player X to average a double double	No such market		X	X
Player A vs Player B shooting percentage	No such market		X	X
Player A vs Player B 3pt shooting percentage	No such market		X	X
			X	X
			X	X
NBA Markets			X	X
Conference Seed of Winning eam			X	X
Season Any eam to go 4 0 at home			X	X
Season Any eam to go 4 0 on the road			X	X
Season eam to best points differential			X	X
Season eam with best FG %			X	X
Season eam to concede the least points			X	X
Season Any player to break (insert record) during regular season? (eg most points in a game, or most rebounds in a game)			X	X
Series Which venue w ll host final game?			X	X
Series Home eam to win a l games in series			X	X
Series Road eam to win all games in series			X	X
Series eam to win Game X and win series			X	X
Series eam to lose Game X but win series			X	X
Series eam to win Game X but lose series			X	X
Series eam to lose Game x and lose series			X	X
Regular Season Most Free hrows Made			X	X
Regular Season Most Free hrows Attempted			X	X
Regular Season Best Field Goal%			X	X
Regular Season Best Free hrow %			X	X
Regular Season Most otal Minutes Played			X	X
Regular Season Most Double Doubles			X	X
Regular Season Most riple Doubles			X	X
Regular Season Any player to have a Quadruple Double (excluding turnovers)			X	X

League	Detail
France Pro A, Playoffs	France Pro A(79)
France Pro B	France Pro B(2675)
France Pro B, Playoffs	France Pro B(2675)
France Pro A	France Pro A(79)
French NLB	
G League	NBA G League(54 4)
Georgia A League	Georgia A League(678)
Georgia BG A League	Georgia A League(678)
Georgia BG Dudu Dadiani Memorial	
Georgia BG Georgia Cup	Georgia Cup(9094)
Georgia BG Georgian Superleague	Georgia Superliga(4843)
Georgia BG Sakandelidze Qorqia ournament	
Georgia Cup	Georgia Cup(9094)
Georgia Superleague	Georgia Superliga(4843)
Germany DBBL	Germany DBBL Women(99)
Germany All Star Game	Germany A l Star(9037)
Germany BBL	
Germany BBL Pokal	Germany Cup(60)
Germany BBL, Playoffs	
Germany BG 2 Bundesliga Pro A	Germany Pro A(4746)
Germany BG Basketball Bundesliga	Germany Bundes iga(328)
Germany BG BBL Pokal	Germany Cup(60)
Germany Pro A	Germany Pro A(4746)
Germany Pro A, Playoffs	Germany Pro A(4746)
Germany Pro B	Germany Pro B(24990)
Great Br tain and Northern Ireland BG British Basketball Cup	British Basketball League Cup(3702)
Great Br tain and Northern Ireland BG British Basketball League	British Basketball League(505)
Great Br tain and Northern Ireland BG British Basketball League rophy	British Basketball League rophy(9047)
Great Br tain and Northern Ireland BG British WBBL Cup	
Great Br tain and Northern Ireland BG British WBBL rophy	
Great Br tain and Northern Ireland BG Women's British Basketba l League	British Basketball League Women(0938)
Greece A EKASK	Greece A League(70)
Greece A	Greece A League(70)
Greece A , Playoffs	Greece A League(70)
Greece A , Women	Greece A Women(5096)
Greece A , Women, Playoffs	Greece A Women(5096)
Greece A , Women, Playouts	Greece A Women(5096)
Greece A2	Greece A2(952)
Greece A2, Playoffs	Greece A2(952)
Greece A2, Playouts	Greece A2(952)
Greece BG A Ethniki	Greece A League(70)
Greece BG Hellenic Cup	
Greece Cup	Greece Cup(4686)
Greece Cup, Women	Greece Cup Women(9354)
Greece Eska Eskana A3	Greece Eskana A3(29992)
Greece Eska Eskana A3	Greece A3(63)
Greece ESKANA A	Greece Eskana A (29455)
Greece ESKANA A2	Greece Eskana A2(29728)
Greece Eskana Cup	Greece Cup(4686)
Guatemala BG Guatemala Liga Mayor Metropol tana	Guatemala Primera Division(2942)
Guatemala Liga National Max baloncesto	Guatemala Maxi(20764)
Guatemala Primera Division, Women	
Hong Kong BG Hong Kong Basketba l League	Hong Kong BL(7628)
Hong Kong BG Hong Kong Senior Shield	Hong Kong Cup(93 4)
HongKong Division	Hong Kong BL(7628)
HongKong Division , women	Hong Kong Div Women(0089)
Hungary A Division	Hungary NB I(3248)
Hungary BG Hungarian Cup Women	Hungary Cup Women(7463)
Hungary BG Hungarian Division A Women	Hungary NB I Women(75 8)

Market		
Regular Season Player to score most points in (month)	X	X
Regular Season Player to have most rebounds in (month)	X	X
Regular Season Player to have most assists in (month)	X	X
Regular Season otal Double Doubles O/U	X	X
Regular Season otal riple Doubles O/U	X	X
Regular Season o Play All Regular Season Games?	X	X
NBA Against which team will Player X [achieve statistical m lestone]		
First pick of the All Star Draft first round		
Second pick of the All Star Draft first round		
Last pick of the All Star Draft first round		
First pick of the All Star Draft second round		
Last pick of the All Star Draft second round		
Player to make a shot from the M N DEW Zone in any round (3 Point Contest)		
Player to make both shots from the M N DEW Zone in any round (3 Point Contest)		
Player to make a l 5 shots from Moneyba l rack in any round (3 Point Contest)		
iebreaker shootout to be needed in the final round of the 3 Point Contest		
o Reach he Final of the Slam Dunk Contest		
o record a 50 dunk		
Which team will score the most on X day?		
Next player to score x points in a regular season game		
eam with most wins in a month		
WNBA Finals MVP		
Last digit of a NBA team's final quarter score		
Futures Parlays		
Will there be a technical foul?		
Will there be a game winning buzzer beater?		
How will the first point be scored?		
NBA Player Next eam fine if the market settle based on some stat the player accumulates during a game		
Race to X Assists		
Race to X Rebounds		
Race to X Steals		
Race to X Blocks		
Player A v Player B		
Double Double		
Player to Score Most Points in the All Star Game		
Over/Under 3 Pointers Made		
Over/Under Slam Dunks in Game		
First to 20 Points		
Head to Head Matchups for Scoring in the Game		

Hungary BG Musor NB I A csoport	Hungary NB I(3248)
Hungary Cup	Hungary Cup(7367)
Hungary Cup, Women	Hungary Cup Women(7463)
Hungary NB I, Group 5	Hungary NB I(3248)
Hungary NB I, Group 6 0	Hungary NB I(3248)
Hungary NB I, Playoffs	Hungary NB I(3248)
Hungary NB I, Playout	Hungary NB I(3248)
Hungary NB I, Women	Hungary NB I Women(75 8)
Hungary U20 NB I	Hungary U20 League(2233)
Iceland BG de ld karla	Iceland Division (5430)
Iceland BG Iceland Cup	Iceland Cup(8788)
Iceland BG Iceland Cup Women	Iceland Cup Women(9 00)
Iceland BG Iceland Dominos League	Iceland Premier League(480)
Iceland BG Iceland First Division Women	Iceland Division Women(9436)
Iceland BG Iceland Premier League Women	Iceland Premier League Women(554)
Iceland Urvalsdeild	Ireland Premier League(064)
Iceland Urvalsdeild, Playoffs	
Iceland Urvalsdeild, Women	Iceland Premier League Women(554)
Iceland Urvalsdeild, Women, Playoffs	
Indonesia BG Indonesia IBL Preseason	Indonesia IBL Preseason(22433)
Indonesia BG Indonesia Srikandi Cup Women	Indonesia Srikandi Cup Women(6 0)
Indonesia BG Indonesian IBL	Indonesia IBL(9260)
Indonesia Elang Cup	
Indonesia IBL	Indonesia IBL(9260)
Indonesia IBL Preseason	Indonesia IBL Preseason(22433)
Indonesia IBL, Playoffs	Indonesia IBL(9260)
Indonesia Sr kandi Cup, Women	Indonesia Srikandi Cup Women(6 0)
Indonesia Wa ikota Cup	
International	International(759)
International ABA League 2	
International ABA League 2, Playoffs	
International Al Hariri Basketba l Championship	
International Alpe Adria Cup	Alpe Adria Cup(8669)
International American Championship	
International American Championship, Group C	
International American Championship, Women	
International Arab Club Championship	
International Arab Women's Club Basketball Championship	
International Arabian Gu f Basketba l Clubs Championship	Arab Gulf Club Championship(5887)
International Asean Basketball League	Asean Basketba l League(4387)
International Asean Basketball League, Playoffs	Asean Basketba l League(4387)
International Asian Games, Final Round	Asian Games(6772)
International Asian Games, Group A	Asian Games(6772)
International Asian Games, Group C	Asian Games(6772)
International Asian Games, Group D	Asian Games(6772)
International Asian Games, Women, Final Round	Asian Games Women(6793)
International Asian Games, Women, Group X	Asian Games Women(6793)
International Asian Games, Women, Group Y	Asian Games Women(6793)
International Asian Games, Women, Placement Matches 5 8	Asian Games Women(6793)
International ASWBL	
International Ba kan League	Balkan League(3592)
International Ba kan League, Knockout stage	Balkan League(3592)
International Ba tic Basketball League, Playoffs	

DraftKings Sample Menu

International Ba tic Basketball League, Women	
International Central American and Caribbean Games	Central American and Caribbean Games(7039)
International Central American and Caribbean Games, Placement Ma	Central American and Caribbean Games(7039)
International Central American and Caribbean Games, Playoffs	Central American and Caribbean Games(7039)
International Central American and Caribbean Games, Women	Central American and Caribbean Games Women(2060)
International Central American Games	Central American Games(6256)
International Central American Games, Women	Central American Games Women(6262)
International CEWL	CEWL Women League(5082)
International Champions League	Champions League(0908)
International Champions League, Group A	Champions League(0908)
International Champions League, Group D	Champions League(0908)
International Champions League, Group E	Champions League(0908)
International Champions League, Playoffs	Champions League(0908)
International Champions League, Qual fication	
International Club Friend ies, Women	
International Club Friendly Games	
International COCABA Clubs Centro Americano	
International Commonwealth Games, Group A	Commonwealth Games(7482)
International Commonwealth Games, Women, Group B	Commonwealth Games Women(7483)
International Dubai International Championship	Dubai International Championship(29808)
International Estonian Latvian Basketba l League	Latvia Estonia League(22252)
International Estonian Latvian Basketba l League, Playoffs	Latvia Estonia League(22252)
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Poland U20 Championship	Poland U20 League(6832)
Portugal Antonio Pratas rophy, Pro iga	Portugal Antonio Pratas rophy(08 0)
Portugal BG Liga Profissional	Portugal Liga MN(523)
Portugal BG Portuguese Cup	Portugal Cup(5052)
Portugal BG Portuguese Proliga	Portugal Proliga(9232)
Portugal Campeonato Nacional 2 Divisao	Portugal Nacional 2(6 22)
Portugal Cup	Portugal Cup(5052)
Portugal Cup, Women	Portugal Cup Women(8752)
Portugal Division	Portugal Division Women(4997)
Portugal Division , Women	
Portugal LPB	Portugal LBP(4965)
Portugal Nacional Liga, Women	Portugal Nacional Women(9432)
Portugal Proliga	Portugal Proliga(9232)
Portugal Super Cup	Portugal Super Cup(5 46)
Portugal aca Federacao Liga, Women	
Portugal aca Hugo Dos Santos	
Portugal aca Nacional de Seniores	
Puerto Rico BG Puerto Rican Baloncesto Superior Nacional	Puerto Rico Superior Nacional(9642)
Puerto Rico Superior Nacional	Puerto Rico Superior Nacional(9642)
Qatar BG Qatar Cup	Qatar Cup(5693)
Qatar BG Qatar Emir Cup	Qatar Emir Cup(7400)
Qatar BG Qatar Men's League	Qatar QBL(4938)
Qatar Emir Cup	Qatar Emir Cup(7400)
Qatar QBL	Qatar QBL(4938)
Republic of Macedonia BG Macedonian Cup	North Macedonia Cup(9225)

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Republic of Macedonia BG Macedonian Prva Liga	
Romania BG Division A Men	Romania Liga (976)
Romania BG Division A Women	Romania Liga Women(8779)
Romania BG First Division	Romania Liga (976)
Romania BG Romanian Cup	Romania Cup(4087)
Romania BG Romanian Cup Women	Romania Cup Women(8305)
Romania BG Romanian Division Women Promotion ournament	Romania Liga Women(8779)
Romania Cup	Romania Cup(4087)
Romania Cup, Women	Romania Cup Women(8305)
Romania Division A, Women	Romania Liga Women(8779)
Romania Division A, Women, Playoffs	Romania Liga Women(8779)
Romania Division A, Women, Playouts	Romania Liga Women(8779)
Romania Liga Nationala	Romania Nationala(49)
Romania Liga Nationala, Group 6	Romania Nationala(49)
Romania Liga Nationala, Group 7 0	Romania Nationala(49)
Romania Liga Nationala, Grupa A bastra	Romania Nationala(49)
Romania Liga Nationala, Grupa Galbena	Romania Nationala(49)
Romania Liga Nationala, Grupa Rosie	Romania Nationala(49)
Romania Liga Nationala, Grupa Verde	Romania Nationala(49)
Romania Liga Nationala, Playoffs	Romania Nationala(49)
Russia BG Moscow Basketball League	Russia Moscow League(22660)
Russia BG Premier Liga	
Russia BG Russia Super League B Women	
Russia BG Russian Basketball Super League	Russian Superleague (49)
Russia BG Russian Cup	Russia Cup(222)
Russia BG Russian Cup Women	Russia Cup Women(6830)
Russia BG Russian Super League Women	Russia Superleague Women(85 4)
Russia BG Russian Superleague B	Russian Superleague 2(8473)
Russia Cup	Russia Cup(222)
Russia Cup of Siberia and the Far East	
Russia Cup, Women	Russia Cup Women(6830)
Russia Premier League, Women	Russia Premier League Women(20)
Russia Premier League, Women, Placement matches 5 to 8	Russia Premier League Women(20)
Russia Premier League, Women, Placement matches 9 to	Russia Premier League Women(20)
Russia Premier League, Women, Playoffs	Russia Premier League Women(20)
Russia Premier League, Women, Playout	Russia Premier League Women(20)
Russia Superleague	Russian Superleague (49)
Russia Superleague , Women	Russia Superleague Women(85 4)
Russia Superleague 2	Russian Superleague 2(8473)
Russia Superleague 2, Women	Russia Superleague 2 Women(8555)
Russia Superleague, 3rd Division	
Rwanda Intwari ournament	
Rwanda National League	Rwanda National Championship(2329)
Saudi Arabia BG Federation Cup	Saudi Arabia Federation Cup(692)
Saudi Arabia BG Saudi Arabia Super Cup	
Saudi Arabia BG Saudi Arabian Premier League	Saudi Arabia Premier(5043)
SaudiArabia Premier League	Saudi Arabia Premier(5043)
SaudiArabia Saudi Basketba l Federation Cup	Saudi Arabia Federation Cup(692)
SaudiArabia Super League U2	
Senegal Coupe du Senegal	Senegal Cup(20278)

Senegal Division	Senegal Division (698)
Senegal Division , Women	Senegal Division Women(6976)
Serbia BG Basketball League of Serbia	Serbia SuperLeague(336)
Serbia BG Serbia First League	
Serbia BG Serbia Second Basketba l League	Serbia 2nd League(7437)
Serbia BG Serbian Cup Women	Serbian Cup Women(30 70)
Singapore NBL, Division	Singapore NBL(59)
Slovakia BG Extra iga	Slovakia Extra iga(338)
Slovakia BG Slovak Cup	Slovakia Cup(9 38)
Slovakia BG Slovak Extraliga Women	Slovakia Extra iga Women(8479)
Slovakia Cup	Slovakia Cup(9 38)
Slovakia Extraliga	Slovakia Extra iga(338)
Slovakia Extraliga, Playoffs	Slovakia Extra iga(338)
Slovakia Extraliga, Women	Slovakia Extra iga Women(8479)
Slovakia Extraliga, Women, Placement 4	Slovakia Extra iga Women(8479)
Slovakia Extraliga, Women, Placement 5 8	Slovakia Extra iga Women(8479)
Slovakia Extraliga, Women, Playoffs	Slovakia Extra iga Women(8479)
Slovakia Extraliga, Women, Playoffs, Place	Slovakia Extra iga Women(8479)
Slovenia A SKL	Slovenia SKL(685)
Slovenia A SKL, Final Round	Slovenia SKL(685)
Slovenia A SKL, Playoffs	Slovenia SKL(685)
Slovenia A SKL, Relegation Round	Slovenia SKL(685)
Slovenia A SKL, Relegation/Promotion Round	Slovenia SKL(685)
Slovenia SKL, Women	Slovenia SKL Women(0835)
Slovenia BG Liga Nova KBM	Slovenia SKL(685)
Slovenia BG Slovenia Liga Nova KBM Promotion/Relegation	Slovenia SKL(685)
Slovenia BG Slovenian Division Women	Slovenia SKL Women(0835)
Slovenia BG Slovenian 2 Division	Slovenia 2 SKL(072)
Slovenia BG Slovenian Cup	Slovenia Cup(3587)
Slovenia BG Slovenian Women Cup	Slovenia Cup Women(286)
Slovenia BG SLOVENSKI SUPERPOKAL	Slovenia Super Cup(2420)
Slovenia Cup	Slovenia Cup(3587)
Slovenia Cup, Women	Slovenia Cup Women(286)
Slovenia Super Cup	Slovenia Super Cup(2420)
South Korea KBL	KBL(337)
South Korea KBL, Playoffs	KBL(337)
South Korea WKBL	KBL Women(2004)
South Korea WKBL, Playoffs	KBL Women(2004)
Spain ACB	Spain ACB League(68)
Spain ACB Playoffs	Spain ACB League(68)
Spain BG Copa del Rey de Baloncesto	
Spain BG Liga Adecco LEB Oro	Spain LEB League(3662)
Spain BG Liga Femenina de Baloncesto	Spain LFB Women(3292)
Spain BG Spanish ACB	Spain ACB League(68)
Spain BG Spanish ACB Super Cup	Spain Super Cup(2422)
Spain BG Spanish LEB Plata	Spain LEB Plata(023)
Spain Copa de la Reina, Women	Spain Cup Women(9 44)
Spain Copa Del Rey	Spain Cup(65)
Spain LEB Oro	Spain LEB League(3662)
Spain LEB Oro, Promotion Playoffs	Spain LEB League(3662)
Spain Liga Femenina	Spain LFB Women(3292)
Spain Liga Femenina, Playoffs	Spain LFB Women(3292)
Spain Supercopa	Spain Super Cup(2422)
Spain Supercopa, Women	
Spanish ACB	Spain ACB League(68)
Sudan Premier League	Sudan Premier League(30457)
Sweden BG Ligan	Sweden Basketligan(509)
Sweden BG Superettan herr	Sweden Superettan(947)
Sweden BG Sweden Basketligan Women	Sweden Basketligan Women(9333)

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Sweden BG Sweden Superettan Women	Sweden Superettan Women(6845)
Sweden Ligan	Sweden Basketligan(509)
Sweden Ligan, Playoffs	Sweden Basketligan(509)
Sw tzerland BG Ligue Nationale de Basket	Switzerland SBL(507)
Sw tzerland LNA	Switzerland SBL(507)
Sw tzerland LNA, Championship round	Switzerland SBL(507)
Sw tzerland LNA, Playoffs	Switzerland SBL(507)
Sw tzerland LNA, Relegation Round	Switzerland SBL(507)
aiwan BG Chinese aipe SBL	aiwan SBL(6345)
BL (urkey)	urkey BL(8544)
hailand BG ha land Basketba l League	hailand BL(7932)
hailand BG ha land Basketba l Superleague	hailand BL(7932)
hailand BG ha land Championship U23	hailand U23 Championship(22086)
hailand BG ha land Championship U23 Women	hailand U23 Championship Women(22 27)
hailand BG ha land Open	hailand Open League(23072)
hailand BL	hailand BL(7932)
hailand BSL	
he Basketball ou nament unisia Division l	unisia(7257)
urkey BG Kadinlar ürkiye Kupasi	
urkey BG Spor oto urkish Cup	urkey Cup(2056)
urkey BG urkey Federation Cup	urkey Federation Cup(6798)
urkey BG urkey Federation Cup Women	urkey Federation Cup Women(672)
urkey BG urkey KBSL Women	urkey BSL Women(4998)
urkey BG urkey Supercup	urkey Super Cup(686)
urkey BG urkey B2L	urkey BL2(479)
urkey BG urkey BL	urkey BL(8544)
urkey BG urkey KB2L Women	
urkey BG urkish Basketbol Süper Ligi	urkey BSL(28)
urkey Cup, Women	urkey Cup Women(5285)
urkey EBBL	urkey EBBL(97 9)
urkey Federation Cup	urkey Federation Cup(6798)
urkey Federation Cup, Women	urkey Federation Cup Women(672)
urkey Super Cup	urkey Super Cup(686)
urkey B2L	urkey BL2(479)
urkey B2L, Playoffs	urkey BL2(479)
urkey BL	urkey BL(8544)
urkey BSL	
urkey BSL, Playoffs	
urkey KB2L, Women	
urkey KBL, Playoffs	urkey BL(8544)
urkey KBSL, Women	urkey BSL Women(4998)
urkey Uni ig	
urkey Uni ig, Women	
UAE Division l	UAE Premier League(5004)
Uganda BG Uganda National Basketba l League	Uganda NBL(20365)
Uganda NBL	Uganda NBL(20365)
Uganda NBL, women	Uganda NBL Women(207 0)
Ukraine BG Ukraine Cup	Ukraine Cup(402)
Ukraine BG Ukraine FBU Superleague Sport	Ukraine ACBU SuperLiga(8843)
Ukraine BG Ukraine Higher League	Ukraine Vyscha Liga(8865)
Ukraine BG Ukraine Higher League Women	Ukraine Vyscha Liga Women(5087)
Ukraine BG Ukraine Superleague Women	Ukraine Super League Women(4836)
Ukraine BG Ukraine hird Division	
Ukraine BG Ukrainian Cup Women	Ukraine Cup Women(9206)
Ukraine Cup	Ukraine Cup(402)
Ukraine Cup, Women	Ukraine Cup Women(9206)
Ukraine FBU Superleague	Ukraine FBU SuperLiga(473)
Ukraine FBU Superleague, Playoffs	Ukraine FBU SuperLiga(473)
Ukraine Persha Liga	Ukraine Persha League(7603)

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	Ukraine Super League
Ukraine Superleague, Women	Women(4836)
Ukraine Vyscha Liga	Ukraine Vyscha Liga(8865)
Ukraine Vyscha Liga, Playoffs	Ukraine Vyscha Liga(8865)
	Ukraine Vyscha Liga
Ukraine Vyscha Liga, Women	Women(5087)
United States of America NBA	
Summer League	NBA Summer League(3 37)
United States of America	
WNBA	WNBA(676)
Uruguay BG Uruguay Liga	
Femenina	Uruguay Liga Women(506)
Uruguay BG Uruguay Liga	Uruguay Metro
Metro	League(0095)
Uruguay BG Uruguay	
Regional de Basquetbol de	
Soriano	
Uruguay BG Uruguayan	
Basketba l Liga	Uruguay LUB(3634)
Uruguay BG Uruguayan	Uruguay ercera de
ercera de Ascenso	Ascenso(563)
Uruguay LUB	Uruguay LUB(3634)
Uruguay LUB, Championship	
Round	Uruguay LUB(3634)
Uruguay LUB, Clausura	Uruguay LUB(3634)
Uruguay LUB, Playoffs	Uruguay LUB(3634)
Uruguay LUB, Qualification	
Round, playoff	Uruguay LUB(3634)
Uruguay LUB, Relegation	
Round	Uruguay LUB(3634)
Uruguay orneo Metropolitano	
Uruguay ORNEO SUPER 4	
USA NBA	NBA(29)
USA NBA All Star Game	NBA A l Stars (7352)
USA NBA Atlantic Division	NBA(29)
USA NBA Central Division	NBA(29)
USA NBA Finals MVP	NBA(29)
USA NBA Finals op Points	
Scorer	WNBA(676)
USA NBA G League	NBA G League(54 4)
USA NBA Northwest Division	NBA(29)
USA NBA Pacific Division	NBA(29)
USA NBA Playoffs	NBA(29)
USA NBA Preseason	NBA Preseason(955)
USA NBA Southeast Division	NBA(29)
USA NBA Southwest Division	NBA(29)
USA NBA Summer League	NBA Summer League(3 37)
USA WNBA	WNBA(676)
USA WNBA	WNBA Preseason(2323)
USA WNBA Preseason	
Venezuela BG Venezuelan	
Liga Nacional de Baloncesto	
Venezuela BG Venezuelan	
Liga Profesional de	
Baloncesto	Venezuela LPB(3732)
Venezuela LNB	
Venezuela LPB	Venezuela LPB(3732)
Vietnam BG Vietnam	Vietnam National
Basketba l League	League(2 02)
	Vietnam National
Vietnam National League	League(2 02)
Vietnam National League,	Vietnam National League
Women	Women(2093)
Vietnam VBA	Vietnam VBA(04 0)
Vietnam Vietnam Open	Vietnam Open(23 64)
Vietnam Vietnam Open,	
Women	Vietnam Open Women(23 78)
V B United League	V B United League(2869)
WNBA	WNBA(676)
World BG Bahrain	
International ournament	
World BG Club Friendlies	Friendly(46)
World BG Common Wealth	
Games Gold Coast	
World BG Common Wealth	Commonwealth Games
Games Women	Women(7483)
World BG Dubai International	Dubai International
Basketba l Championship	Championship(29808)
World BG FIBA Under 9 Men	World Championship
World Championship	U 9(646)
World BG FIBA Under 9	World Championship U 9
Women's World Championship	Women(679)
World BG FIBA World	World Championship
Championship Women	Women(857)
World BG Friendlies	Friendly(46)
World BG Friendlies Women	Friendly Women(4658)

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World BG Intercontinental Cup	Intercontinental Cup(4779)
World BG International Beograd rophy	
World BG International Friend ies	Friendly International(688)
World BG International Friend ies Women	Friendly Int Women(23 0)
World BG International rofej Makedonija	
World BG Seri Mutiara Championship Cup	
World BG U20 International Friend ies	Friendly International U20(4390)
World BG U20 International Friend ies Women	Friendly International U20 Women(7845)
World BG Women's Club Friend ies	Friendly Women(4658)
South Korea 3x3 Premier League	
he Basketball ournament	
Swiss Supercup	
st tier Women's leagues	
Women's hai Basketball League (W BL)	
Swiss Basketball League (SBL)	Switzerland SBL(507)
Swiss Women's basketball league	
Women's League Women's Super Basketball League (WSBL)	
Women's league LMBPF Liga Mexicana de Baloncesto Profesional Femenil	
Estonia Women's Cup	Estonia Cup Women(25)
Liga Superior Women	Cuba Liga Superior Women(6680)

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings markets ID & name	Play	Retail	Interactive
Baseball	ABL)	Australian Baseball League	84 50 Australian BL	All Star Game	Any Inning	st X Innings Money Line	Mo yLi e 7 Innings (886)	PM	X	X
	(CBC)	Baseball Series del Caribe	88593 Exhibition Games	Both eams to combine	st X Innings Run Line	536872080) First 5 Innings Ru Li e HC (536872083), First	PM / IP	X	X
	KBO Le gue (KBO)	KBO League	36395 Home Run Derby	Each Inning	st X Innings otal Runs	otal Runs OU (805307540), First 7 Innings otal Runs OU	PM / IP	X	X
	KBL)	Korean Baseball League	discontinued	MLB Draft	Each eam	AL Cy Young Award	Cy Young Award (3804) or Awards (53 3)		X	X
	(LMB)	Mexican Baseball League	36396 Playoffs	Either eam	AL Rookie of the Year	R okie f th Year Award 3823) or Awards (53 3)		X	X
	M jor League Baseball (MLB)	MLB	84240 Regular Season	Extra Innings	Alternate Run Lines (Quarter/Half/Game)	(536872822) Alte native 5 Innin s HC (536872823),	IP	X	X
	(NPB)	Nippon Baseball League	7605 Japan NPB League ournament	In a Game	Alternate otal Runs (Quarter/Half/Game)	(805308278), Alternative 5 Innings OU (805308279),	IP	X	X
	World Ba eball Classic (IBAF)	World Baseball Classic	88798 World Series	In a Season	American League MVP	Most Valuable Player Award (3784)		X	X
	League (CPBL)	Chinese aipei	200492	In a Series	American League Wild Card Race	No such market		X	X
	NPL	Japan NPB Reserves	88742	In the Playoffs	Both eams to Score / Money ine Betting parlay			X	X
		MILB riple A		Inning	Both eams to Score / Spread Betting Parlay			X	X
				Inning 2	Bracket Winner	No such market		X	X
				Inning 3	Conference Winner	Conference winner (3278)		X	X
				Inning 4	Correct Score	2 83 Exact Score F		X	X
				Inning 5	Correct Score (Inning/Half/Game)	No such market		X	X
				Inning 6	Division Winners	Division Winner (3806)		X	X
				Inning 7	Each Way Betting	Outright (8)		X	X
				Inning 8	Exact Regular season record for eam A			X	X
				Inning 9	Exact otal Runs	No such market		X	X
				Inning X Inning Y	Extra Inning Y/N	78 Extra Innings 8 Extra Innings	PM / IP	X	X
				Innings 3	First Scoring Play (Inning/Half/Game)	No such market		X	X
				Innings 5	First eam to hit Home Run	No such market		X	X
				Innings 4 6	playoff series)	Game and Series Double (3590)	PM	X	X
				Innings 7 9	Game Winner and otal Runs	Same Game Parlays (5239)		X	X
				Ne ther eam	Grand Salami			X	X
				eam A	Grand Slam Home Run Scored Yes/No?			X	X
				eam B	Head to Head Wageri g in Home Run Derby (Round/Overa l)			X	X
				In a Month	Y _ kees/Dodgers vs he Fi ld			X	X
				In a Day	have most runs?)			X	X
					Highest Scoring Inning	Highest Scoring Period (783)	PM	X	X
					Home Run / Moneyline Parlay	Same Game Parlay (4028)		X	X
					Home Run Derby Winner	Home Run Derby Winner (38 5)		X	X
					Home Run tle	League Leaders (5203)		X	X
					Home Run to be scored Yes/No (Quarter/Half/Game)			X	X
					Home Run Winner Regular Season	League Leaders (5203)		X	X
					Inning of st Run	No such market		X	X
					Inning of Last Run	No such market		X	X
					Lead after Xth Inning			X	X
					Leadoff Home Run and team to win game			X	X
					Leadoff Home Run Away eam	No such market		X	X
					Leadoff Home Run Home eam	No such market		X	X
					League with most First Round Homeruns	No such market		X	X
					Lefty v Rightie (Who w ll win HRD)			X	X
					Longest Home Run in Home Run Derby (Player/Distance)			X	X
					Matchbet and otals	No such market		X	X
					Money Line	39 Live Betting F ML (0)	IP/PM	X	X
					Moneyline (Innings/Halves/Full Games)	362,363,364,365,366,367,368 X innings	IP	X	X
					Moneyline / otal Runs Parlay	Same Game Parlays ML/ L (5237)	PM	X	X
					Most Hits (Inning/Ha f/Game) (eam and or player)	Most Hits (780)		X	X
					Most hits during the season	League Leaders (5203)		X	X
					Most Home Runs during the season	League Leaders (5203)		X	X
					Most Pitching Wins	League Leaders (5203)		X	X
					Most Pitching Wins Regular Season	League Leaders (5203)		X	X
					Most Runs during the season	League Leaders (5203)		X	X
					Most Series Home Runs (eam and or player)	League Leaders (5203)		X	X
					Most Str keouts during the season	League Leaders (5203)		X	X
					MVP	Most Valuable Player Award (3784) or Awards (53 3)		X	X
					MVP Divisional/Conference Series	Most Valuable Player Award (3784) or Awards (53 3)		X	X
					Name the Fina ists	Fina ists (90)		X	X
					National League MVP	Most Valuable Player Award (3784) or Awards (53 3)		X	X
					National League Wild Card Race	No such market		X	X
					NL Cy Young Award	Cy Young Award (3804) or Awards (53 3)		X	X
					NL Rookie of the Year	Rookie of the Year Award (3823) or Awards (53 3)		X	X
					Number of Inning Hits (Inning/Half/Game)			X	X
					Number of Inning Runs (Inning/Ha f/Game)			X	X
					Odd/Even Runs (Overtime)	No such market		X	X
					Over/Under Postseason wins (eam)	No such market		X	X
					Pennant Winners	Conference winner (3278)		X	X
					Pitcher A O/U X Earned Run Average	Regular Season Stats (223)		X	X
					Pitcher A O/U X number of Innings Pitched in a game	Season Long otals (5205)		X	X
					Pitcher A O/U X number of Saves in a season	Season Long otals (5205)		X	X
					Pitcher A O/U X number of Strikeouts in a season	Season Long otals (5205)		X	X
					Pitcher A O/U X numberof Innings Pitched in a season	Season Long otals (5205)		X	X
					Pitcher A to record a No Hitter	MLB Regular Season Specials (3825)		X	X
					Pitcher A to record a Perfect Game	MLB Regular Season Specials (3825)		X	X
					Pitcher A to record a Save in a game	MLB Regular Season Specials (3825)		X	X
					Pitcher A to win O/U X Amount of Games	Season Long otals (5205)		X	X
					Player A & Player B to combine for X home runs in a game	Player Prop Parlays (5278)		X	X
					Player A & Player B to combine for X home runs in a season	Season Long otals (5205)		X	X
					Player A & Player B to combine for X home runs in a series			X	X
					Player A & Player B to combine for x runs in a game	Player Prop Parlays (5278)		X	X
					Player A & Player B to combine for x runs in a season	Season Long otals (5205)		X	X
					Player A & Player B to combine for x runs in a series			X	X
					Player A & Player B to combine for X strikeouts in a game	Player Prop Parlays (5278)		X	X

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Market	Category			
Player A & Player B to combine for X strikeouts in a seasons	Season Long otals (5205)		X	X
Player A & Player B to combine for X strikeouts in a series			X	X
Player A O/U Batting Average	Regular Season Stats (223)		X	X
Player A O/U Runs Batted In in a game	Regular Season Stats (223)		X	X
Player A O/U Runs Batted In in a season	Season Long otals (5205)		X	X
Player A O/U X Home runs in a Season	Season Long otals (5205)		X	X
Player A to have X or more errors	Season Long otals (5205)		X	X
Player A to record a Run and team to win	Player Prop Parlays (5278)		X	X
Player A to record more strikeouts than Player B in a game	Players (86)		X	X
Player A to record more strikeouts than Player B in a Season	Season Long otals (5205)		X	X
Player A to record more strikeouts than Player B in a Series			X	X
Player A to record X or more Hits	Player Prop Parlays (5278)		X	X
Player A to record X or more otal Runs	Player Prop Parlays (5278)		X	X
Player A to score 2 Home Runs	Player Prop Parlays (5278)		X	X
Player A to score a Home Run	Player to Hit Home Run (5283)		X	X
Player A to score more runs than Player B in a game	Players (86)		X	X
Player A to score more runs than Player B in a Season	MLB Regular Season Specials (3825)		X	X
Player A to score more runs than Player B in a Series			X	X
Player A to Steal a Base	Players (86)		X	X
Player A to Steal X number of bases in a season	MLB Regular Season Specials (3825)		X	X
Player A to Strikeout X or more Batters	Player Prop Parlays (5278)		X	X
Player Performance Doubles	Player Prop Parlays (5278)		X	X
Player to hit the most Home Runs in Home run derby (Round/Overall)	Home Run Derby Specials (38 6)		X	X
Player to score a Home Run and team to win	Player Prop Parlays (5278)		X	X
Player X Result of First At Bat			X	X
Player X otal Strikeouts	Players (86)		X	X
Playoff Series Betting (who will win the playoff series?)	Series Winner (3352)		X	X
Playoff Series Correct Score	Series Correct Score (335)		X	X
Playoff Series Correct Score After 3 Games			X	X
Playoff Series Handicap	o Win Series HC (97)		X	X
Playoff Series otal Games	Series Outcome (3353)		X	X
Race to X runs	Race o Runs (23), Race o 2 Runs (24), Race o 3 Runs (25), Race o 4 Runs (26), Race o 5 Runs (27), Race o 6 Runs (28), Race o 7 Runs (29)	PM / IP	X	X
Regular Season Home Runs	Regular Season Stats (223)		X	X
Regular Season Pitcher Wins	Regular Season Stats (223)		X	X
Regular Season Wins	Regular season wins (5206)		X	X
Result of Player A Xth At Bat	Live Batter Result/ (Batter X Inning Y Result) (5273)		X	X
Run Line	F HC (5368709 2), Live Betting HC (53687095)	PM / IP	X	X
Run Line (3 Way) (Inning/Half/Game) DENIED by DK!!	364 3W Run Line 376 3W Run Line	PM / IP	X	X
Run Line (Innings/Halves/Full Games)	st Inning HC (53687 274), 2nd Inning HC (53687 275), 3rd Inning HC (53687 276), 4th Inning HC (53687 277), 5th Inning HC (53687 278), 6th Inning HC (53687 279), 7th Inning HC (53687 280), 8th Inning HC (53687 28), 9th Inning HC (53687 282), 0th Inning HC (536873254), 0th Inning HC (536873254), th Inning HC (536873255), 2th Inning HC (536873256), 3th Inning HC (536873257), 4th Inning HC (536873258), 5th Inning HC (536873259), st Half HC (5368709 3) PM, F HC (5368709 2) PM	PM / IP	X	X
Run Line / otal Runs Parlay	Same Game Parlays Spread/ otal (5240)		X	X
Run Line after 5 innings	First 5 innings Run Line HC (536872083), 5 Innings HC (536872702)	PM / IP	X	X
Run Line in xth Inning	st Inning HC (53687 274), 2nd Inning HC (53687 275), 3rd Inning HC (53687 276), 4th Inning HC (53687 277), 5th Inning HC (53687 278), 6th Inning HC (53687 279), 7th Inning HC (53687 280), 8th Inning HC (53687 28), 9th Inning HC (53687 282), 0th Inning HC (536873254), 0th Inning HC (536873254), th Inning HC (536873255), 2th Inning HC (536873256), 3th Inning HC (536873257), 4th Inning HC (536873258), 5th Inning HC (536873259)	IP	X	X
Score First / Win Game Double	o Score First And Win (5 67)		X	X
Stage of Elimination in Home Run Derby (Player / Round)	Home Run Derby Specials (38 6)		X	X
Stage of Elimination in the Postseason (team)			X	X
eam A to score X or more Home Runs			X	X
eam Futures otal Wins	Regular Season Wins (5206)		X	X
eam o Have an Error during game			X	X
eam to Score First (Inning/Half/Game)	First to Score ML (9)	PM	X	X
eam to Score First Wins Game Yes/No?	eam Scoring First Wins (784)		X	X
eam to Score Last (Inning/Half/Game)	Last o Score ML (20)	PM	X	X
eam to Score Last Wins Games	No such market		X	X
eam to win Inning x / First Half otal			X	X
eam to win Inning X / Money ine Parlay			X	X
eam to win Innings x / otal Runs Parlay			X	X
eam to win the most innings	No such market		X	X
eam otal Runs Odd/Even (Quarter/Half/Game)	366 eams Odd/Even 274 eams Odd/Even	PM / IP	X	X
eam with Highest Scoring Inning	No such market		X	X
o Hit A Home Run Yes/No? (player and or team)	Player to Hit Home Run (5283)	PM	X	X
o hit x number of home runs? Player/ eam (Game/Series/Postseason/Regular Season)	Player to Hit Home Run (5283) or Regular Season Specials	PM	X	X
o Make Playoffs (eam)	o Make he Playoffs (3495)	PM	X	X
o Score next	No such market		X	X
o Win and Score over x total runs (eam)			X	X
o Win to Nil (team)	No such market		X	X

DraftKings Sample Menu

otal Hits (874), st Inning otal Hits OU (8053 0795), 2nd Inning otal H ts OU (8053 0796), 3rd Inning otal H ts OU (8053 0797), 4th Inning otal Hits OU (8053 0798), 5th Inning otal Hits OU (8053 0799), 6th Inning otal Hits OU (8053 0800), 7th Inning otal Hits OU (8053 080), 8th Inning otal Hits OU (8053 0802), 9th Inning otal Hits OU (8053 0803), otal Hits OU (805308 56) PM, st Inning otal

Market	Description	Col1	Col2	Col3
otal H ts (Inning/Half/Game)	Hits OU (805308242) PM	PM / IP	X	X
otal Run O/U	F OU (805306369) PM, Live Betting OU (805306407) IP	PM / IP	X	X
otal Runs (3 Way) (Inning/Half/Game)	365 PM , 377 IP	PM / IP	X	X
otal Runs (Bands) (Inning/Half/Game)	No such market		X	X

Live Betting OU (805306407), st Inning OU (805306730), 2nd Inning OU (80530673), 3rd Inning OU (805306732), 4th Inning OU (805306733), 5th Inning OU (805306734), 6th Inning OU (805306735), 7th Inning OU (805306736), 8th Inning OU (805306737), 9th Inning OU (805306738), 0th Inning OU (8053087 0), th Inning OU (8053087), 2th Inning OU (8053087 2), 3th Inning OU (8053087 3), 4th Inning OU (8053087 4), 5th Inning OU (8053087 5), First 3 Innings otal Runs OU (805307537), First 5 Innings otal Runs OU (805307540), First 3 Innings otal Runs OU (805307543), F OU (805306368) PM, st half OU (805306369) PM, otal Runs in 3 Innings OU (805306746) PM, otal Runs in 5 Innings OU (805306747) PM, otal Runs in 7 Innings OU (805306748) PM

Market	Description	Col1	Col2	Col3
otal Runs (Inning/Half/Game)	in 7 Innings OU (805306748) PM	PM / IP	X	X

Live Betting OU (805306407), st Inning OU (805306730), 2nd Inning OU (80530673), 3rd Inning OU (805306732), 4th Inning OU (805306733), 5th Inning OU (805306734), 6th Inning OU (805306735), 7th Inning OU (805306736), 8th Inning OU (805306737), 9th Inning OU (805306738), 0th Inning OU (8053087 0), th Inning OU (8053087), 2th Inning OU (8053087 2), 3th Inning OU (8053087 3), 4th Inning OU (8053087 4), 5th Inning OU (8053087 5), First 3 Innings otal Runs OU (805307537), First 5 Innings otal Runs OU (805307540), First 7 Innings otal Runs OU (805307543), F OU (805306368) PM, st half OU (805306369) PM, otal Runs in 3 Innings OU (805306746) PM, otal Runs in 5 Innings OU (805306747) PM, otal Runs in 7 Innings OU (805306748) PM

Market	Description	Col1	Col2	Col3
otal Runs (Innings/Halves/Full Games)	in 7 Innings OU (805306748) PM	PM / IP	X	X
otal Runs (odd/Even) (Inning/Half/Game)	eams Odd/Even (366) eams Odd/Even (274), st inning Odd/Even (36)	PM/IP	X	X
otal Runs + Hits + Errors (Inning/Half/Game)			X	X
otal Runs away/home team	4842 eam otal Runs	PM	X	X

st Inning OU (805306730), 2nd Inning OU (80530673), 3rd Inning OU (805306732), 4th Inning OU (805306733), 5th Inning OU (805306734), 6th Inning OU (805306735), 7th Inning OU (805306736), 8th Inning OU (805306737), 9th Inning OU (805306738), 0th Inning OU (8053087 0), th Inning OU (8053087), 2th Inning OU (8053087 2), 3th Inning OU (8053087 3), 4th Inning OU (8053087 4), 5th Inning OU (8053087 5)

Market	Description	Col1	Col2	Col3
otal Runs for xth Inning	Inning OU (8053087 5)	IP	X	X
otal scoreless Innings	No such market		X	X
Which team will have the most losses	eam Performance (5204)		X	X
Which team will have the most wins	eam Performance (5204)		X	X
Will eam A or eam B win the World Series (Vs the Field)			X	X
Will the Home eam Bat in the Bottom of the 9th			X	X
Will there be a no hitter?			X	X
Winning League	Winning League (3826) or Winning Conference (3798)		X	X
Winning Margin	367 PM , 2 68 IP	PM / IP	X	X
Winning Margin (Bands)			X	X
World Series / All Star Game MVP	World Series MVP (3827)		X	X
World Series Winner	Outright (8)		X	X
X Inning Run (Inning/Half/Game) run to be scored in x inning half or game?	Run in st Inning (787)		X	X
Xth Home Run betting on first or next home run?	No such market		X	X
MLB Draft, First Overall Pick	Pick Number (5305) or MLB Draft (38 3)		X	X
MLB Draft, Player x to be drafted in First Round	Draft Props (53 0) or Draft Specials (53)		X	X
MLB Draft, Player x Draft Position O/U	Draft Position (5304)		X	X
MLB Draft, Player vs Player 2 Drafted earlier Matchbet	First to be Drafted (5308)		X	X
Exact Regular Season Win Percentage	Regular Season Wins or % (533)		X	X
Exact Season Win Percentage	Regular Season Wins or % (533)		X	X
Win Percentage	Regular Season Wins or % (533)		X	X
Pitcher to record the most Saves Excluding Playoffs	League Leaders (5203)		X	X
Player to record the most stolen bases Excluding Playoffs	League Leaders (5203)		X	X
Player to be drafted top X overall	Player Drafted by (5307) or Draft Props (53 0) or 53		X	X

[eam] to Score in st Inning (4454), [eam] to Score in 2nd Inning (4455), [eam] to Score in 3rd Inning (4456), [eam] to Score in 4th Inning (4457), [eam] to Score in 5th Inning (4458), [eam] to Score in 6th Inning (4459), [eam] to Score in 7th Inning (4460), [eam] to Score in 8th Inning (446), [eam] to Score in 9th Inning (4462), [eam2] to Score in st Inning (4463), [eam2] to Score in 2nd Inning (4464), [eam2] to Score in 3rd Inning (4465), [eam2] to Score in 4th Inning (4466), [eam2] to Score in 5th Inning (4467), [eam2] to Score in 6th Inning (4468), [eam2] to Score in 7th Inning (4469), [eam2] to Score in 8th Inning (4470), [eam2] to Score in 9th Inning (447)

Market	Description	Col1	Col2	Col3
eam X to score a run Inning X	Score in 9th Inning (447)	IP	X	X
Any team to win X or more games			X	X
Any pitcher to record X or more str keouts			X	X

DraftKings Sample Menu

Player X to record more {Home Runs/Strikeouts/RBIs/Runs/Hits} than Player Y in a {game/series/season}		X	X
Pitcher X Result of {at bat/inning/game}		X	X
eam A to win more games than eam B	Regular Season Wins (5206)	X	X
Player X & Player Y to each have X {Home Runs/Strikeouts/RBIs/Runs/Hits} in a {game/series/season}	Player Prop Parlays (5278) or Season Long otals (5205)	X	X
Exact Outcome	Exact Score F (2 83)	X	X
Division of Winning eam (Division Winners is a wager)	Winning Division (3799)	X	X
State of Winning eam	Regional betting (3795)	X	X
Double chance		X	X
Exact Outcome	Exact Score F (2 83)	X	X
Division of Winning eam (Division Winners is a wager)	Winning Division (3799)	X	X
State of Winning eam	Regional betting (3795)	X	X
Double chance		X	X
# Seed	eam Performance (5204)	X	X
Seed of Winning eam	No such market	X	X
eam to Finish 2nd	Finishing Position (359)	X	X
eam to Finish 3rd	Finishing Position (359)	X	X
eam to Finish 4th	Finishing Position (359)	X	X
eam to Finish 5th	Finishing Position (359)	X	X
eams to Finish st/2nd Exact Order	Finishing Position (359)	X	X
eams to Finish st/2nd Any Order	Finishing Position (359)	X	X
Best Regular Season Record	eam Performance (5204)	X	X
eam with Best Home Record	eam Performance (5204)	X	X
eam with Best Road Record	eam Performance (5204)	X	X
eam to get wildcard?	eam Performance (5204)	X	X
o Lose 00+ Games	eam Performance (5204)	X	X
Which venue will host final game?	Playoff Specials (5 65) or Playoff Props (5 66)	X	X
Will he Series Be Swept?	Playoff Specials (5 65) or Playoff Props (5 66)	X	X
Home eam to win all games	Playoff Specials (5 65) or Playoff Props (5 66)	X	X
Road eam to win a l games	Playoff Specials (5 65) or Playoff Props (5 66)	X	X
Series Game Spread	o Win Series HC (53687 009)	X	X
Player to have most HRs in series	Playoff Specials (5 65) or Playoff Props (5 66)	X	X
Player to have most runs in the series	Playoff Specials (5 65) or Playoff Props (5 66)	X	X
Player to have most RBIs in the series	Playoff Specials (5 65) or Playoff Props (5 66)	X	X
Pitcher with most wins (Regular Season Pitcher Wins)	League Leaders (5203)	X	X
otal HRs O/U	otal Home Runs (3976)	X	X
otal Runs O/U	F OU (805306369) PM, Live Betting OU (805306407) IP PM/IP	X	X
otal Stolen Bases O/U	No such market	X	X
otal Strikeouts O/U	otal Strikeouts (3974)	X	X
otal Wins O/U		X	X
otal Saves O/U		X	X
Batting Avg O/U		X	X
Manager of the year	Manager of the Year Award (38) or Awards (53 3)	X	X
Hank Aaron Award	Awards (53 3) or Hank Aaron Award (3809)	X	X
Re ief Man Award	Awards (53 3) or Reliever of the Year Award (382)	X	X
Golden Glove Winner	Awards (53 3) or Gold Glove Award (3808)	X	X
Player x (st, 2nd etc) At Bat Result (Single/Walk/HBP/Strikeout/Extra base H t/Other Out/Outcome/Home Run)	Live Batter Result/ (Batter X Inning Y Result) (5273)	X	X
Player x to str keout batter x (Yes/No)		X	X
otal Batters HBP	No such market	X	X
O/U Double plays	No such market	X	X
Exact outcome of World Series (What teams to play in the World Series)	Straight Forecast (3587)	X	X
Max consecutive runs scored	No such market	X	X
When will the game be decided? (op 9/Bottom 9/Extras)	No such market	X	X
eam to go undefeated	eam Performance (5204)	X	X
eam to go winless	eam Performance (5204)	X	X
o be a player of X team at the start of the X MLB season	No such market	X	X
Over/Under eam Win %	Regular Season Wins or % (533)	X	X
Most Walks (team and/or player)			
Most otal Bases (team and/or player)			
Most on Base (team and/or player)			
Most Extra Base Hits (team and/or player)			
Fewest Strikeouts (team and/or player)			
Fewest otal Bases (team and/or player)			
Fewest on Base (team and/or player)			
Fewest Extra Base Hits (team and/or player)			
Fewest Walks (team and/or player)			
Fewest HR (team and/or player)			
Fewest H ts (team and/or player)			
Batters Faced (op/Bottom of inning X)			
otal Runs Scored (op/Bottom of inning X)			
otal Strikeouts (op/Bottom of inning X)			
Will there be a Home Run? (op/Bottom of inning X)			
otal H ts (op/Bottom of inning X)			
Will there be a Double Play (op/Bottom of inning X)			
otal Men Left on Base (op/Bottom of inning X)			
Will the Bases be Loaded (op/Bottom of inning X)			
otal P tches hrown (op/Bottom of inning X)			
Extra Base Hit (op/Bottom of inning X)			
Walks (op/Bottom of inning X)			
Will there be a Error? (op/Bottom of inning X)			
otal Groundouts (op/Bottom of inning X)			
otal Flyouts (op/Bottom of inning X)			
Da ly otal Runs			
Da ly otal Home Runs			

DraftKings Sample Menu

Highest Scoring Game
Highest Scoring eam   Highest Scoring   eam 5   99
Da ly Homes v Aways   Daily Homes v Aways 5582
Da ly Most Home Runs   Daily Most Home Runs 5647
Da ly Most Hits   Daily Most Hits 5648
Da ly Most Pitcher Str keouts   Daily Most Pitcher Strikeouts   5649
Player Season otal RBIs   [5825]Player Season otal RBIs
Longest Win Streak   [5826]Longest Win Streak
Which team will score the most on X day?
Highest KIPER Ks + IPs   ER (Strikeouts + Innings Pitched
Earned Runs)
Over/under wa k off home runs in designated games
Over/under wa k offs in designated games
Player to throw a 9 Inning No Hitter in Regular Season
Player to throw a 9 Inning Perfect Game in Regular Season
Next Player to throw a 9 Inning No Hitter in Regular Season
Next Player to throw a 9 Inning Perfect Game in Regular
Season

Matchup Markets
Batter Most Walks
Batter Most H ts
Batter Most HR
Batter Most Strikeouts
Batter Most otal Bases
Batter Most on Base
Batter Most Xtra Base Hits
Pitcher Fewest Strikeouts
Pitcher Fewest otal Bases
Pitcher Fewst on Base
Pitcher Fewest Extra Base Hits
Pitcher Fewest Walks
Pitcher Fewest HR
Pitcher Fewst Hits

Ha f Inning Markets
 op Batters Faced
 op otal Runs Scored
 op otal Strikeouts
 op Will there be a Home Run
 op otal Hits
 op Will there be a Double Play
 op otal Men Left on Base
 op Will the Bases be Loaded
 op otal Pitches hrown
 op Extra Base Hit
 op Walks
 op Will there be a Stolen Base
 op Will there be a Error
 op otal Groundouts
 op otal Flyouts
Bottom Batters Faced
Bottom otal Runs Scored
Bottom otal Strikeouts
Bottom Will there be a Home Run
Bottom otal Hits
Bottom Will there be a Double Play
Bottom otal Men Left on Base
Bottom Will the Bases be Loaded
Bottom otal Pitches hrown
Bottom Extra Base Hit
Bottom Walks
Bottom Will there be a Stolen Base
Bottom Will there be a Error
Bottom otal Groundouts
Bottom otal Flyouts

Da ly Specials
Da ly otal Runs
Da ly otal Home Runs
Highest Scoring Game
Highest Scoring eam
Da ly Homes v Aways
Da ly Most Home Runs
Da ly Most Hits
Da ly Most Pitcher Str keouts
Will both eam "X" & eam "Y" advance to "X" round of the
playoffs
Pick the exact score of a MLB game
Batter Home Run + eam Win
Pitcher to Record a Win
Perfect Game
Season otal No H tters
Season otal Perfect Games

 otal Home Runs Handicap/Spread
 otal Home Runs Exact
 otal Home Runs Odd/Even
Race to X Home Runs
Player X otal Singles

DraftKings Sample Menu

Player X   otal Doubles
Player X   otal Bases
Player X   otal Walks
Player X   otal Hits
Player X   otal Runs
Player X   otal Stolen Bases
Player X   otal Batters Faced
Player X   otal Walks Allowed
Player X   otal Batters Struck Out
Player X   otal Hits Allowed
Player X   otal Pitches hrown
Player X   otal Outs at the Plate
Player X   otal Batters Out
Player X   otal At Bats

[5968][PreLive] st Run
[5969][Live] st Run
[5970][Live] Last Run
[597][PreLive] Last Run
[5972][Live] eam otal Runs Odd/Even
Highest Exit Velocity of Any Homerun
 otal HRs scored by Player X (Round/Heat/Derby)
Distance of Players X's First HR (Round/Derby)
Distance of Players X's Longest HR (Round/Derby)
Heat Winner
Will Heat X Go o Swing Off?
Heat X Margin of Victory
 otal Combined HRs scored by both players in Heat
League X HRs O/U in Round
AL vs NL otal HRs Head to Head in Round
Distance of Longest Home Run (Round/Heat/Derby)
Batting Handedness of Winner
League of Winning Player
 otal Home Runs

DraftKings Sample Menu

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings markets ID & name	Retail	Interactive
Hockey Ice	(AHL)	H y Leag	Australia HL(6243)	A l Star	All Star Games	<Player Over/Under otal Shots on goal	Shots on Goal (3977)	X	X
Return to Index	Asian Ho key League (ALIH)	Hockey League, Playoffs	Australia HL(6243)	Friendlies	Exhib tion Games	st Wld Card eam in Eastern Conference	no such market	X	X
	Ass iatio	Austria EHL	Austria EHL(435)	NHL Draft	Friendly Games	st Wld Card eam in Western Conference	no such market	X	X
	Ice Hockey Federations	Austria EHL, Final round	Austria EHL(435)	Olympic Games	International Games	2nd Wild Card eam in Eastern Conference	no such market	X	X
	A s ciation Pay f	Austria EHL(435)	Austria EHL(435)	Playoffs	Playoffs	2nd Wild Card eam in Western Conference	no uc m k t	X	X
	(CHL)	round	Austria EHL(435)	Pre Season	Pre Season	2way (incl O)	(268436723)	X	X
	Federation (HSHL)	Austria El t Kärntner Liga		Qualifying	Regular Season	3 Way Puck Line Betting (Inc ie)	IP/PM 3W Handicap (270)	X	X
	Czech Ice Hockey Association	Austria Young Stars League	Austria U20 League(6685)	Regular Season		60 Min 3 way Money ine		X	X
	a ks Ishock y Union	M r R	Austria U20 League(6685)	ournaments		60 Min Correct Score	[xcuding O (27), Exact S o [xclud ng O] 22 6)	X	X
	(DEL)	Play ffs	Austria U20 League(6685)			60 Min Puck Line	HC (536872233), PM Handicap [Excluding O] HC	X	X
	DM	Qualification Round A	Austria U20 League(6685)			Alternate Spread (period/game)	Alternative otal Goals 2nd Period OU (8053 446),	X	X
	E traliga I d iho hokeje (ELH)	Qualification Round B	Austria U20 League(6685)			Alternate otal Goals (period/game)	no such market	X	X
	(EIHL)	Austrian NL	Austria NL(804)			Any defender to score the first goal	no such market	X	X
	ERS E	Belarus Extraliga, Division B	Belarus Extraliga(30645)			Away/Home eam otal Goals	245/ 255 otal eam Goals [Excluding O] / [Including O]	X	X
	Erste Liga	Belarus Extraliga, Group B	Belarus Extraliga(30645)			Best Regular Season Record	R gular Season Winner (3790)	X	X
	Euro Hockey our	Belarus Extraliga, Playoffs	Belarus Extraliga(30645)			Both eams to Score (Period/game)	Both eams o Score (228), 2nd Period Both eams o	X	X
	u o H key EH)	Belarus JHL				Both eams to Score / 60 Minute Moneyline Parlay		X	X
	Hockey sur Gla e (FFHG))	Belarus Salei Cup	Belarus Cup(4628)			Both teams to score at least X goals		X	X
	unt y	Belarus Vysshaya Liga	Belarus Vyscha Liga(4872)			Correct Score (period/game)	O] (2224), st Period Exact Score (2207), 2nd Period Exact	X	X
	Associati n	Playoffs	Belarus Vyscha Liga(4872)			Correct score after X goals are scored	such market	X	X
	d r tion	Canada CWHL	Canada WHL(4729)			Correct Score incl O /SO	[Including O] (22 5)	X	X
	Federation	Canada OHL	Canada OHL(867)			Defender wi l score a goal	no such market	X	X
	Ice H ckey Australi (IHA)	Canada OHL, Playoffs	Canada OHL(867)			Different teams to score the first X goals	no such market	X	X
	Rus ia	Hockey League	Canada QMJHL(8303)			Double Chance	Double Chance (307)	X	X
	I veni	Canada WHL	Canada WHL(4729)			Draw no bet	no such market	X	X
	Ukraine	Canada WHL, Playoffs	Canada WHL(4729)			Each team to score in Each period	no such market	X	X
	Federation (IIHF)	Croatia st Division	Croatia IHL(5005)			Each Way Betting	Outright (8)	X	X
	Federation (FISU)	Croatia st Division, Playoffs	Croatia IHL(5005)			Either coach to request an extra video review	no such market	X	X
	Committee (IOC)	Czech Extraliga	Czech Extraliga(4 7)			Either Head coach to be ejected	no such market	X	X
	Jääki ko SM le gue Oy	Czech Republic Liga	Czech Chance Liga(966)			Either team to lead 2 0 anytime	no such market	X	X
	Fed ration	Czech Republic Liga Playout	Czech Chance Liga(966)			Either team to lead 2 0 anytime (excl O)	no such market	X	X
	KHL)	Playoffs	Czech Chance Liga(966)			Either team to lead 2 0 anytime (Incl O)	no such market	X	X
	L F)		Czech II Liga(7240)			Either team to score X consecutive goals		X	X
	F eration (LLRF)	Playoffs	Czech II Liga(7240)			Empty net goal Y/N	no such market	X	X
	NHL)	Czech Republic Extraliga	Czech Extraliga(4 7)			First goal scored w th equal number of players	no such market	X	X
	antonal Va doise	Juniors	Czech ELJ U20(468)			First Goal Scorer (period/game)	76 for F	X	X
	n at	Ju i rs, Playo fs	Czech ELJ U20(468)			First goal will be scored by any team while in Powerplay	no such market	X	X
	As ociation	Stars h Dor tu				First goal will be scored by any team while in Short Handed	no such market	X	X
	(PZHL)	Playoff	Czech Extraliga(4 7)			First goal will be scored by Pena ty shot	no such market	X	X
	Polska Hokej Liga	Playout	Czech Extraliga(4 7)			First team to score X goals		X	X
	oHok i	Relegation/Promotion Round	Czech Extraliga(4 7)			First ime Stanley Cup Winner (Franchise) Yes/No?	First ime Winner (3783)	X	X
	Feder tion (FRHG)	Danish Metal Ligaen	Denmark Metal Ligaen(834)			First/Last team to Score		X	X
	(SHL)	Denmark Superisligaen	Denmark Superisligaen(834)			Game / Series Double	Game and Series Double (3590)	X	X
	Slovak Ice H ckey Federation	Playoffs	D ma k Metal Ligaen(834)			Goal Spreads	no such market	X	X
	(SZL'H)		g e(889)			Goal Spreads (incl O)	no such market	X	X
	SM Liiga	Playoffs	League(889)			Goa keeper Wil Score	no such market	X	X
	(FEDH)	Finland Liiga	Finnish SM Liga(358)			Hart rophy Winner	3930 Hart rophy	X	X
	Associ tio (SIHA)	Finland Liiga, Playoffs	Finnish SM Liga(358)			Highest Scoring Period	Highest Scoring Period (233)	X	X
	(SIHF)	Finland Mestis (426)	Finnish Mestis (426)			Highest Scoring eam	no such market	X	X
	Liga Pro	Relegation/Promotion	Finnish Mestis (426)			Home/Away number of minor pena ties	no such market	X	X
		Finland Mestis, Playoffs	Finnish Mestis (426)			Home/Away team to score in each period	no such market	X	X
		Finland Mestis Playout	Finnish Mestis (426)			Home/Away team to score only (excl O)	o Win o N I [Excluding O] (286) (234)	X	X
		Promotion/Relegation Playoffs	Finnish Mestis (426)			Home/Away team to score X goals in a row		X	X
		Finland Suomi Sarja(8576)	Finnish Suomi sarja(8576)			Home/Away team to win a l periods	eam o Win A l 3 Periods (279)	X	X
		Finland U20 Nuorten SM Liiga	Finnish SM Liga U20(4688)			Home/Away team to win first Face Off	no such market	X	X
		France Coupe de France	France Cup(8672)			Home/Away team to win in Overtime	Method Of Winning [eam] v [eam2] (235)	X	X
		France Ligue Magnus	France Ligue Magnus(856)			Home/Away team to win or draw all periods	no such market	X	X
		France Ligue Magnus, Playoffs	France Ligue Magnus(856)			Home/Away total shots on target	Shots on Goal (3977)	X	X
		France Ligue Magnus, Relegation Round	France Ligue Magnus(856)			Last eam to Score (period/game)		X	X
		German DEL	Germany Eishockey Liga(4 8)			Lowest Scoring eam (Season)		X	X
		Germany DEL	Germany Eishockey Liga(4 8)			Match Resu t		X	X
		Germany DEL 2	Germany 2nd Div(947)			Match to end by penalty shootout		X	X
		Germany DEL 2, Playdowns	Germany 2nd Div(947)			Match to end in Regular ime		X	X
		Germany DEL 2, Playoffs	Germany 2nd Div(947)			Matchbet and otals	no such market	X	X
		Germany DEL, Playoffs	Germany Eishockey Liga(4 8)			Money Line	F ML (268435456) PM, Live Betting ML (268435495) IP, 2 way [Including O] ML (268436723), 39 Live Betting	X	X
		Hungary Magyar Kupa	Hungary Cup(5688)			Moneyline (Period/Game)	IP Live Betting ML (268435495), st Period ML (268435542), 2nd Period ML (268435547), 3rd Period ML (268435548), 2 way [Including O] ML (268436723), Regular ime ML (268436777), 3 Way Winner Overtime ML (2684370 2) PM F ML (268435456), Regular ime ML (268435550), st Period ML (268436705), 2nd Period ML (268436706), 3rd Period ML (268436707), 2 way [including O] ML (2684367 0)	X	X
		Hungary Super Cup				Next Goal	Next Goal (300)	X	X
		International				Next eam to Score / 60 Minute Parlay		X	X
		International 5 Nations ournament, Women				Next to Score/60Min otal OU x Parlay		X	X
		International Alps Hockey League	Alps Hockey League(0725)			NHL All Star Game MVP	All Star Game MVP (3800)	X	X
		International Alps Hockey League, Knockout Stage	Alps Hockey League(0725)			NHL All Star Game Winner	no such market	X	X

, 944 PM

94 Regular ime?

5368722 5), PM Asian Lines

(80530767), PM Asian Lines

Number Of eam Goals [Excluding
R gula Season Stats 223)
teams can t score in O therefore,
S me Game Par ay 4028)
cluding O
O ?

O] t m tch as specifi s excl
PM, Draw No Bet [Excluding O]

eam Goals (3794)

st Period First o Score (238), 2nd

28 / 282/ 283/ 284 however

[Excluding O] PM, 3 9/ 320

[Ex luding O] (322)
a QA market

eam Goals (3794)

st Period Last o Score (242), 2nd
Period Last o Score (243), 3rd
Period Last o Score (244)
assuming a l 3 pervious markets are
team not player markets 24
[Exluding O] PM, 3 9 [Excluding
O] IP

Regular Season Stats (223)/NHL
Regular Season Specials
(3938)/ eams (250)

39 Live Betting (check)
Method Of Winning [eam] v
[eam2] (235)
Method Of Winning [eam] v
[eam2] (235)

F ML (268435456) PM, Live
Betting ML (268435495) IP, 2 way
[Including O] ML (268436723) IP,
39 Live Betting

Plus from 305 to 3 8 IP f
excluding O specification is OK
Same Game Parlay (4028)

Same Game Parlay (4028)

League	Code	Market	Market 2	X	X	Notes
International Alps Hockey League, Master Round	Alps Hockey League(0725)	NHL All Star Skills Accuracy Shooting Player A vs Player B		X	X	Head 2 Head (85)/Players (85)
International Alps Hockey League, Qual fication Round, Group A	Alps Hockey League(0725)	NHL All Star Skills Fastest Skater Player A vs Player B		X	X	Head 2 Head (85)/Players (85)
International Alps Hockey League, Qual fication Round, Group B	Alps Hockey League(0725)	NHL All Star Skills Hardest Shot Player A vs Player B		X	X	Head 2 Head (85)/Players (85)
International Asia League, Playoffs	Asia League(8 75)	NHl A l Star Ski ls Shooting Stars	no such market	X	X	Next 7 rows potentially Players (85), but probably no match Specials (08)?
International Asian Hockey League	Asia League(8 75)	NHL All Star Skills Accuracy Shooting	no such market	X	X	
International Black Sea Cup	Black Sea Cup(9758)	NHL All Star Skills Fastest Skater	no such market	X	X	
International Challenge Cup of Asia	Challenge Cup of Asia(5643)	NHL All Star Skills Hardest Shot	no such market	X	X	
International Challenge Cup of Asia, Division , Women	Challenge Cup of Asia Women Div (7 77)	NHL All Star Skills Puck Control	no such market	X	X	
International Challenge Cup of Asia, Division I	Challenge Cup of Asia Div (2 83)	NHL All Star Skills Save Streak	no such market	X	X	
International Champions Hockey League	Champions Hockey League (2380)	NHL All Star Skills Premier Passer	no such market	X	X	
International Channel One Cup	Channel One Cup(077)	NHL All Star Skills Save Streak Player A vs Player B		X	X	Head 2 Head (85)/Players H2H (3962)/Players (85)
International Club Friendly Games	Friendly Matches(842)	NHL All Star Skills Shooting Stars Player A vs Player B		X	X	Head 2 Head (85)/Players H2H (3962)/Players (85)
International Continental Cup, Preliminary	Europe Continental Cup(040)	NHL Goa ie Performance		X	X	
International Continental Cup, Super Final	Europe Continental Cup(040)	NHL Player Awards	Awards (53 3)	X	X	Awards (53 3)
International Coupe des Bains		NHL Regular Season Points		X	X	Regular season stats (223 y Points (3593)
International Czech Hockey Games		NHL Womens All Star Winner	no such market	X	X	
International Erste Liga	Hungary Erste Liga(8876)	No Goals in Regular ime	no such market	X	X	
International Erste Liga, Championship Round	Hungary Erste Liga(8876)	Odd/Even goals		X	X	2 3 PM , 273 [EX O] , 289 [INCL O] IP
International Erste Liga, Playoffs	Hungary Erste Liga(8876)	Odd/Even goals (Inc O and Penalty Shootout)	IP otal Goals Odd/Even [Including O] (289) , PM otal Goals Odd/Even [Including O] (257)	X	X	Odd/Even [Including O] (3 9)
International Erste Liga, Relegation Round	Hungary Erste Liga(8876)	Over/Under minor penalties	no such market	X	X	
International Euro Hockey Challenge		Over/Under powerplay goals	no such market	X	X	
International Euro Hockey our	Euro our(377)	Over/Under ime of first goal		X	X	ime Of st Goal [Excluding O] (2 8) Also have st/2nd/3rd Period ime Of First Goal (2 9/ 220/ 22)
International European Ice Hockey Challenge	European Challenge(8 9)	Over/Under total Short Handed goals	no such market	X	X	
International Four Nations ournament, Women		Over/Under total shots on target	Shots on Goal (3977)	X	X	
International Germany Cup	Germany Cup(859)	Overtime Yes/No	IP Wll here Be Overtime (290)	X	X	
International IIHF World Championship	World Championship(263)	Player (Goa ie) over/under saves		X	X	Stats (3592)/Players (85)
International International Friendly Games	Friendly International(760)	Player (Goa ie) to record a shutout		X	X	Stats (3592)/Players (85)
International International Friendly Games, Women	Friendly International Women(2826)	Player A and Player B to combine for O/U X shots		X	X	Players (85)/Shots on Goal (3977)/Stats (3592)
International International Hockey League	IHL International Hockey League(4933)	Player A and Player B to combine for over/under power play goals		X	X	Player Goals (3789)/Players (85)/Stats (3592)
International Junior Club World Cup	Junior Club World Cup(0454)	Player A and Player B to combine for over/under power play points		X	X	Players (85)/Points (3593)/Stats(3592)
International Karjala Cup	Karjala Cup(027)	Player A and Player B to combine for over/under shots		X	X	Players (85)/Shots on Goal (3977)/Stats (3592)
International MOL Liga, Playoffs	MOL League(4659)	Player A and Player B to combine to block O/U X shots		X	X	Players (85)/Shots on Goal (3977)/Stats (3592)
International Olympic games	Olympic Games Men(27 3)	Player A and Player B to each block over/under shots		X	X	Players (85)/Shots on Goal (3977)/Stats (3592)
International Olympic Games, Group A	Olympic Games Men(27 3)	Player A and Player B to each have O/U X Shots		X	X	Players (85)/Shots on Goal (3977)/Stats (3592)
International Olympic Games, Group B	Olympic Games Men(27 3)	Player A or Player B E ther to record X assists in the game		X	X	Player Assists (3787)/Players (85)/Stats (3592)
International Olympic Games, Group C	Olympic Games Men(27 3)	Player A or Player B E ther to score 2 or more goals		X	X	Player Goals (3789)/Players (85)/Stats (3592)
International Olympic Games, Women, Group A	Olympic Games Women(2968)	Player A or Player B E ther to score X or more points		X	X	Players (85)/Points (3593)/Stats(3592)
International Olympic Games, Women, Group B	Olympic Games Women(2968)	Player A or Player B to score a Hattrick		X	X	Player Goals (3789)/Players (85)/Stats (3592)
International Olympic Games, Women, Placement Round	Olympic Games Women(2968)	Player A or Player B to score first goal		X	X	Player Goals (3789)/Players (85)
International Olympic Qualification, Women	Olympic Games Women(2968)	Player A to record more points than player B		X	X	Head 2 Head (85)/Players H2H (3962)
International Presidents Cup		Player A to record X assists in the game		X	X	Player Assists (3787)/Players (85)/Stats (3592)
International Slovakia Cup		Player A, Player B or Player C any to score X or more goals		X	X	Player Goals (3789)/Players (85)/Stats (3592)
International Sochi Hockey Open		Player A, Player B or Player C any to record X or more assists in the game		X	X	Player Assists (3787)/Players (85)/Stats (3592)
International Spengler Cup, Final	Spengler Cup(05)	Player A, Player B or Player C any to score X or more points		X	X	Players (85)/Points (3593)/Stats(3592)
International Spengler Cup, Group Cattini	Spengler Cup(05)	Player A, Player B or Player C to score a Hattrick		X	X	Player Goals (3789)/Players (85)/Stats (3592)
International Spengler Cup, Group orriani	Spengler Cup(05)	Player A, Player B or Player C to score first goal		X	X	Player Goals (3789)/Players (85)
International Summer Cup		Player assists in a Series		X	X	Player Assists (3787)/Players (85)/Stats (3592)
International Sweden Hockey Games		Player Goals in a Series		X	X	Player Goals (3789)/Players (85)/Stats (3592)
International atransky Cup		Player over/under Plus Minus (maybe add an explanation of plus minus? he difference between total goals for and against the player's team wh le he is on the ice)		X	X	Stats (3592)/Players (85)

DraftKings Sample Menu

International U20 Challenge Cup of Asia	Challenge Cup of Asia U20(635)			
International U20 Club Friendlies				
International U20 Friendly Games	Friendly International U20(982)			
International U20 World Championship, Division I, Group A	World Championship U20 Div A			
International U20 World Championship, Division I, Group B	World Championship U20 Div B(72)			
International U20 World Championship, Division II, Group A	World Championship U20 Div 2A(5 66)			
International U20 World Championship, Division II, Group B	World Championship U20 Div 2B(5299)			
International U20 World Championship, Division III	World Championship U20 Div 3(5302)			
International U20 World Championship, Division III, 5 8	World Championship U20 Div 3(5302)			
International U20 World Championship, Division III, Playoffs	World Championship U20 Div 3(5302)			
International U20 World Championship, Final Round	World Championship U20(0)			
International U20 World Championship, Group A	World Championship U20(0)			
International U20 World Championship, Group B	World Championship U20(0)			
International U20 World Championship, Relegation Round	World Championship U20(0)			
International Universiade Games	Winter Universiade (5 39)			
International Universiade Games	World Universiade(56)			
International Universiade Games, Women	Winter Universiade Women(5 06)			
International Winter Olympics	Olympic Games Men(27 3)			
International World Championship	World Championship(263)			
International World Championship, Div I, Group A	World Championship Div (7580)			
International World Championship, Div I, Group B	World Championship Div (7580)			
International World Championship, Div III	World Championship Div 3(2 37)			
International World Championship, Division II, Group A	World Championship Div 2(9476)			
International World Championship, Division II, Group B	World Championship Div 2(9476)			
International World Championship, Division III	World Championship Div 3(2 37)			
International World Championship, Final Round	World Championship(263)			
International World Championship, Final Round				
International World Championship, Final Round				
International World Championship, Group A	World Championship(263)			
International World Championship, Group B	World Championship(263)			
International World Championship, Women, Div I, Group A	World Champ Women Div A(25 4)			
International World Championship, Women, Div I, Group B	World Champ Women Div B(25086)			
International World Championship, Women, Final Round	World Championship Women(334)			
International World Championship, Women, Group A	World Championship Women(334)			
International World Championship, Women, Group B	World Championship Women(334)			
International World Championship, Women, Placement matches	World Championship Women(334)			
International World Championship, Women, Relegation Playoffs	World Championship Women(334)			
International World Championships, Div II, Women, Group B	World Champ Women Div 2B(9457)			

Market	Note			Reference
Player over/under power play goals		X	X	Player Goals (3789)/Players (85)
Player over/under power play points		X	X	Players (85)/Points (3593)/Stats(3592)
Player Performance Doubles	no such market	X	X	
Player Points Match Bet		X	X	Head 2 Head (85)/Players H2H (3962)
Player to block over/under # shots		X	X	Stats (3592)/Players (85)
Player to score a Hattrick		X	X	Player Goals (3789)/Players (85)
Player to score and team to win		X	X	Same Game Parlay (4028)
Player to score in X period	no such market	X	X	
Player to score X or more goals		X	X	Player Goals (3789)/Players (85)/Stats (3592)
Player to score x or more points		X	X	Players (85)/Points (3593)/Stats(3592)
Player to score X points and team to win		X	X	Same Game Parlay (4028)
Player to William M Jennings rophy	William M Jennings rophy (3943)	X	X	
Player to win Art Ross rophy	Art Ross rophy (392)	X	X	
Player to Win Calder Cup	Calder rophy (3923)	X	X	
Player to win Conn Smythe rophy	Conn Smythe rophy (3925)	X	X	
Player to win Frank J Se ke rophy	Frank J Selke rophy (3927)	X	X	
Player to win James Norries Memorial rophy	James Norries rophy (3932)	X	X	
Player to win Lady Byng Memorial rophy	Lady Byng rophy (3934)	X	X	
Player to win ed Lindsay Award	ed Lindsay Award (3940)	X	X	
Player to win Vezina rophy	Vezina rophy (3942)	X	X	
Player with the Most Points in the Playoffs		X	X	Players (85)/ Points (3593)/Stats(3592)/Specials (08)
Player with the most toal Assists in the Playoffs		X	X	Player Assists (3787)/Players (85)/Stats (3592)/Specials (08)
Player with the most total Goals in the Playoffs		X	X	Player Goals (3789)/Players (85)/Stats (3592)/Specials (08)
Player X otal Points		X	X	Players (85)/Points (3593)/Stats(3592)
Player X otal Shutouts (Regular Season)		X	X	Regular Season Stats (223)/Stats (3592)/Players (85)
Players A & B to score more points than player X & Y		X	X	Head 2 Head (85)/Players H2H (3962)
Players A, B & C to score more points than X, Y & Z		X	X	Head 2 Head (85)/Players H2H (3962)
Players points in a Series		X	X	Players (85)/Points (3593)/Stats(3592)/Specials (08)
Playoff Goals Matchbet		X	X	Head 2 Head (85)/Players H2H (3962)/Player Goals (3789)
Playoff Series Betting (Which team wil win playoff series?)	Series Winner (3352)	X	X	
Playoffs Points Matchbet		X	X	Head 2 Head (85)/Players H2H (3962)/Points (3593)
Puck Line (Period/Game)	IP Live Betting HC (53687095), st Period HC (536870998), 3rd Period HC (53687 003), 3rd Period HC (53687 004), 2 way [Including O] HC (536872 79), Regular ime HC (536872233) PM F HC (5368709 2), st Period HC (536872 6), 2nd Period HC (536872 62), 3rd Period HC (536872 63), 2 way [Including O] HC (536872 66), 2 Way Winner Overtime/Shootout HC (536872469), Handicap [Excluding O] HC (536872856), Handicap [Including O] HC (536872857)	X	X	
Race to X Goals		X	X	We have Race to X Goals [Excluding O] 28 to 284 PM
Regular Season Points Head to Head		X	X	Head 2 Head (85)
Regular Season otal Goals		X	X	Regular Season Stats (223)/Stats (3592)/NHL Regular Season Specials (3938) Assuming this is team and not player market or could use Player Goals (3789)
Regular Season otal Points		X	X	Regular Season Stats (223)/Stats (3592)/NHL Regular Season Specials (3938)/Points (3593)
Regular Season Wins		X	X	Regular Season Stats (223)/Stats (3592)/NHL Regular Season Specials (3938)
Season Goals Matchbet		X	X	Head 2 Head (85)/Players H2H (3962)

			X	X	Head 2 Head (85)/Players H2H (3962)
International World Championships, Women, Div II, Group A	World Champ Women Div 2A(690)	Season Points Matchbet	X	X	
International World Championships, Women, Div II, Group B	World Champ Women Div 2B(9457)	Second Period Goals	X	X	2nd Period OU (805306460) IP, 2nd Period OU (8053076 8) PM
Kazakhstan Cup	Kazakhstan Cup(047)	Series Correct Score	Series Correct Score (335)	X	X	Series Score (63)/Series Outcome (3353)
Kazakhstan Kazakhstani Championship	Kazakhstan Hockey Championship(702)	Series Correct Score After 3 Games		X	X	Series Correct Score (335)/Series Score (63)/Series Outcome (3353)
Kazakhstan Vysshaya League, Playoffs	Kazakhstan Hockey Championship(702)	Series Goals Matchbet		X	X	Head 2 Head (85)/ Players H2H (3962)/Player Goals (3789)
KHL	Russia KHL(2406)	Series Points Matchbet		X	X	Head 2 Head (85)/Players H2H (3962)/Points (3593)
Latvia Cup	Latvia Cup(9055)	Series Puck Line		X	X	Series Outcome (3353)
Latvia Latvian Hockey League	Latvia Premjer Liga(89)	Series op Points Scorer		X	X	Players (85)/ Points (3593)/Stats(3592)/Specials (08)
Latvia Latvian Hockey League, Playoffs	Latvia Premjer Liga(89)	Series otal Games		X	X	
Lithuania Premier League	L thuania HL(8860)	Series otals	no such market	X	X	Series Outcome (3353)
New Zealand NZIHL	New Zealand Hockey League(20273)	Series Winner	Series Winner (3352)	X	X	
NHL	NHL(459)	Series Winner Handicap		X	X	Series Outcome (3353)
Norway Division	Norway st Div(57)	Stage of Elimination	Elimination Stage (38)	X	X	
Norway E iteserien	Norway GE Ligaen(42)	eam A to finish 2nd in Divison	Finishing Pos tion (359)	X	X	
Norway E iteserien, Playoffs	Norway GE Ligaen(42)	eam A to finish 3rd in Divison	Finishing Pos tion (359)	X	X	
Norway E iteserien, Qualification	Norway GE Ligaen(42)	eam A to make 2nd Round of Playoffs	no such market	X	X	Elimination Stage (38)?
Olympics		eam A to make 3rd Round of Playoffs	no such market	X	X	Elimination Stage (38)?
Poland Ekstraliga	Poland Extra iga(843)	eam A to make the playoffs	o Make he Playoffs (3495)	X	X	
Poland Ekstraliga, Playoffs	Poland Extra iga(843)	eam A to Reach the final?	Finalists (90)	X	X	

					PM Exact score[excluding O] (22 0),Exact score[including O] (2224), st Period Exact Score (2207), 2nd Period Exact Score (2208), 3rd Period Exact Score (2209), IP Exact Score (60), st Period Exact Score (22 2), 2nd Period Exact Score (22 3), 3rd Period Exact Score (22 4), Exact Score [Including O] (22 5), Exact Score [Excluding O] (22 6)
Poland Ekstraliga, Relegation Playoffs	Poland Extra iga(843)	eam A to win (Exact score), (Exact score 2), (Exact score 3)		X	X	
Poland I Liga	Poland st League(309)	eam Goals in a Series		X	X	eam Goals (3794)
Poland Poland Cup	Poland Cup(5228)	eam Points in a Series		X	X	Points (3593) Is our market team or player market?
Poland Polska Hokej Liga, Relegation Round	Poland Extra iga(843)	eam to come from behind and win	no such market	X	X	
Romania Cupa Romaniei	Romania Cup(243)	eam to Score Yes/No (period/game)	no such market	X	X	
Romania Romanian Hockey League	Romania National(5708)	eam to Score First (period/game)		X	X	320 IP , 237 PM, but again depends if O specification matters or not We also have st/2nd/3rd Period First o Score IP (238 40), but depends whether these are team or player markets?
Russia Denis Lyapin Memorial		eam o Score xth Goal (period/game)		X	X	st to 5th Goal IP (305 3 8) team or player markets?
Russia KHL	Russia KHL(2406)	eam to Win President's rophy	Presidents' rophy (3937)	X	X	
Russia KHL A l Star Game	Russia KHL(2406)	he score to be anytime	no such market	X	X	
Russia KHL, Playoffs	Russia KHL(2406)	he score to be anytime (excl O)	no such market	X	X	
Russia MHL	Russia MHL(3629)	he score to be anytime (Incl O)	no such market	X	X	
Russia MHL, Playoffs	Russia MHL(3629)	he score to be 2 2 anytime	no such market	X	X	
Russia Minor Hockey League B	Russia MHL B(4697)	he score to be 2 2 anytime (excl O)	no such market	X	X	
Russia Nizhniy Novgorod Region Governor's Cup		he score to be 2 2 anytime (Incl O)	no such market	X	X	
Russia NMHL (MHL B), Playoffs	Russia MHL B(4697)	here will be Major Penalty for fighting	no such market	X	X	
Russia Orenburg Region Governor's Cup		here will be Pena ty shot in Regular ime	no such market	X	X	
Russia VHL	Russia VHL(2092)	o Advance Furthest (which team will progress furthest in competition?)		X	X	Head 2 Head (85)
Russia VHL B	Russia VHL(83 5)	o score a Goal (Anytime Goalscorer) (period/game)	Anytime Goalscorer (5286), Goalscorer (76)	X	X	286 IP , 234 PM Again we have an O specification on these markets
Russia VHL B, Playoffs	Russia VHL B(83 5)	o Win to Nil (team to win without conceding)		X	X	
Russia VHL, Playoffs	Russia VHL(2092)	op Goalscorer	op Goalscorer (84)	X	X	
Russia Women Championship	Russia Championships Women(4794)	op Point Scorer	op Pointscorer (395)	X	X	
Russian VHL	Russia VHL(2092)	otal Goals (period/game)	IP Live Betting OU (805306407), st Period OU (805306454), 2nd Period OU (805306459), 3rd Period OU (805306460), 2 way [Including O] OU (805307635), otal Goals [Including O] OU (805307537) PM F OU (805306368), st Period OU (8053076 7), 2nd Period OU (8053076 8), 3rd Period OU (8053076 9), 2 Way [Including O] OU (805307622), otal Goals [Including O] OU (805307630)	X	X	We also have IP and PM otal Goals Exc O markets, which I didn't include as standard assumption is inc O unless stated
SHL (Sweden)	Swedish Hockey League(444)	otal Goals Odd/Even (period/game)	PM otal Goals Odd/Even [Including O] (257), IP otal Goals Odd/Even [Including O] (289)	X	X	2 3 excl PM, 273 excl IP, Odd/Even (38)
Slovakia Liga	Slovakia Liga (763)	ournament Conference Winner	Conference Winner (3278)	X	X	o Win Conference (99)
Slovakia Liga, Playoffs	Slovakia Liga (763)	ournament Divison Winner	Division Winner (3806)	X	X	
Slovakia Liga, Playout	Slovakia Liga (763)	ournament Outright Winner	Outright (8)	X	X	
Slovakia Liga, Relegation/Promotion Playoffs	Slovakia Liga (763)	W ll eam x Make he Playoffs?	o Make he Playoffs (3495)	X	X	
Slovakia Extraliga	Slovakia Extra iga(437)	W ll team x Miss he Playoffs?		X	X	o Make he Playoffs (3495)
Slovakia Extraliga, Playoffs	Slovakia Extra iga(437)	W ll here Be a Shutout		X	X	o Win o Nil [Excluding O] (234)/(286) Once more depends on excl O specification
Slovakia Extraliga, Relegation Playoffs	Slovakia Extra iga(437)	Winning Conference	Winning Conference (3798)	X	X	
Slovakia Extraliga, Relegation/Promotion round	Slovakia Extra iga(437)	Winning Division	Winning Division (3799)	X	X	

DraftKings Sample Menu

League	League Code	Market	Sub-market	X	X	Notes
Slovakia U20 Extraliga	Slovakia Extra iga U20(49 6)	Winning Margin incl O /SO	PM Winning Margin [Including O] (253), IP Winning Margin [Including O] (287)	X	X	Winning Margin (93)
Slovakian Extraliga	Slovakia Extra iga(437)	Winning Margins		X	X	If this is excl O 270 PM, 280 IP Also, Winning Margin (93)?
Slovenia DP liga	Slovenia DP League(949)	Winning Method	Method Of Winning [eam] v [eam2] (235)	X	X	
Slovenia DP liga Playoffs	Slovenia DP League(949)	Worst Regular Season Record		X	X	NHL Regular Season Specials (3938)/Regular Season Stats (223)
Slovenia Pokal Sloven je	Slovenia Cup(4599)	X Number of Goals score in any game today		X	X	Number of Goals (0)/Specials (87)
SM L iga (Finland)	Finnish SM Liga(358)	x Period / Money Line Parlay	Same Game Parlay (4028)	X	X	
Spain Super iga	Spain Liga Nacional(08 8)	xth Period 3way	no such market	X	X	
Sweden Allettan Norra	Sweden Allettan(89 8)	xth Period Odd/Even goals		X	X	
Sweden Allsvenskan, Final round	Sweden HockeyAllsvenskan(892)	xth Period Both teams to score	PM st Period Both eams o Score (228), 2nd Period Both eams o Score (229), 3rd Period Both eams o Score (230)	X	X	
Sweden Allsvenskan, Relegation/Promotion Round	Sweden HockeyAllsvenskan(892)	xth Period Double Chance	IP st Period Double Chance (300), 2nd Period Double Chance (30), 3rd Period Double Chance (302), PM st Period Double Chance (223), 2nd Period Double Chance (224) , 3rd Period Double Chance (225)	X		
Sweden Hockey Allsvenskan	Sweden HockeyAllsvenskan(892)	xth Period Draw no bet	IP st Period Draw No Bet (294), 2nd Period Draw No Bet (295), 3rd Period Draw No Bet (296), PM st Period Draw No Bet (206), 2nd Period Draw No Bet (207), 3rd Period Draw No Bet (208)			
Sweden Hockey Allsvenskan, Final round	Sweden HockeyAllsvenskan(892)	xth Period First team to score		X	X	st/2nd/3rd Period First o Score (238 40) PM Fine as long as team and not player markets
Sweden Hockey Allsvenskan, Qualification Playoffs	Sweden HockeyAllsvenskan(892)	xth Period Goal Spreads	no such market	X	X	
Sweden Hockey Allsvenskan, Qualification Round	Sweden HockeyAllsvenskan(892)	xth Period Last team to score		X	X	st/2nd/3rd Period Last o Score (242 44) PM Again, fine as long as team and not player markets
Sweden HockeyEttan Ostra var	Sweden Hockeyettan(4676)	xth Period Money Line	IP st Period ML (268435542), 2nd Period ML (268435547), 3rd Period ML (268435548), PM st Period ML (268436705), 2nd Period ML (268436706), 3rd Period ML (268436707)	X	X	
Sweden HockeyEttan Ostra, Rel / Prom Round	Sweden Hockeyettan(4676)	xth Period otal	IP st Period OU (805306454), 2nd Period OU (805306459), 3rd Period OU (805306460), PM st Period OU (8053076 7), 2nd Period OU (8053076 8), 3rd Period OU (8053076 9)	X	X	
Sweden HockeyEttan Sodra, Rel / Prom Round	Sweden Hockeyettan(4676)	xth Period otal Goals	IP st Period OU (805306454), 2nd Period OU (805306459), 3rd Period OU (805306460), PM st Period OU (8053076 7), 2nd Period OU (8053076 8), 3rd Period OU (8053076 9)	X	X	
Sweden HockeyEttan Vastra	Sweden Hockeyettan(4676)	Which team wil have the most wins		X	X	NHL Regular Season Specials (3938)/Regular Season Stats (223)
Sweden HockeyEttan, Final	Sweden Hockeyettan(4676)	Which team wil have the most losses		X	X	NHL Regular Season Specials (3938)/Regular Season Stats (223)
Sweden Riksserien Damer	Sweden Riksserien(2 5)	Exact Regular season record for eam A		X	X	NHL Regular Season Specials (3938)/Regular Season Stats (223)
Sweden Riksserien Damer, Playoffs	Sweden Riksserien(2 5)	NHL Draft, First Overall Pick	NHL Draft (3936), First to be Drafted (5308)	X	X	
Sweden SHL	Swedish Hockey League(444)	NHL Draft, Player x to be drafted in First Round		X	X	NHL Draft (3936)/Draft Position (5304) does draft position relate to player, teams or both?
Sweden SHL, Playoffs	Swedish Hockey League(444)	NHL Draft, Player x Draft Position O/U		X	X	NHL Draft (3936)/Draft Position (5304) does draft position relate to player, teams or both?
Sweden SHL, Relegation/Promotion	Swedish Hockey League(444)	NHL Draft, Player vs Player 2 Drafted earlier Matchbet		X	X	NHL Draft (3936)Head 2 Head (85)/ Players H2H (3962)
Sweden U20	Swedish J20 Elt(24 53)	otal Defencemen Drafted in the First Round		X	X	NHL Draft (3936)
Sweden U20 E it Östra		otal Forwards Drafted in the First Round		X	X	NHL Draft (3936)
Switzerland Cup	Swiss Cup(6947)	Player to be Drafted Xth Overa l		X	X	NHL Draft (3936) or First to be Drafted (5308) when X
Switzerland National League, Relegation Playoffs	Swiss Nationalliga(420)	eam to be Awarded the st overall pick		X	X	Pick Number (5305)/Draft Position (5304)
Switzerland NLA	Swiss Nationalliga(420)	eam to be X # seed		X	X	eams (250)
Switzerland NLA, Playoffs	Swiss Nationalliga(420)	eam to Win Seeding round (First round of mod fied NHL Playoffs)	no such market	X	X	
Switzerland NLA, Playout	Swiss Nationalliga(420)	Stanley Cup Exact Matchup/Name the Fina ists	Finalists (90)	X	X	Straight Forecast (3587)
Switzerland NLA, Relegation/Promotion Playoffs	Swiss Nationalliga(420)	eam to Win the Number Seed (Eastern & Western Conference)		X	X	Regular Season Winner (3790)/NHL Regular Season Specials (3938)/Regular Season Stats (223)/
Switzerland NLB	Swiss League(806)	Goal Scorred between time interval XX XX XX XX	no such market	X	X	
Switzerland NLB, Playoffs	Swiss League(806)	o Win Game And Series	Game and Series Double (3590)	X	X	
Ukraine Junior Hockey League	Ukraine U20(7208)	o Win Game 2 And Series	Game and Series Double (3590)	X	X	
Ukraine Junior Hockey League	Ukraine U20(7208)	o Win Game 3 And Series	Game and Series Double (3590)	X	X	
Ukraine Professional Hockey League	Ukraine Hockey League(703)	o Win Game 4 And Series	Game and Series Double (3590)	X	X	
Ukraine Professional Hockey League, Playoffs	Ukraine Hockey League(703)	o Win Game 5 And Series	Game and Series Double (3590)	X	X	
USA AHL	AHL(454)	Most goals in a day		X	X	Player Goals (3789)/Players (85)/Stats (3592)/Specials (87)
USA All Star Game	NHL All Star Games(29783)	Most assists in a day		X	X	Player Assists (3787)/Players (85)/Stats (3592)/Specials(87)
USA Anaheim Ducks v Edmonton Oilers		Most points in a day		X	X	Players 85/ Points (3593)/Stats(3592)Specials (87)
USA NHL	NHL(459)	O/U x # Goals score in ANY game for the day		X	X	Specials (87)
USA NHL Preseason	NHL Preseason(2779)	eam to go undefeated		X	X	NHL Regular Season Specials (3938)/Regular Season Stats (223)
USA NHL, Playoffs	NHL(459)	eam to go winless		X	X	NHL Regular Season Specials (3938)/Regular Season Stats (223)
USA US NHL	NHL(459)	o be a player of X team at the start of the X NHL season	no such market	X	X	

DraftKings Sample Menu

Russia Liga Pro Short (3x 0 mins)
AHL

Russia Liga Pro(304 2)
AHL(454)

Over/Under eam Win %		X	X
		X	X
Stanley Cup, Conference ournament State of Winning eam		X	X
Stanley Cup Nation of Winning eam		X	X
Stanley Cup Original Six Winner?		X	X
Stanley Cup, Conference ournament Exact Outcome		X	X
Conference ournament Seed of Winning eam		X	X
Regular Season eam to finish in Xth Place		X	X
Regular Season eam w th best Home Record		X	X
Regular Season eam w th best Road Record		X	X
Regular Season eam w th most O wins (including shootouts)		X	X
Regular Season eam w th most shootout wins		X	X
Regular Season eam w th most shutouts		X	X
Regular Season eam w th least total pena ties		X	X
Regular Season eam w th most shots		X	X
Regular Season eam otal Home Points O/U		X	X
Regular Season eam otal Road Points O/U		X	X
Regular Season Average Shots per game O/U		X	X
Playoffs Which venue will host final game?		X	X
Playoffs Wil he Series Be Swept?		X	X
Playoffs Series Game Spread		X	X
Playoffs eam to win Game X and win series		X	X
Playoffs eam to lose Game X but win series		X	X
Playoffs eam to win Game X but lose series		X	X
Playoffs eam to lose Game x and lose series		X	X
Regular Season, Playoffs Player to score most points in (month)		X	X
Regular Season, Playoffs Player to have most goals in (month)		X	X
Regular Season, Playoffs Player to have most assists in (month)		X	X
Regular Season Maurice "Rocket" Richard rophy		X	X
Which team wil score the most on X day?			
Player to score a goal in every game of the playoff series			
Player to score a point in every game of the playoff series			
eam "x" wins in a month			
Futures Parlays			
Last Goalscorer			
Player X otal Goals			

Regular Season Stats (223)/NHL
Regular Season Specials (3938)

DraftKings Sample Menu

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings market ID & name	Retail	Interactive
NCAA Football	NCAA	NCAAF	NCAAF 87637	Bowl Games	Any eam	st/2nd Ha f 3way	Half / PM / 563 Mon y Line 3 Way st Half;564 M ney Li		X
		"Football Championship		Championship	Both eams to combine	st/2nd Ha f Money Line	IP	X	X
				Exhibition Games	Each eam	st/2nd Ha f Spread	IP	X	X
	cr ss division wa ering within			Playoffs	Either eam	st/2nd Ha f otal Points	IP	X	X
	cross division wagering within			Pre Season	From Minutes X X	2pt Conversion Attempt (Quarter/Half/Game)		X	X
				Pro Bowl	In a game	3 Unanswered eam Scores (Quarter/Half/Game)		X	X
				Regular Season	In a season	3 Way Moneyline (Quarter/Half/Game)	st Half;560 Money Line 3 Way 2nd Ha f;558 Money Line 3	X	X
				Senior Bowl	In any Quarter	3way (Match Result)		X	X
				Shrine Game	In Each Half	Alternate Fi ld Goals Quarter/Half Game) (eam)		X	X
				Superbowl	In Each Quarter	(Quarter/Half/Game) (eam)		X	X
					in Either Ha f	Alternate Spread / otal Points Parlay (Quarter/Ha f/Game)		X	X
					In Overtime	Alternate Spreads (Quarter/Half/Game)	A ternative 2nd Half;576 Alternative F / PM / 57	X	X
					in Quarter	Alternate otal Points (Quarter/Half/Game)		X	X
					In Quarter 2	Best Record	NCAAF Regular Season Specials (3887) or eam Performance	X	X
					In Quarter 3	Both eams to Score (Quarter/Half/Game)		X	X
					In Quarter 4	Both eams to Score x P ints (Qu rt /Half/Game)		X	X
					in the st half	score 3+ ds for example?	5278 Player Prop Parlays / PM	X	X
					in the 2nd ha f	CFP Championship Winner	Conference Winner (3278)	X	X
					In the first X Minutes	Conference head to head bowl record		X	X
					In the last X Minutes	Conference with the best bowl record		X	X
					In th playoffs	D fensive/Special eams D		X	X
					prop?	(eam)		X	X
					Neither eam	Distance of Longest Rush O/U (Quarter/Half/Game) (eam)		X	X
					eam A	Double Result team to lead at ha ftime and win game?	2203 Double Result /PM/; 2204 Double Result /IP/	X	X
					eam B	Each Way Betting	Outright (8)	X	X
					Vs eam A	Fake Field Goal or Punt (Quarter/Ha f/Game)		X	X
						First Loss		X	X
						First Scoring Play (Quarter/Ha f/Game)	st to score st Quarter	X	X
						First D Yardage (Quarter/Half/Game)		X	X
						First eam Pass Interference Penalty (Quarter/Half/Game)		X	X
						First eam Passing Completion (Quarter/Half/Game)		X	X
						First eam Passing Play of Game (Quarter/Half/Game)		X	X
						First eam Penalty ype (Quarter/Half/Game)	2337 First Pena ty /PM/	X	X
						First eam Position to Score a D (Quarter/Half/Game)		X	X
						First eam Rushing Attempt (Quarter/Half/Game)		X	X
						First eam to Score (Quarter/Half/Game)	quarter/IP/ 483 st to o e st half/PM 5 7 st to score st	X	X
						First eam to Score a ouchdown (Quarter/Ha f/Game)	First D /IP/	X	X
						First eam to Score Wins Game?		X	X
						First team to score x or more points		X	X
						First o Kick Off		X	X
						First o Score / Moneyline Parlay		X	X
						First ouchdown ype (Quarter/Ha f/Game)		X	X
						H ftime Fulltime	IP 2204 Double Result / PM 2203 Doubl Re u t	X	X
						points?	IP 547 Highest Scoring Quarter / 546 Highest Scoring Half	X	X
						Highest Scoring Ha f	PM 500 Highest Scoring Half / IP 546 Highest Scoring Half	X	X
						Highest Scoring eam	Regula s stats 223)	X	X
						Last Score (Quarter/Half/Game)	Last to score 2nd Half;486 Last to score F / PM / 526 Last	X	X
						Last Score of Match	486 Last to score F / PM / 523 Last to score F / IP/	X	X
						Last scoring play	486 Last to score F / PM / 523 Last to score F / IP/	X	X
						Last eam Scoring Play (Quarter/Ha f/Game)		X	X
						Last eam to Score	486 Last to score F / PM / 523 Last to score F / IP/	X	X
						Last eam to Score Wins Game?		X	X
						Least Points Conceded		X	X
						Longest Completion of Game (eam)		X	X
						Longest Punt (eam)		X	X
						Longest Succesful Field Goal Made By Either eam		X	X
						Longest Successful eam Field Goal (Quarter/Half/Game)		X	X
						Longest team Play (Quarter/Half/Game)		X	X
						Longest eam ouchdown Scored		X	X
						Longest/Shortest ouchdown		X	X
						Lowest Scoring (Quarter/Half/Game)		X	X
						Lowest Scoring eam	Regular season stats (223)	X	X
						Margin of Victory		X	X
						Missed Field Goal Yes/No (Quarter/Half/Game) (eam)		X	X
						Moneyline (Quarters/Halves/Full Games)	473 st quarter/PM/ 506 st quarter/IP/ 47 st ha f/PM/ 504 st half/IP/	X	X
						Moneyline / otal Points Parlay (Quarter/Half/Game)		X	X
						Most Field Goals (Quarter/Half/Game) (eam)		X	X
						Most eam Interceptions (Quarter/Half/Game)		X	X
						Most eam Kicking Points (Quarter/Half/Game)		X	X
						Most eam Penalties (Quarter/Half/Game)		X	X
						Name the Finalists	Finalists (90)	X	X
						Next Loss when will team x loss their next (first) game?		X	X
						Opening Kick D?		X	X
						Outcome of drive x (Quarter/Half/Game)		X	X
						Player x to Win Heisman rophy	Heisman rophy Award (3900)	X	X
						Race o x total points (Quarter/Half/Game)		X	X
						Resu t Decided by Score in Final Minute of Regulation?		X	X
						Seasonlong Match Bets Regular Season Wins	Head 2 Head (85)	X	X
						Shortest Successful eam Field Goal (Quarter/Half/Game)		X	X
						Shortest eam ouchdown Scored (Quarter/Half/Game)		X	X
						Single Season eam Rushing Yards		X	X
						Spread / otal Points Parlay		X	X
						Spread Betting (Quarters/Halves/Full Games)		X	X
						Spread incl tie (spread with tie for example 2 but prices on home away or the favorite team to win by exactly 2)		X	X
						Successful Field Goal (Yes/No) (Quarter/Half/Game) (eam)		X	X
						Successful eam 2pt Conversion		X	X
						D scored (Quarter/Half/Game)		X	X
						eam A to record more passing Ds than eam B		X	X
						eam A to record more passing yards than eam B		X	X

Market			
eam A to record more rushing Ds than eam B		X	X
eam A to record more rushing yards than eam B		X	X
eam A to record more sacks than eam B		X	X
eam A to record record interceptions than eam B		X	X
eam A to score more points than eam B		X	X
eam A/B to Win and Both eams to Score x points		X	X
eam defense to record x interceptions in a game		X	X
eam defense to record x sacks in a game		X	X
eam Missed Field Goal		X	X
eam Missed PA ? (Quarter/Half/Game)		X	X
eam Punt Attempts (Quarter/Half/Game)		X	X
eam Punt Yardage (Quarter/Ha f/Game)		X	X
eam Regular Season Wins		X	X
eam Successful Field Goal (Quarter/Ha f/Game)		X	X
eam o Go Up By x points		X	X
eam to have st/2nd/3rd etc successful Field Goal (Quarter/Half/Game)		X	X
eam to have Last Field Goal (Quarter/Ha f/Game)		X	X
eam to Make a Bowl Game		X	X
eam to make the FBS Playoff		X	X
eam o Miss the Playoffs?		X	X
eam o Punt Last (Quarter/Half/Game)		X	X
eam o Punt on next drive/drive x?		X	X
eam to record x passing Ds in a game		X	X
eam to record x passing yards in a game		X	X
eam to record x rushing Ds in a game		X	X
eam to record x rushing yards in a game		X	X
eam o Score (Quarter/Half/Game)		X	X
eam to score a defensive touchdown		X	X
eam to score a passing touchdown		X	X
eam to score a rushing touchdown		X	X
eam to score a special teams touchdown		X	X
eam to Score First (Quarter/Half/Game)		X	X
eam to score first wi l win the game?		X	X
eam to Score Last (Quarter/Ha f/Game)		X	X
eam to win Conference	3278 Conference Winner	X	X
eam to win Qtr/Ha f and win game		X	X
eam otal Field Goals (Quarter/Half/Game)		X	X
eam otal Points (odd/even) (Quarter/Ha f/Game)		X	X
eam otal ouchdowns (Quarter/Half/Game)		X	X
eam with highest total Passing Yards		X	X
eam with highest total Rushing Yards		X	X
eam with highest total ouchdowns		X	X
eam With Longest Punt		X	X
eam With Most Pena ties Against		X	X
easers (3 & 6pts)		X	X
ime Of Score		X	X
ime of ouchdown		X	X
o Score Every Quarter (o score + points in each quarter/ha f)		X	X
o Score First and Lose (to score the first points in the game and lose t)		X	X
o Win any Q R to Nil (o score points in any quarter and hold opponents scoreless)		X	X
o Win to Match to N l (o win the game and not concede any points)		X	X
otal st/2nd/3rd etc Downs (eam)		X	X
otal Field Goal Bands (Quarter/Half/Game) (eam		X	X
otal Fumbles Lost (Quarter/Half/Game) (eam)		X	X
otal Interceptions (Quarter/Ha f/Game) (eam)		X	X
otal number of st/2nd/3rd etc Downs (Quarter/Ha f/Game) (eam)		X	X
otal Number of ouchbacks (Quarter/Half/Game) (eam)		X	X
otal Pena ties		X	X
otal Points		X	X
otal Punts		X	X
otal Sacks		X	X
otal eam Offensive Yards (Quarter/Ha f/Game)		X	X
otal eam Penalties (Quarter/Half/Game)		X	X
otal eam Punts (Quarter/Half/Game)		X	X
otal eam Receptions (Quarter/Half/Game)		X	X
otal eam Rushing Attempts (Quarter/Ha f/Game)		X	X
otal eam Sacks (Quarter/Ha f/Game)		X	X
otal ouchdown Bands (Quarter/Ha f/Game)		X	X
otal ouchdown Yardage (Quarter/Half/Game) (eam)		X	X
otal ouchdowns		X	X
otal ouchdowns (Quarter/Half/Game) (team)		X	X
otal umovers		X	X
ouchdown Scored (Yes/No) (Quarter/Half/Game) (eam)		X	X
ri Bet (Quarter/Half/Game)		X	X
Week's Lowest Scoring Game		X	X
Weekly Highest Scoring Game		X	X
Which team will score most points during Bowl season		X	X
Will at least X Quarter(s) be scoreless?		X	X
Will Either eam Score X Or More Unanswered imes?		X	X
Will there be a Safety?		X	X
Will there be a score in final 2 minutes of st/2nd ha f?		X	X
Will there be a successful 4th Down Conversion? Yes/No (Quarter/Half/Game)		X	X
Winner to go Undefeated		X	X
Winning Conference		X	X
Winning Margin (Quarter/Half/Game)	PM 498 Winning Margin F / IP 544 Winning Margin F	X	X
Wire to Wire		X	X
xth Quarter Money Line		X	X
xth Quarter Spread		X	X
xth Quarter otal Points		X	X
Exact outcome		X	X

DraftKings Sample Menu

State of Winning Team		X	X
Double Chance		X	X
Nickname of Winning Team		X	X
Predict all 4 teams to make playoffs		X	X
Will any SEC Team win the National Title?		X	X
Will any ACC Team win the National Title?		X	X
Will any Big Ten Team win the National Title?		X	X
Division of Winning Team		X	X
State of Winning Team		X	X
Division Markets		X	X
Conference of Heisman Winner		X	X
o Make College Football Playoff Yes/No wager for list of teams	o Make Playoffs	X	X
Over/Under Team Win %	Regular Season Wins or %	X	X

Total Passing Touchdowns (Team)
Total Rushing Touchdowns (Team)
Total Field Goals (Team)
To Win From Behind (Team)

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings markets ID & name	Retail	Interactive	
Basketball	NCAA	NCAA	NCAAB 45	tournament	st Half	st/2nd Half X2	st Half 3 way Money Line (2 9)	X	X	2nd Half 3 way Money Line (2 20)
		NCAAW	WNCAAB 5286	Exhibition Games	st Quarter	st/2nd Half 2way	st Half ML (268436 08)	X	X	2nd Half ML (268436 09)
		NCAAB Men DIV I		NCAA March Madness	2nd Half	st/2nd Half Draw no bet	st Half ML (268436 08)	X	X	2nd Half ML (268436 09)
		NCAAB Women DIV I		Regular Season	2nd Quarter	st/2nd Half Odd/Even Points	st Half Odd/Even (63)	X	X	2nd Half Odd/Even (632)
		NCAA DIV II		ournaments	3rd Quarter	st/2nd Half Points Spread	st Half HC (53687 535)	X	X	2nd Half HC (53687 536)
		NCAA DIV II (W)			4th Quarter	st/2nd Half Money Line	st Half ML (268436 08)	X	X	2nd Half ML (268436 09)
		NCAA DIV III			Any Quarter	st/2nd Half otal Points	st Half OU (80530699)	X	X	2nd Half OU (805306992)
		NCAA DIV III (W)			Any eam	X2 (Match Resu t)	3 Way Money Line (2 4)	X	X	
					Both eams to combine	3 way Moneyline Betting (Quarter/Halves/Fu l Games)	3 Way Money Line (2 4)	X	X	Same market as above
					Each Ha f	3 Way Spreads (Quarters/Halves/Full Games)		X	X	
					Each Quarter	3 way team total points (Quarter/Half/Full Game)		X	X	
					Each eam	3 way total match points (Quarters/Halves/Full Games)		X	X	
					Either Ha f	3 Way otal eam Points (Quarters/Halves/Full Game)		X	X	
					Either eam	AAC Regular Season Winner	Regular Season Winner (3790)	X	X	
					From Minutes X X	ACC Regular Season Winner	Regular Season Winner (3790)	X	X	
					In a game	ACC ournament Winner	Outright (8)	X	X	
					in a season	Alternate Spreads (Quarters / Halves /Full Game)	Alternative HC (53687 572)	X	X	
					in a Series	Alternate eam otal Points (Quarters/Halves/Full Game)		X	X	
					In the first X Minutes	Alternate otal Points (Quarters/Halves/Fu l Game)	Alternative OU (805307028)	X	X	
					In the last X Minutes	America East ournament Winner	Conference Winner (3278)	X	X	
					In the playoffs	American ournament Winner	Conference Winner (3278)	X	X	
					Neither eam	Atlantic 0 ournament Winner	Conference Winner (3278)	X	X	
					of the Day	Atlantic Sun ournament Winner	Conference Winner (3278)	X	X	
					Overtime	Big 0 ournament Winner	Conference Winner (3278)	X	X	
						Big 2 Regular Season Winner	Conference Winner (3278)	X	X	
						Big 2 ournament Winner	Conference Winner (3278)	X	X	
						Big East Regular Season Winner	Conference Winner (3278)	X	X	
						Big East ournament Winner	Conference Winner (3278)	X	X	
						Big South ournament Winner	Conference Winner (3278)	X	X	
						Big en Regular Season Winner	Conference Winner (3278)	X	X	
						Big West ournament Winner	Conference Winner (3278)	X	X	
						Colonial ournament Winner	Conference Winner (3278)	X	X	
						Conference of National Champion	Winning Conference (3798)	X	X	
						Conference USA ournament Winner	Conference Winner (3278)	X	X	
						Conference Winner	Conference Winner (3278)	X	X	
						Correct Score (quarter/Half/Full Game)	no such market	X	X	
						Double Resu t		X	X	
						Each half over X points		X	X	
						Each quarter over X points		X	X	
						Each team over X points		X	X	
						Each team over X points in each quarter		X	X	
						Each Way Betting	Outright (8)	X	X	
						Exact Margin of victory (Quarter/Halves/Full Games)		X	X	
						First eam Score (Quarter/Ha f/Game)		X	X	
						First eam to X points		X	X	
						First/Last Basket & Moneyline Parlay (Quarter/Ha f/Fu l Game)		X	X	
						First/Last eam to Score (Quarter/Half/Game)	Last o Score (2022)	X	X	
						Highest Scoring Quarter		X	X	
						Horizon ournament Winner	Conference Winner (3278)	X	X	
						Ivy League Conference Winner	Conference Winner (3278)	X	X	
						Leading Playoffs otal Assists (team)		X	X	
						Leading eam Playoffs otal Points		X	X	
						Leading eam Playoffs otal Rebounds		X	X	
						Lowest Seed to make Elite 8		X	X	
						Lowest Seed to make Sweet 6		X	X	
						MAAC ournament Winner	Conference Winner (3278)	X	X	
						March Madness Winner	OutRight (8)	X	X	
						Margin of victory (Quarter/Havles/Full Games)	Winning Margin (626)	X	X	
						Margin of victory / half time margin double		X	X	
						Margin Of Victory Parlays (Quarter/Half/Full Game)		X	X	
						Match Resu t	F ML (268435456)	X	X	
						Matchbet and otals		X	X	
						MEAC ournament Winner	Conference Winner (3278)	X	X	
						Mid American ournament Winner	Conference Winner (3278)	X	X	
						Missouri Valley ournament Winner	Conference Winner (3278)	X	X	
						Mone ine/ otal Parlay (Quarter/Halves/Full Game)	Same Game Paralays ML/ L (5202)	X	X	
						Moneyline (Quarters/Halves/Full Games)	F ML (268435456)	X	X	
						Moneyline / Both eams to Score x+ (moneyline and boht teams to score over 60 points eg)		X	X	
						Moneyline/ otal Points (Quarter/Half/Full Game)		X	X	
						Mountain West ournament Winner	Conference Winner (3278)	X	X	
						Name he Finalists	Finalists (90)	X	X	
						Northeast ournament Winner	Conference Winner (3278)	X	X	
						Number of Seeds in Final Four		X	X	
						Number of 2 Seeds in Final Four		X	X	
						Number of teams from a Conference to make the NCAA ournament Field		X	X	
						Odd/Even Points	otal Odd/Even (662)	X	X	
						Ohio Valley ournament Winner	Conference Winner (3278)	X	X	
						Outright Conference Winner	Conference Winner (3278)	X	X	
						PAC 2 ournament Winner	Conference Winner (3278)	X	X	
						PAC 2 Regular Season Winner	Conference Winner (3278)	X	X	
						Patriot League ournament Winner	Conference Winner (3278)	X	X	
						Point Spread	F HC (5368709 2)	X	X	
						Race to X otal Points (Quarters/Havles/Full Games)	Race to 2 Points ML (268436 03)	X	X	Race to 20 Points ML (268436 04) Race to 25 Points ML (268436 05)
						Region Winner	Regional betting (3795)	X	X	
						SEC Regular Season Winner	Regular Season Winner (3790)	X	X	
						SEC ournament Winner	Conference Winner (3278)	X	X	
						Seed of NCAA Champion		X	X	
						Southern ournament Winner	Conference Winner (3278)	X	X	
						Southland ournament Winner	Conference Winner (3278)	X	X	
						Spread / otal Points Double (Quarter/Half/Game)	Same Game Parlays Spread/ otal (5238)	X	X	
						Spread Betting (Quarters/Halves/Full Games)		X	X	
						Spread Betting incl ie (Quarter/Half/Full Game)		X	X	
						Summ t League ournament Winner	Conference Winner (3278)	X	X	
						Sun Belt ournament Winner	Conference Winner (3278)	X	X	
						SWAC ournament Winner	Conference Winner (3278)	X	X	

DraftKings Sample Menu

Bet Type	Market			
eam Regular Season Wins Bands	Regular Season Wins (5206)	X	X	
eam Regular Season Wins O/U	Regular Season Wins (5206)	X	X	
eam A Over/Under Assists		X	X	
eam A Over/Under Blocks		X	X	
eam A Over/Under Defensive Rebounds		X	X	
eam A Over/Under Field Goals Made		X	X	
eam A Over/Under Free hrows Made		X	X	
eam A Over/Under Offensive Rebounds		X	X	
eam A Over/Under Rebounds		X	X	
eam A Over/Under Steals		X	X	
eam A Over/Under hree Point FGs Made		X	X	
eam A Over/Under umovers		X	X	
eam A to finish the Season Undefeated	Special Bets (37)	X	X	
eam A to make March Madness ournament	o Qual fy (80)	X	X	
eam A to not make March Madness ournament	Special Bets (37)	X	X	
eam Alternate otal Points (Quarter/Ha f/Fu l Game)	Alternative OU (805307028)	X	X	
eam Race to X total Points (Quarter/Half/Full Game)		X	X	
eam Rebound Averages O/U		X	X	
eam to Make Final Four Yes/No		X	X	
eam to score first/last (Quarter/Half/Full Game)	st o Score (202)	X	X	Last o Score (2022)
eam to win by X Y points		X	X	
eam otal Points (Exl O)		X	X	
eam otal Points (odd/even) (Quarters/Halves/Fu l Game)	otal eam Odd/Even (634)	X	X	
eam otal Points (Quarters/Halves/Full Games)		X	X	
eam otal Points Over/Under	otal eam Points OU (805307007)	X	X	
easers		X	X	
o be a NCAA ournament First Seed	op Finish (93)	X	X	
otal Points (Quarters/Halves/Full Games)	otal Points (3559)	X	X	
otals Away/Home eam		X	X	
ournament Match Bets Which team wi l progress furthest?	Head 2 Head (85)	X	X	
ri Bet (Quarter/Half/Full Game)		X	X	
WAC ournament Winner	Conference Winner (3278) PM	X	X	
WCC Regular Season Winner	Conference Winner (3278)	X	X	
West Coast ournament Winner	Conference Winner (3278)	X	X	
W ll here Be Overtime?		X	X	
Winning Conference	Winning Conference (3798)	X	X	
Winning Margins	Winning Margin (658)	X	X	
xth Quarter X2		X	X	
xth Quarter Draw no bet		X	X	
xth Quarter Odd/Even Points		X	X	
xth Quarter Points Spread		X	X	
xth Quarter otal Points		X	X	
xth Quarter Money Line		X	X	
xth Quarter Race to y Points		X	X	
Over/Under eam Win %	Regular Season Wins or % (533)	X	X	
State of Winning eam ournaments		X	X	
Double Chance ournaments		X	X	
eam X to make Round X ournaments		X	X	
Any 6 seed to beat a seed ournaments		X	X	
Highest/lowest seed to reach Round X ournaments		X	X	
How many Seed X team will make Round X oumaments		X	X	
Any team to go undefeated Regular Season		X	X	
Any team to go 40 0 Regular Season		X	X	
otal Road Points O/U Regular Season		X	X	
eam A to get Seed X oumaments		X	X	
eam A to be e iminated in Round X oumaments		X	X	

Matchups Driver vs Driver, eam vs eam (in race or season)
State of Winning eam

DraftKings Sample Menu

Sport	Governing Body	League	Games/Matches	Segmentation	Wagers	DraftKings markets ID & ame	Retail	Interactive	
NCAA Hockey	NCAA	NCAA	nfere ce/Lea ue games	All Star Games	2way (incl O)	(268436723)	X	X	
Return to Index			tournament	Exhibition Games	3 Way Puck Line Betting (Inc ie)	IP/PM 3W Handicap (270)	X	X	, 944 PM
			Exhibition Games	Friendly Games	60 Min 3 way Money ine	94 Regular ime	X	X	94 Regular ime?
			Regular Season	International Games	60 Min Correct Score	2 0 E act S o [Ex luding O]	X	X	
			ournament	Playoffs	60 Min Puck Line	HC (536872233), PM Handicap [Excluding O] HC	X	X	
				Pre Season	A ternate Spread (period/game)		X	X	5368722 5), PM A ia Lines
				Regular Season	A ternate otal Goals (period/game)	Alternative otal Goals 2nd Period OU (8053 446),	X	X	80530767) PM Asi n Li es
					Away/Home eam otal Goals	245/ 255 otal eam Goals [Excluding O] / [Including O] X		X	Number Of eam Goals [Excluding
					Best Regular Season Record	Regular Season Winner (3790)	X	X	Regular Season Stats (223)
					Both teams to score		X	X	
					Both eams to Score (Period/Game)	Both eams o Score (228), 2nd Period Both eams o	X	X	teams can't score in O therefore,
					Both eams to Score / 60 Minute Moneyline Parlay	no such market	X	X	Same Game Parlay (4028)
					College Championship Outright Winner	Outright (8)	X	X	
					Correct Score	256 209 (Exact Sc re Including O Excluding O)	X	X	
					Correct Score (period/game)	O] (2224), st Pe iod Exact Scor (2207), 2nd P riod Exact	X	X	O ?
					Correct Score incl O /SO	[Including O] (22 5)	X	X	
					Double Chance	Double Chance (307)	X	X	O] t a mat h a s ecf s ex l
					Draw no bet		X	X	PM, Draw No Bet [Excluding O]
					Each Way Betting	Outright (8)	X	X	
					First team to reach x goals?		X	X	28 / 282/ 283 284 however
					First/Last team to Score		X	X	[Excluding O] PM, 3 9/ 320
					Game / Series Double	Game and Series Double (3590)	X	X	
					Goal Spreads		X	X	
					Goal Spreads (incl O)		X	X	
					Highest Placed eam		X	X	
					Highest Scoring Period	233 Highest Scoring Period	X	X	
					Highest Scoring eam	no such market	X	X	a QA market
					Last eam to Score (period/game)		X	X	Period Last o Score (243), 3
					Lowest Scoring eam (Season)		X	X	Regular Season Specials
					Matchbet and otals		X	X	
					Next Goal	Next Goal (300)	X	X	excluding O spec fication is OK
					Next eam to Score / 60 Minute Parlay		X	X	Same Game Parlay (4028)
					Next eam to Score / otal Goals Parlay		X	X	Sam Game Parla (4028)
					Odd/Even goals		X	X	[INCL O] IP
					Odd/Even goals (Inc O and Penalty Shootout)	Goals Odd/Even [Including O] (257)	X	X	Odd/Even [Including O] (3 9)
					Overtime Yes/No	IP Will here Be Overtime (290)	X	X	
					Playoff Goals eam Matchbet		X	X	(3962)/Player Goals (3789)
					Playoff Series Betting (which team w ll win playoff series?)	Series Winner (3352)	X	X	
					Playoffs Points eam Matchbet		X	X	(3962)/Points (3593)
					Puck Line (Period/Game)	3rd Period HC (53687 003), 3rd Period HC (53687 004), 2	X	X	
					Series Correct Score After 3 Games		X	X	Score 63)/Series Outcome (3353)
					Series Goals Matchbet		X	X	3962) Player Go ls (3789)
					Series Points Matchbet		X	X	(3962)/Points (3593)
					Series Puck Line		X	X	Series Outcome (3353)
					Series otal Games		X	X	Series Outcome (3353)
					Stage of Elimination	Elimination Stage (38)	X	X	
					eam to Score Yes/No (period/game)		X	X	
					eam to Score First (period/game)		X	X	de end if O specificati n matters
					eam o Score xth Goal (period/game)		X	X	team or player markets?
					eam to win x Period / Money Line Parlay		X	X	
					otal Goals (period/game)	2nd Period OU 805306459) 3r Period OU (805306460), 2 X		X	Exc O mark ts, whi h I did 't
					ot l Goals O d/Even (p riod/game)	Goals Odd/Even [Including O] (289)	X	X	Odd/Even (38)
					match bet)		X	X	
					Which team will score more season Goals (eam A v B)?		X	X	
					Will eam x Make he Playoffs	o Make he Playoffs (3495)	X	X	
					Will eam x Miss he Playoffs		X	X	o Make he Playoffs (3495)
					Will eam x Win Without Conceding a Goal (o Win to Nil)		X	X	o Win o Nil [Excluding O]
									(234)/(286) Once more depends
					Will here Be a Shutout		X	X	on excl O specification
					Winning Conference	3798 Winning Conference	X	X	
					Winning Division	3799 Winning Division	X	X	
						PM Winning Margin [Including O] (253), IP Winning Margin			
					Winning Margin incl O /SO	[Including O] (287)	X	X	Winning Margin (93)
									If this is excl O 270 PM, 280
					Winning Margins		X	X	IP Also, Winning Margin (93)?
					Winning Method	Method Of Winning [eam] v [eam2] (235)	X	X	
									NHL Regular Season Specials
					Worst Regular Season Record		X	X	(3938)/Regular Season Stats (223)
					xth Period 3way		X	X	
					xth Period Odd/Even goals		X	X	
						PM st Period Both eams o Score (228), 2nd Period Both			
						eams o Score (229), 3rd Period Both eams o Score			
					xth Period Both teams to score	(230)	X	X	
						IP st Period Double Chance (300), 2nd Period Double			
						Chance (30), 3rd Period Double Chance (302), PM st			
						Period Double Chance (223), 2nd Period Double Chance			
					xth Period Double Chance	(224), 3rd Period Double Chance (225)	X	X	

xth Period Draw no bet	IP st Period Draw No Bet (294), 2nd Period Draw No Bet (295), 3rd Period Draw No Bet (296), PM st Period Draw No Bet (206), 2nd Period Draw No Bet (207), 3rd Period Draw No Bet (208)	X	X
xth Period First team to score		X	X	st/2nd/3rd Period First o Score (238 40) PM Fine as long as team and not player markets
xth Period Goal Spreads		X	X
xth Period Last team to score		X	X	st/2nd/3rd Period Last o Score (242 44) PM Again, fine as long as team and not player markets
xth Period Money Line	IP st Period ML (268435542), 2nd Period ML (268435547), 3rd Period ML (268435548), PM st Period ML (268436705), 2nd Period ML (268436706), 3rd Period ML (268436707)	X	X
xth Period otal	IP st Period OU (805306454), 2nd Period OU (805306459), 3rd Period OU (805306460), PM st Period OU (8053076 7), 2nd Period OU (8053076 8), 3rd Period OU (8053076 9)	X	X
xth Period otal Goals	IP st Period OU (805306454), 2nd Period OU (805306459), 3rd Period OU (805306460), PM st Period OU (8053076 7), 2nd Period OU (8053076 8), 3rd Period OU (8053076 9)	X	X
Game otal (Over/Under)			
Moneyline (Match Winner)			
Odds to win the championship			

DraftKings Sample Menu

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings markets ID & name	Retail	Interactive	
NCAA Soccer	Association (NCAA)	NCAA		NCAA 4959	Conference/League games	Both Teams to combine	Away Wins (Both Halves/Either Half/From Behind/To Nil)	To Win Either Half (697)	X	X	PM
					Exhibition Games	During Stoppage Time	Bookings Points Match Bet	Total Booking Pt Match ML (268435466)	X	X	
					NCAA Tournament	Each Team	Both Teams to Score (Full Time/1st Half/2nd Half/Both Halves)	Both Teams to Score (58)	X	X	IP
					Regular season	Either Team	Clean Sheet	Teams Clean Sheet (272)	X	X	
						From Minutes X-X	Corners Handicap	Corners 3Way Handicap (359)	X	X	
						In a game	Corners Match Bet	Corners FT ML (268436075)	X	X	
						In a season	Corners Odd/Even	Total Corners Odd/Even (66)	X	X	PM
						In Each Half	Correct Score	Exact Score (60)	X	X	
						In Either Half	Double Chance	Double Chance (6)	X	X	
						In Overtime	Draw No Bet	Draw No Bet (57)	X	X	
						In the First Half	Dual Forecast	Dual Forecast (3588)	X	X	
						In the first X Minutes	Expected Goals	Goal Crazy (56)	X	X	IP
						In the last X Minutes	Extra Time Correct Score	Exact Score Extra Time (680)	X	X	IP
						In the playoffs	Extra Time Goals Over/Under	Total Goals Extra Time OU (805308065)	X	X	IP
						In the Second Half	Extra Time Result		X	X	
						Neither Team	First Card (Teams)		X	X	
						Team A	First Half/Second Half Corners Handicap	Corners 1st Half HC (536870926)	X	X	IP
						Team B	First Half/Second Half Corners Match Bet	Corners 1st Half ML (268435470)	X	X	IP
							First Half/Second Half Correct Score	Exact Score 1st Half (44)	X	X	IP
							First Half/Second Half Double Chance	Double Chance 1st Half (45)	X	X	
							First Half/Second Half Draw No Bet	Draw No Bet 1st Half (2274)	X	X	
							First Half/Second Half Home/Away Goals Over/Under	1st Half Total Team Goals OU (805306625)	X	X	
							First Half/Second Half Home/Away Total Goals	1st Half Total Team Goals OU (805306625)	X	X	
							First Half/Second Half Result	2nd Half ML (268435458)	X	X	
							First Half/Second Half Total Corners	Total Corners 1st Half (78)	X	X	
							First Half/Second Half Total Goals	Total Goals 1st Half OU (805306569)	X	X	
							First Half/Second Half Total Goals Odd/Even	1st Half Odd/Even (262)	X	X	
							First Team to Score	1st Team To Score (235)	X	X	
							First Team to Score x Goals		X	X	
							Half Time / Full Time	Half Time/Full Time (62)	X	X	
							Half With First Goal		X	X	
							Half With Most Goals	Half With Most Goals (89)	X	X	
							Half Time Draw No Bet	Draw No Bet 1st Half (2274)	X	X	
							Handicap Match/First Half/Second Half	3W Handicap (270)	X	X	
							Highest Scoring Team	5299 Highest Scoring Team	X	X	
							Home Wins (Both Halves/Either Half/From Behind/To Nil)	To Win Either Half (704)	X	X	IP
							Home/Away Clean Sheet	Teams Clean Sheet (272)	X	X	
							Home/Away to Score x+ Goals	Multi Goals Home Team (467)	X	X	PM
							Home/Away Total Goals Over/Under	Total Team Goals OU (805306375)	X	X	
							Last Card (Teams)	Last Booking HC (53687209)	X	X	
							Match and Goals		X	X	
							Match Odds and Both Teams to Score	Match Winner & Both Teams to Score (766)	X	X	IP
							Match Result	FT ML (268435456)	X	X	
							Match Result and Over/Under Goals	2938; 2862; 2882; 2945 Match winner & O/U 25/2 25/3 25/4 25	X	X	
							Most Yellow Cards	Teams (250)	X	X	
							Number of Teams to Score	Same as Both Teams to score (58)	X	X	
							Outright Straight Forecast	Straight Forecast (3587)	X	X	PM
							Over/Under Goals (Match/First Half/2nd Half)	2nd Half Goals (282)	X	X	PM
							Penalty Awarded/Awarded and Missed/Awarded and Scored	Penalty (4)	X	X	
							Penalty Scored by Home/Away	To Score A Penalty (699)	X	X	
							Penalty Scored Yes/No		X	X	
							Result after X minutes	(268435573)	X	X	
							Scorecast		X	X	
							Stage of Elimination	Elimination Stage (38)	X	X	
							Straight Forecast	Straight Forecast (3587)	X	X	
							Time Of 1st Goal		X	X	
							To Qualify		X	X	
							To Reach Semi Finals	Finalists (90)	X	X	
							To Score X Goals or more		X	X	
							To Win on Penalties		X	X	
							Total Bookings Points		X	X	
							Total Cards Over/Under		X	X	
							Total Corners		X	X	
							Total Goals Odd/Even	Odd/Even (38)	X	X	
							Total TEAM Goals		X	X	
							Total Tournament Goals		X	X	
							Tournament Bottom Half Finish	Top Finish (93)	X	X	
							Tournament Group Winner	Group Winner ( )	X	X	
							Tournament Quarter Winner	3945 Quarters ????	X	X	
							Tournament Top Half Finish	Top Finish (93)	X	X	
							Tournament/League Name the Finalists	Finalists (90)	X	X	
							Tournament/League Outright Winner	Outright (8)	X	X	
							Tournament/League Relegation	Relegation (26)	X	X	
							Tournament/League Team Total Goals		X	X	
							Tournament/League To Finish Bottom	Top Finish (93)	X	X	
							Tournament/League To Qualify		X	X	
							Tournament/League Top X Finish	Top Finish (93)	X	X	
							Tournament/League Winner Without TEAM	Winner Without (3797)	X	X	
							Winning Margin	Winning Margin (93)	X	X	
							X Y Minute Result	Up to 30th Min ML (268435597)	X	X	
							X Y Minute Result	Up to 70th Min ML (268435573)	X	X	
							X Y Minute Result	X2 Rest of the match (303) ???	X	X	

DraftKings Sample Menu

Sport	Governing Body	League	Wagers	DraftKings markets ID & name	Retail	Interactive
NCAA Lacrosse	National Collegiate Athletic Ass	NCAA Division	Lacrosse	Money line	F ML (0)	X	X
			Spread Betting	F HC (0)	X	X
			otal Points	F OU (0)	X	X
			Each-Way Betting	Outright (8)	X	X
			Spread	duplicated	X	X
			Moneyline	duplicated	X	X
			otal Goals	duplicated	X	X
			eam A to win Championship	Outright (8)	X	X

Return to Index

DraftKings Sample Menu

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Segmentation	Wagers	DraftKings markets ID & name	Retail	Interactive
NCAA Volleyball	National Collegiate Athletic Ass	NCAAB Men DIV I	NCAAV 535	C f r e/L ague g mes	In any set	Correct Set Score	Set Score (464)	X	X
		NCAAB Women DIV I	WNCAAV 4654	tournament	In every set	Handicap	F HC (0)	X	X
				Exhibition Games	In set	Handicap for xth period		X	X
				Regular season	In set 2	How many sets will exceed score limit?		X	X
					In set 3	Match Betting	F ML (0)	X	X
					In set 4	otal number of sets (best of 5)		X	X
					In set 5	otals	F OU (0)	X	X
						oumament Outright Winner	Outright (8)	X	X
						Which team will win the set?	duplicate	X	X
						Which team wins race to X points in the Xth set?		X	X
						xth Set Handicap		X	X
						xth Set Odd/even	st set Odd/Even (465)	X	X
						xth Set Played?		X	X
						xth Set otal	set OU (664), 5th set OU (665)	X	X
						xth Set Winner	x set ML 462, 662, 663, 664, 665	X	X

Return to Index

DraftKings Sample Menu

Sport	Governing Body	League	DraftKings league ID & Name	Games/Matches	Wagers		DraftKings markets ID & name	Retail	Interactive
Volleyball	National Collegiate Athletic Ass Ch mpionship			Main Draw	2 Way	FT ML (0)		X	X
		Championship, Women	NCAA Women - 18494	Qualifiers	Correct Set Score			X	X
					Handicap	FT HC (0)		X	X
					Handicap for xth period			X	X
					Total for third period			X	X
					Total for xth period			X	X
					Totals	FT OU (0)		X	X
					Who scores xth point in the xth set			X	X
					Who wins xth set			X	X
					xth Set Total			X	X

DraftKings Sample Menu

EXHIBIT 6.2c

Exhibit Redacted

EXHIBIT 6.2d

Exhibit Redacted

EXHIBIT 6.2e

Exhibit Redacted

EXHIBIT 6.2f

Exhibit Redacted

6.3

6.3 INTEGRITY, SUSTAINABILITY AND SAFETY

With leading experience and expertise comes leading oversight and responsibility. Each of the four Operators that are part of this Application have built name brands by taking care of their customers and complying with laws and regulations across domestic and international jurisdictions. To lead the mobile sports wagering marketplace, as these four Operators have, requires unimpeachable integrity, demonstrated sustainability, and rigorous safety measures.

Each of the four Operators has robust procedures in place that satisfy the demands of draft Regulations Part 5330. Each accepts wagers from only registered customers who have complied with KYC requirements. All four companies carefully monitor and root out suspicious behavior with combinations of close scrutiny for irregular customer activity, active and recurring reporting procedures, and detailed electronic records that allow for constant scrutiny. ███████ ██████████ as its geolocation service to ensure that bettors are located in a jurisdiction where they may legally place their bet—technology that will be used to ensure that bettors who want to use a New York service are indeed in New York. Each similarly plans to integrate █████████ technology to ensure that any wagers placed in New York are accepted through services physically located at a licensed gaming facility in the state. And each has poured significant resources into securing their servers and their customers' data, with backup options in place to guarantee safety.

Finally, each of the four Operators is committed to safe and responsible gaming. They have deposit and spending limits, technological steps for self-exclusion, offer resources to consumers, and intervention strategies in place to deploy as needed.

Below, we summarize the key features of each Operator's approach to integrity, sustainability, and safety.

6.3 - FanDuel

A. Wager acceptance:

See Section 6.2A above for further narrative description on the wager functionality of the GBP.

B. Verification of information provided by Authorized Sports Bettors opening a new account:

FanDuel has established Know-Your-Customer ("KYC") procedures for its mobile sportsbook operations. FanDuel employs best in practice customer verification procedures through partnerships with major technology providers such as IDology and Aristotle, who provide the ability to confirm a patron's identity via multi-source authentication. Only customers who have been verified through our KYC process can play on FanDuel's platform.

C. The systems used for monitoring structured wagers and unusual or suspicious wagering activity:

Anti-Money Laundering. FanDuel is committed to complying with applicable legal and regulatory requirements with respect to customer activity on its platform including identifying, escalating, preventing, and reporting unusual or suspicious activity. To that end, FanDuel monitors all customer activity to identify any potential issues relating to irregular betting activity, responsible gaming, or suspicious wagering. As a financial institution subject to the Bank Secrecy Act, FanDuel is required to submit suspicious

activity reports ("SARs") related to anti-money laundering ("AML"), terrorist financing and sanctions, either directly or through our Market Access Partners. FanDuel maintains strict confidentiality with respect to all aspects of SAR filings, as required by law.

Suspicious activity is identified via monitoring, escalations from internal FanDuel Teams including Fraud, Payments, Customer Service, VIP, Retail, Responsible Gaming and Risk & Trading, as well as by Market Access Partners. All suspicious activity is investigated by FanDuel's Federal Regulatory Compliance Team ("FRCT") ████ ███ ██ ████████

More specifically, FanDuel has an established and robust Enhanced Due Diligence ("EDD") process that includes customer monitoring reports based on thresholds related to AML, ██ ███ ██ ██ ██ ██ ██ Accordingly, the FRCT reviews player activity across all brands, retail locations, and discusses the customer with the relevant Market Access Partner, as necessary. ███████████████████ ██ ██ ██ ██

FanDuel's AML program is governed by its *Bank Secrecy Act and Anti-Money Laundering Policy*, which is approved by the Board of Directors on an annual basis as well as a number of procedures including its *Enhanced Due Diligence* and *Suspicious Activity Reporting Procedures*. The program is also subject to an annual risk assessment and independent audit. FanDuel's Chief Risk and Compliance Officer is designated as the Anti-Money Laundering Officer.

Anti-Fraud. ██ ██ ██ ██ ██ ██

[REDACTED]

[REDACTED]

FanDuel's terms and conditions inform customers that all withdrawal transactions are subject to review. The Fraud and Payments Teams conduct reviews for all withdrawal requests to identify unusual or suspicious activity and escalates to the Federal Regulatory Compliance team, as required. This process is documented in the *Customer Withdrawal Processing Procedure*.

[REDACTED]

D. The systems used to ensure that Authorized Sports Bettors are physically located within the State of New York while placing a wager;

In accordance with regulatory requirements, FanDuel will only accept wagers on its Mobile Sports Wagering Platform from customers who are successfully geolocated within the state of New York. [REDACTED]

[REDACTED]

GeoComply is licensed by the relevant gaming regulator in all states in which FanDuel operates a Mobile Sports Wagering Platform. ███████████

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The journey a New York-based customer attempting a wager takes is as follows:

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E. The technology to ensure that any wager is accepted through equipment physically located at a licensed gaming facility in the State;

The FanDuel GBP for New York will only be deployed to equipment physically located at a licensed gaming facility in New York.

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Communications with the FanDuel GBP deployed in New York are made via state specific URLs. These URLs ensure client communications are routed to the correct state instance of the GBP. This routing is specifically configured for each state, and as such, would be specifically configured to route communications from New York based patrons to the New York instance of the GBP deployed to equipment physically located at a licensed gaming facility in New York.

F. Description and location of redundant servers, if any;

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G. Security of servers, applications, and communication networks; and patron personal and wagering information;

FanDuel treats the security of its platforms and the management of our customer data with the highest level of excellence. With the core services of the FanDuel GBP being developed and maintained in-house, FanDuel controls all information that flows through its platform and can better protect patrons with best practice IT protocol without relying on third parties. Additionally, the GBP is fully operated by FanDuel, which in turn further helps contain the information within the system.

Infrastructure Security. ████████████████████████████████ ██ FanDuel will work with the Commission-selected hosting facility to ensure it meets or exceeds the Company's standards to ensure the physical security is at its maximum. ██████████████ ██ ██ ██ ██

Data Security. FanDuel encrypts all sensitive data at rest and in transit. All patron and personal wagering information is stored securely and only accessible by authorized FanDuel personnel. ██ ██ ██████████████████████████████

Application Security. FanDuel embeds security controls early into the development lifecycle by ensuring code is reviewed for security standards. Platforms are in use to identify any security vulnerabilities that may arise including the use of a bug bounty program.

Account Security. ██ ██████████████████████████████ Patrons are also offered the ability to set two-factor authentication via two methods (SMS or TOTP app) to increase account security. FanDuel maintains a fully staffed fraud team, led by the Company's VP of Payments & Fraud, that employs processes, procedures, and advanced monitoring tools to continually scan FanDuel's platform for potential instances of fraudulent activity.

██ ██ ██ ██ ██ ████████████████████

[REDACTED]

Additional Security Controls. FanDuel employs further tools and services to assist in:

[REDACTED]

[REDACTED] FanDuel also can leverage the learnings and insights from the Flutter Group's global security initiatives, as well as the experience of Flutter operators in other countries that have been operating for decades.

H. Integrity monitoring and reporting, including any current affiliations related to integrity monitoring; and

FanDuel is a founding member of the US Sports Wagering Integrity Monitoring Association ("SWIMA"), through which the Company shares suspicious wagering information with other US based operators to identify any potential concerns as soon as possible. Flutter's global brands are also founding members of SWIMA's European counterpart, the International Betting Integrity Association ("IBIA").

FanDuel's Risk & Trading team monitors wagers in real-time to help identify potential issues related to integrity and/or any irregular wagering behaviors. [REDACTED]

[REDACTED]

[REDACTED]

I. Responsible gaming

Responsible Gaming is part of FanDuel's corporate DNA and is a point of emphasis for the Company. FanDuel has been a pioneer of Responsible Gaming, and was the first online gaming operation in the U.S. to partner with the American Gaming Association in its "Have a Game Plan" initiative. FanDuel was also the first U.S. sports betting operator to offer users GamBan, a product that allows users to exclude themselves from accessing any gaming apps or websites. Additionally, FanDuel was the first operator to sign up to PlayPause, a national customer database to enable operators to collaborate across platforms to assist at-risk gamers.

FanDuel employs a variety of systems and processes to support Responsible Gaming such as;

Underage Persons. Underage persons are prohibited from creating an online wagering account with FanDuel. FanDuel requires identity verification during account registration (as described in the know-your-customer section above). Individuals under the age of 21 will not be permitted to register as a player. If an individual's identity or age cannot be verified, the individual will not be permitted to register for an online wagering account. In addition, any FanDuel employee that suspects an underage individual is engaging in sports wagering activities, will immediately report the matter to the appropriate party. If it is not immediately clear that the customer is of legal age, the customer's account will be suspended, and appropriate reporting is completed to document the incident. FanDuel posts statements on its webpage detailing persons who are not permitted to engage in sports wagering activity, including underage persons.

Problem Gaming. At FanDuel, creating an environment that is safe and enjoyable for our customers is a responsibility that is key to our success, so we have built a business model that is dependent on the exclusion of customers who cannot play safely. To support this business model, FanDuel first aims to identify at risk customers. The Responsible Gaming team use data to identify risky behaviors, conduct due diligence to assess affordability, train employees to recognize risky play, and empower customers to self-identify risk. After we identify at risk customers, FanDuel engages with such customers and provides tools to self-impose limits or exclusions. In addition, FanDuel requires employees to escalate risky behavior, suspend or appropriately limit play for certain customers, and tailors our direct marketing to avoid potentially at-risk customers.

In order to promote an understanding of responsible gaming to our employees and customers, and to allow everyone to be a part of keeping customers safe, education is key. We teach employees about responsible gaming and empower employees through the business to help build a company that minimizes problem play. Customer facing employees are taught to effectively interact with customers through a training program based on knowledge gathered from 20+ years in US gaming and 20+ years in the UK's highly regulated gaming space. The knowledge base established with our employees allows us to be able to educate customers individually or in mass about the risks, and to provide access to resources available to customers to help them play safely.

FanDuel also provides resources online for local and national gambling treatment, support, and awareness organizations, including the National Council for Problem Gambling, Gamblers Anonymous, and hotlines like 1-800-GAMBLER.

Self-Exclusion. FanDuel will participate in the self-exclusion program managed by the state and/or will provide all registered players with the ability to elect to self-exclude from wagering with FanDuel. If a state program is available, FanDuel will post information about the program and how to sign-up on the Responsible Gaming webpage available online and in the FanDuel application. Customers can sign-up for FanDuel's self-exclusion program, where applicable, from the Responsible Gaming webpage.

Customers who elect to self-exclude using either method will be blocked from accessing their sports wagering account for the duration of their self-exclusion period. Targeted marketing is suppressed for all persons who self-exclude by using a customer's information to block email and other electronic communications using FanDuel's CRM system or through review workflows for mailing list completed prior to physical mailings.

FanDuel has the capabilities to record customer requests to self-exclude, including the date and duration of the request, and to provide reports to a state mandated central self-exclusion list as required.

Responsible Gaming Messaging. Responsible Gaming messaging is presented to customers on all FanDuel websites and applications. General information, including hotline numbers, is on every FanDuel webpage and application. More detailed information about resources and tools is provided on the Responsible Gaming webpage and in pamphlets or other printed materials. Information includes:

- Responsible gaming messages and helplines (i.e., If you or someone you care about has a gambling problem, call the Problem Gambling Helpline at: 1-888-789-7777)
- Information for national organizations (e.g., NCPG, Gamblers Anonymous)
- Information for local organizations

Targeted Marketing. FanDuel does not extend player privileges, complimentary services, or targeted advertising to individuals who are underage, suspended, excluded, or self-excluded. The Marketing team works with the Data Management and Product teams to use customer status data from FanDuel's PAM to suppress targeted marketing to players not eligible or identified by FanDuel as being suspended or excluded from participating in sports wagering activities.
FanDuel avoids using individuals who appear to be underage in advertising and avoids advertising in forums that are predominately directed to underage or at-risk persons.

Betting and Deposit Limits. FanDuel provides all customers with the ability to self-impose the following limits on the Responsible Gaming webpage and on FanDuel's Mobile Sports Wagering Platform:

- Deposit Limit: Customers can set a deposit limit on a daily, weekly, or monthly basis
- Spend Limit: Customers can place a limit on the maximum amount that may be wagered during a daily, weekly, or monthly basis
- Wager Limit: Customers can place a limit on the maximum dollar amount placed on any single wager
- Daily Time-Based Limit: Customers can place a limit on the amount of time spent on the FanDuel Mobile Sports Wagering Platform
- Temporary Suspension: Customers can suspend their account for a minimum of 3 days and a maximum of 365 days

Customers are able to enroll in one or more self-imposed limits at any time. When a customer's lifetime deposits reach $2,500, the customer must acknowledge the

customer has met the deposit threshold and may elect to establish any of the above limits.

Player Protection. In addition to self-imposed limits and temporary suspensions or self-exclusion, FanDuel consistently reviews customer accounts based on escalations from employees and trigger reporting based on algorithms that analyze account, wager, and behavioral activity. This review will examine available information about the customer's play, interactions with FanDuel and affordability and may result in actions from the Responsible Gaming team up to and including suspension of the customer's account.

FanDuel is always looking for new, innovative ways to improve the resources and tools that help keep our customers safe, such as providing free GamBan gaming blocking subscriptions to customers who opt to self-exclude. We are committed to investing in our people, resources, outreach, and technology in support of enhancing a safe, sustainable environment for our customer to enjoy.

6.3 - DraftKings

A. Wager Acceptance:

The wager acceptance process flow is detailed in the diagram below. As such, the decision whether to accept or reject a wager from a patron is performed by the wager processing system wager services. DraftKings will ensure servers are properly located in a designated sports-wagering area as defined by regulation, secured, and all payments for housing of server and other equipment will abide by the rules set forth in the regulations.

[REDACTED]

B. Verification of information provided by Authorized Sports Bettors opening a new account:

DraftKings' advanced and adaptive identity verification solutions are designed to meet and exceed industry standards when it comes to securely identifying our users. Our technology is highly scalable and custom tailored to meet a wide range of regulatory use cases regardless of the demanding pace of change in the industry's commercial and legal landscape. Our practices have been independently tested, licensed and approved by several regulatory bodies and auditors.

In order to establish a DraftKings Sportsbook account, all users are required to verify their identity. When verifying a user's identity, DraftKings conducts an identity verification check on the following demographic information:

- First Name

- Last Name

- Physical Address (post office boxes and commercial properties are never accepted)

- Date of Birth (MM/DD/YYYY)

- Part or all of social security number

User information is validated using ███████████████████████████████
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[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

C. The systems used for monitoring structured wagers and unusual or suspicious wagering activity:

Below is a description of DraftKings fraud controls. For a description specifically of controls related to wagers indicative of match fixing, please see section 6.3.H.

A COMMITMENT TO FRAUD PREVENTION AND VIOLATION OF TERMS
DraftKings is committed to preventing fraud and the violation of its Terms of Use in all forms and at all times. DraftKings maintains guidelines, rules, and controls to prevent the occurrence of fraud through the DraftKings platform. Consistent with our commitment to prevent fraud and the violation of DraftKings' Terms of Use, this policy provides that DraftKings:

- Does not allow financial fraud
- Does not allow bonus abuse
- Does not allow multi-accounting
- Does not allow account sharing
- Does not allow gameplay by minors

FINANCIAL FRAUD

DraftKings takes attempts to use its platform for potential financial fraud very seriously. The fraud team is equipped with controls and alerts that target behavior associated with financial fraud so the activity can be properly investigated. If financial fraud is identified, the fraud team will:

- Impose restrictions on all linked accounts;
- Conduct additional investigation and reach out to the user(s) involved and request documentation and proof of financials.
- The account(s) shall remain suspended until the fraud team has collected sufficient information and decided on a course of action, such as but not limited to, blocking a financial instrument or imposing a daily/weekly deposit limit. These cases will be tracked in our daily fraud and suspicious activity report.

Periodically the fraud team will review suspended accounts and determine whether they should be permanently closed or left suspended. If an account is permanently closed, funds may be returned to the user and a notification of our course of action will be emailed to the user. In addition, the fraud team might prepare a suspicious activity report for submission to the relevant authorities. Funds will remain frozen in the account until otherwise instructed by the regulator of the applicable jurisdiction.

BONUS ABUSE

MULTI ACCOUNTING - DRAFTKINGS DOES NOT ALLOW MULTI-ACCOUNTING.

DraftKings internal teams are constantly monitoring for potential multi-accounting attempts, which is when one individual attempts to have multiple accounts on the DraftKings platform. DraftKings takes this very seriously and has numerous checks in place to help prevent multi-accounting, including but not limited to:

- Controls implemented by the product development team ██████████ ██ ███████████████████████████

- Controls implemented by the product development team that result in an ██ ██

- Controls implemented by the product development team that automatically ████████████████████████████████████ ████████████████████████████████████ ████████████████████ ██████████████████████████████████ ████████ ██ ████████ ██████████████████████ ██████████████████████████████████████ ██████████████████████████ ████████████████████████████████████ ██████████████████████████████████████ ████████████████████████████████████ These cases will be tracked in the daily fraud and suspicious activity report.

ACCOUNT SHARING - DRAFTKINGS DOES NOT ALLOW ACCOUNT SHARING.

- As stated in the DraftKings Terms of Use, multiple individuals are prohibited from operating a single account.
- Monitoring alerts are in place alerting the fraud team of potential account sharing by detecting activity on the same account across a distance ██████████████ █████████████ if multiple devices are using the same account, and other methods.

UNDERAGE GAMBLING

DraftKings takes underage gambling very seriously and adopts a zero-tolerance policy. If the fraud team or the customer service team identifies that a minor has accessed a real money gaming account, the account will be immediately closed, a report will be compiled summarizing the activity and the report will be sent to the regulator of the applicable jurisdiction. In most cases, underage access is detected through contacts with our customer service team, such as the account holder (usually a parent) notifying us that a minor has accessed his or her account.

ANTI-MONEY LAUNDERING ALERT PROCEDURES

DraftKings uses a system of automatic alerts and reports to detect behavior indicative of potential money laundering. In its Terms of Use, DraftKings clearly states that any collusion or intentional losing by users is prohibited, and that any violation of these policies will result in investigation by DraftKings and the user potentially being blocked on the DraftKings platform. Upon registration, DraftKings requires that all new users signal their acceptance to the Terms of Use through an affirmative assent to the terms.

IDENTIFYING BEHAVIOR INDICATIVE OF MONEY LAUNDERING

DraftKings' fraud team uses a variety of alerts and reports to identify potential instances of money laundering. The following alerts are used to detect potential instances of money laundering and all alerts, regardless of the result of the subsequent investigation, are stored for a period of five years.

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

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[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

INVESTIGATING AND ALERT

Alerts identify potential instances of money laundering, and do not, by themselves, establish policy violations. Further review by the fraud team is required to determine if detected behavior is truly indicative of a violation of DraftKings' Terms of Use and AML Program. The following section delineates investigative steps available to the fraud team.

ACTIVITY REVIEW

After receiving an alert, a fraud team analyst will be assigned to the alert and will review the activity that prompted it. ██████████████████████████████
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IDENTITY REVIEW

The analyst will review the verification status and identity information of the user by accessing the ID verification of the user. The analyst may also: a) if required, review any manually uploaded documentation provided by the user; b) Perform a Google or social media search; c) Research the user through publicly sourced data.

Instances where a manual upload of documents would be required include the following:

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If potential suspicious activity is noted, the analyst may take the following steps for further research:

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FRAUD AND CUSTOMER SUPPORT HISTORY

If suspicious behavior is noted throughout the investigation, ███████
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CLEARING OR ESCALATING AN ALERT

After investigating, the analyst makes a judgment regarding the likelihood of a violation of DraftKings Terms of Use and its anti money laundering program, and will then decide to do one of the following:

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  ███████████

- ██
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The analyst immediately places a block on the account. In cases of escalation, the Director of Regulatory Operations will decide to do one of the following:

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██

[REDACTED]

PROCEDURES FOR SANCTIONS & POLITICALLY EXPOSED PERSONS SCREENING

[REDACTED]

OFAC SCREENING

Office of Foreign Assets Control ("OFAC"): An office of the U.S. Department of Treasury which administers and enforces economic and trade sanctions.

- **Sanctions:** Measures which are intentionally restrictive or coercive in nature and which act as a tool of foreign policy to target individuals or countries. Sanctions can take a number of different forms and are used in a number of different contexts, including arms embargoes, travel bans, asset freezes, reduced diplomatic links, reductions/cessation of any military relationship, flight bans,

suspensions from international organizations, withdrawal of aid, trade embargoes, restrictions on cultural /sporting links and others.

- **Sanctioned-Person(s):** Individual(s) subject to sanctions by governmental or international organizations, also known as "Specially Designated Nationals" in the United States. These individuals include known terrorists, drug traffickers and money launderers who may not be tied to any country under sanctions restrictions.

- **Sanctioned-Persons List:** lists of individuals who are subject to sanctions by relevant regulatory or governmental agencies. These may include the U.S. Office of Foreign Assets (OFAC) and U.K. Her Majesty's Treasury (HMT) lists.

- **Politically Exposed Person (PEP) :** individuals who have been entrusted with a prominent public function. A PEP generally presents a higher risk for potential involvement in bribery and corruption by virtue of their position and the influence they may hold.

REPORTING A TRUE HIT OR MATCH

ANTI MONEY LAUNDERING REPORTS

Anti money laundering (AML) reports are generated automatically by controls developed by the product development team and are received daily by the fraud team for adjudication. DraftKings generates the following reports daily:

[redacted]

[redacted]

SAR PROCESS

[redacted]

PROCEDURES TO PREVENT WAGERING BY PROHIBITED PARTICIPANTS

In addition to receiving and ingesting any lists of prohibited patrons directly from a state regulator, DraftKings requires all users registering for an account to acknowledge they are not a prohibited participant by accepting a user agreement upon account creation. Prohibited participants are also outlined in the DraftKings Terms of Use which are required to be accepted by all participating users.

D. The systems used to ensure that Authorized Sports Bettors are physically located within the State of New York while placing a wager:

DraftKings uses GeoComply to verify location services for players wanting to wager real money in a legal jurisdiction. GeoComply's download solution is designed to meet and exceed the most stringent compliance requirements for regulated markets and is widely considered the industry gold standard for geolocation services. GeoComply's verification methods are constantly tested by regulatory agencies across the U.S. to ensure its continued performance for location compliance.

GEOLOCATION CAPABILITIES

GeoComply's enhanced geolocation tools utilize both device-based browser geolocation and network connection analysis. [redacted]

[redacted]

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DraftKings requests the location of the device being used by a user whenever they:

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Using GeoComply's proprietary "plug-in" technology, users will be requested to download the plug-in to verify their location. ████████████████████████
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GeoComply's geolocation process occurs ████████████████████████
████████████████████████████████████ When operating a mobile device, the geolocation check occurs, ████████████████████████ ████████████████
████████████████████████████ If a customer falls outside of the geolocation boundaries or cannot be successfully geolocated, the customer will receive a location check message as shown in the example below.

Geolocation Error

Your device's location data indicates you are not in a permitted area. Please make sure that you are within a permitted area, then try again.

Got It

If you believe you are in a valid location, you can recheck your location.

Click here to view a full list of approved states. If you have any questions, please contact Customer Support.

██

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████████████████
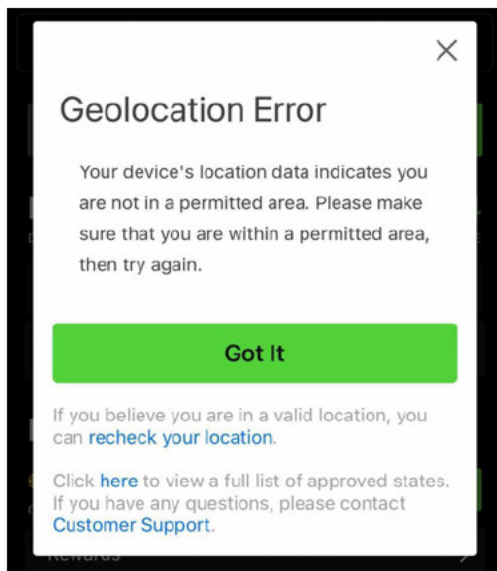
A user wishing to place a wager from their desktop or mobile device will need to allow access to the device's location services. ████████████████████████████

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GeoComply's software will automatically fail geolocation checks from users outside the relevant jurisdiction. Players located outside a permitted boundary will be rejected from placing a wager and will receive a prompt notifying them that they have been located in a location where sports betting is not available (as shown in the screenshot on the prior page).

SPOOFING DETECTION

GeoComply's technology is capable of proxy, VPN, malware, and enhanced remote desktop detection to thwart spoofing attempts and high-risk transactions. ██

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GeoComply ██
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[REDACTED]

E. The technology to ensure that any wager is accepted through equipment physically located at a licensed gaming facility in the State:

As detailed in 6.3.D, the processing of bets in-state is enforced using a combination of GeoComply and in-house technology that enforces safety and integrity of our the wagering system. Each server physically located at the licensed gaming facility [REDACTED]

F. Description and location of redundant servers, if any:

To ensure maximum reliability as well as compliance with all federal and state laws,

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

DraftKings Sportsbook proudly maintains an overall uptime average, as defined by no severe degradation or impact, of [REDACTED] (Figures as of Jul-2021).

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

G. Security of servers, applications, and communication networks; and patron personal and wagering information:

INFORMATION SECURITY PROGRAM OVERVIEW

In today's climate of constant information security attacks such as DOS/DDOS, Brute force attacks, SQL injection, cross site scripting, ransomware, phishing and many more, it's important that our organization be proactive and diligent with our security defenses. DraftKings maintains an industry leading security program that exceeds all federal, state and international regulatory standards by leveraging the ISO27001:2013 & 27002 frameworks. DraftKings chose the ISO27001 security frameworks to build our information security management system (ISMS) on because it is the only internationally recognized information security framework available today.

ISO 27001:2013 CERTIFIED
ISO27001 is an InfoSec management framework that defines a list of requirements for ISMS that are based on internationally agreed upon best practices. It allows organizations to:

1. Identify IT & InfoSec risks and put controls into place to reduce or mitigate them
2. Ensure compliance with relevant laws, regulations, and contractual agreements
3. Reduce potential vulnerabilities to the organization and lower the probability of a successful breach

4. Maintain a proper data classification program
5. Improve information security awareness
6. Build a culture of security within our organization
7. Allow for the secure exchange of information
8. Annual compliance verified via third party audit

DraftKings obtained its latest ISO27001 certification in June 2021.

PCI DSS 3.2 LEVEL 1 CERTIFIED

In addition to ISO compliance, DraftKings chose to pursue PCI DSS 3.2 level 1, the credit card industry's highest level of payment card information security program to protect our patron information. PCI DSS Level 1 compliance leverages and builds on the ISO IT & InfoSec best practices and adds items such as:

· Properly securing all payment card data
· Implementation of a full software development lifecycle program
· Full transparency and reviews for software code changes
· Insures full logging of systems
· Verifies penetration and vulnerability testing is being completed regularly (at least quarterly)

DraftKings obtained its latest PCI DSS Level One compliance certification in July 2021.

SOX (SARBANES OXLEY) COMPLIANCE

As a public company, DraftKings complies with all SOX requirements including IT, data center and cloud security to ensure the highest levels of data and systems integrity. These controls enable us to ensure all of our transactions and financial reporting data are accurate at all times. Some of these controls include:

· Proper user & identity management processes including strict onboarding and offboarding procedures
· Strict controls of user access to production environment utilizing roles based access controls, MFA and recording of all user activities
· Strict code review and deployment processes for all production environments
· Regular auditing of activity logs by internal compliance teams
· Proper vendor/partner management program including the full vetting of vendors

CALIFORNIA CONSUMER PRIVACY ACT (CCPA) PREPARATION

DraftKings is in the process of revamping its internal system for ensuring it will be compliant with the CCPA on the effective date of the act.

GENERAL DATA PROTECTION REGULATION (GDPR) 2018 READY

DraftKings continues to ensure our systems and employees are GDPR compliant in accordance with EU privacy regulations.

SOC2 TYPEII AUDIT AND REPORT

DraftKings is committed to protecting consumer data to the highest standards and as such is scheduled to complete a SOC2 TYPEII audit by end of 2021. The SOC2 TYPEII report is an industry standard internal controls report that captures and validates the controls used by an organization to safeguard consumer data. DraftKings has engaged an independent third party to audit our infosec and IT controls against the SOC2 TYPEII framework to ensure all requirements are satisfied.

ADDITIONAL SECURITY MEASURES - SERVERS

· **Industry Leading External Protections** – ███████████████████
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· **State of the Art Managed SOC Program** – ████████████████
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· **Industry Leading Internal Information Security Protection** – ███████
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ADDITIONAL SECURITY MEASURES – NETWORK

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· Proven Security Awareness Training Program – ███████████████████████ ██████████████████████████ ████████████████████████████████ ████████████████████████████████ ████████████████████████

ADDITIONAL SECURITY MEASURES – FRONT END SYSTEMS
· **White hat, deep dive web vulnerability testing** – ██████████████ ████████████████████████████████ ████████████████████████████████ ████████████████████████████████ ████████████████

· **Third Party Vendor/Partner Security Auditing** – DraftKings requires third party data security compliance and audits all of its vendors.

ADDITIONAL SECURITY MEASURES – PHYSICAL
· **Remote Third Party Monitoring of All Physical Security** – DraftKings has on premise security guards at its office locations, best in class electronic security and counter security measures, and employs in house personnel and third party vendors to remotely store and monitor our CCTV and access control systems.

INCIDENT RESPONSE PLAN
DraftKings maintains a full incident response plan which was last tested in ████ ████████████████████████████████ ████████████████████████████████ ████████████████████████████████ ████████████

H. Integrity monitoring and reporting, including any current affiliations related to integrity monitoring:

DraftKings has extensive controls in place to prevent, deter, identify and report suspicious betting behavior.

PREVENTATIVE MEASURES

DraftKings only offers events in each jurisdiction that have been approved by the state regulator for wagering in that state. DraftKings will not offer events that are deemed to be a significant integrity concern. Having compiled an enormous amount of historical information from DraftKings as an operator, its B2B partners in the U.S. and overseas,

information shared by integrity providers, and various news sources, DraftKings ███ ██ ████████████████████████████████

DraftKings also takes proactive risk management measures when offering leagues that could p██ ██ ███ ██

BET MONITORING

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NEWS MONITORING

Traders are monitoring and ready to respond to breaking news 24/7 whether that be via event suspensions and/or investigations, odds movements, or changes to risk management settings. Relevant news sources include but are not limited to:

- **Twitter/Instagram/Facebook**

    - Player accounts

    - Agents

    - Beat writers

- **Media**

    - Gambling personalities

- Handicapping sites

- Media

- News aggregation sites (e.g. profootballtalk.com)

- Fantasy news sites (e.g. Fantasy Guru, FantasyLabs)

- Sports betting news sites

- **Television**

- League networks (i.e. NFL Network, MLB Network, etc)

- ESPN networks

- Other sports networks

INFORMATION SHARING

DraftKings shares information with other operators, league governing bodies, and regulatory bodies through its partnership with U.S. Integrity (Formerly SWIMA) in the U.S., and with IBIA (International Betting Integrity Association) overseas. ███████

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INTERNAL REVIEW

DraftKings trading, compliance, and regulatory teams meet on a regular cadence to review all recent alerts and agree on appropriate mitigating actions. The team is constantly evaluating its approach and refining based on recent occurrences.

NON-WAGERING FRAUD CONTROLS

DraftKings has also developed a substantial infrastructure to prevent, detect, and report fraudulent account behavior that does not specifically involve the placing of wagers. This is described in more detail in section 6.3.C.

I. Responsible gaming:

A COMPANY-WIDE COMMITMENT TO RESPONSIBLE GAMING

Alongside providing best-in-class betting experiences, DraftKings' top priority is to ensure the delivery of a safe and responsible gaming platform, which has been achieved through RG becoming an integral part of our compliance infrastructure.

DraftKings adopts these fundamental RG principles across all areas of the business.

- Protection of vulnerable players
- Provision of resources that help manage safe, fun, and entertaining play
- Prevention of underage gambling
- Ensuring responsible marketing
- Provision of safety measures against criminal activity
- Ensuring online privacy protection
- Provision of a secure online environment
- Ensuring all business practices encourage adherence to RG principles

These principles provide the foundation of DraftKings' customer and public-facing communications across multiple channels.

The DraftKings RG and Marketing teams continue to develop new ways to incorporate RG messaging into the various marketing assets and channels.

DraftKings produces quarterly RG emails to all eligible users providing helpful information regarding common gambling myths and tips/tricks to ensure users are playing for fun and entertainment (an example can be found on the following page).

EXAMPLES OF DRAFTKINGS RESPONSIBLE GAMING CAMPAIGNS

In addition to emails, DraftKings posts RG-specific messaging weekly across multiple social channels including Twitter, Facebook and TikTok.

Since March 2020, DraftKings demonstrated significant support of the National Council of Problem Gambling's Problem Gambling Awareness Month (PGAM):

- Incorporating the PGAM logo onto DraftKings platform pages
- Airing an RG-specific TV ad
- social media posts detailing the importance of PGAM

A PLATFORM THAT PROVIDES SUPPORT AND TOOLS FOR OUR PLAYERS

At DraftKings, we provide everyone who utilizes our platforms access to RG resources which provide information on our products and help set parameters on play; limit setting (time and money), cool-off periods and self-exclusion. The table and the examples shown below outline the RG product functionality and key resources we provide our players.

Provide users the ability to set self-imposed gaming limits	- Users can set max wagers and deposit limits - Users can set daily, weekly, monthly & customized limits - Users cannot reverse decisions until the time periods have ended - Users can immediately increase restriction limits

Offer users the ability to enter self-exclusion programs and set cool-off periods	● Users set a time period during which they are blocked from accessing their accounts ● Users cannot reverse decisions until the periods have ended ● Users can self-exclude across multiple states ● Users can self-exclude across multiple channels (including via customer service, DK app, website) ● Users who elect to self-exclude or cool-off may have their available balance, if any, returned to them by contacting customer support who will initiate a withdrawal on their behalf
Prevent underage gambling	● Technology to ensure that minors are not directly targeted with DraftKings' sports betting marketing messages ● Age ID restrictions on registering an account with DraftKings
Providing a safe and secure experience	● Automated KYC & identity verification tools ● Geolocation integration ● Automated KBA/scan ID at registration ● Automated deposit and withdrawal name verification ● Available resources for users who experiences problems and want additional support

EXAMPLE SCREENSHOTS OF PLAYER WAGER LIMITS:

Player Limits

You can set self-imposed limits to block yourself from certain gaming functionality. After setting a limit, you may only increase it after the date shown under current limits has passed. You will be able to decrease a previously set limit at any time.

Deposit Limits

Deposit limits will control the total dollar amount that can be deposited into your DraftKings account. These limits will be applied to all Sportsbook, Casino and Daily Fantasy deposits.

Per Day	Per Week	Per Month
$	$	$

Save

Wagering Limits

✓ Your limits were successfully updated. Please refer to your Current Wagering Limits to see when your limits can be increased. You may decrease these limits at any time.

Select how much you can wager on DraftKings Sportsbook + Casino.

Per Day	Per Week	Per Month
$	$ 500	$ 1000

Save

Current Wagering Limits

You cannot wager more than $500 per week   MAY INCREASE ON THURSDAY, JUL 22, 2021, 2:15 PM

You cannot wager more than $1000 per month   MAY INCREASE ON SUNDAY, AUG 15, 2021, 2:15 PM

There are also additional resources that DraftKings provides for those who experience issues and want to seek help that are linked out from our web interface. DraftKings' also visibly displays Responsible Gaming features within our applications headers and footers as shown below.

- https://www.draftkings.com/fantasy-fair-play-commitment
- https://www.draftkings.com/how-to-play
- https://sportsbook.draftkings.com/help/responsible-gaming

RESPONSIBLE GAMING FEATURES WITHIN THE DRAFTKINGS PRODUCT
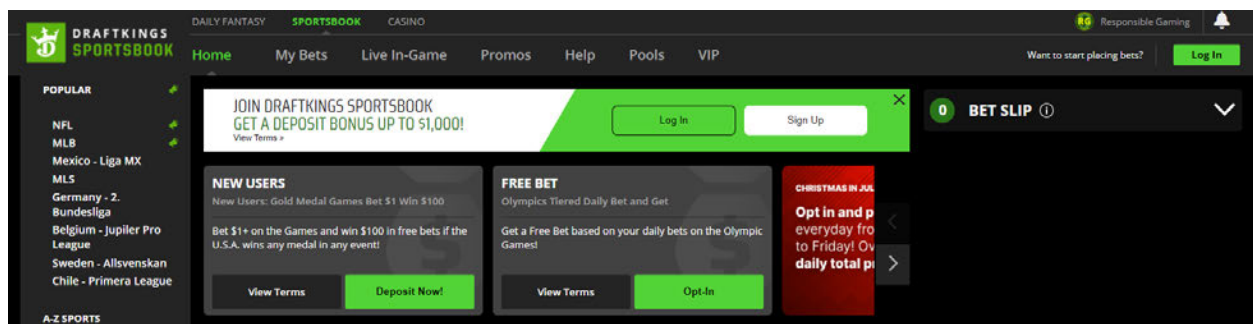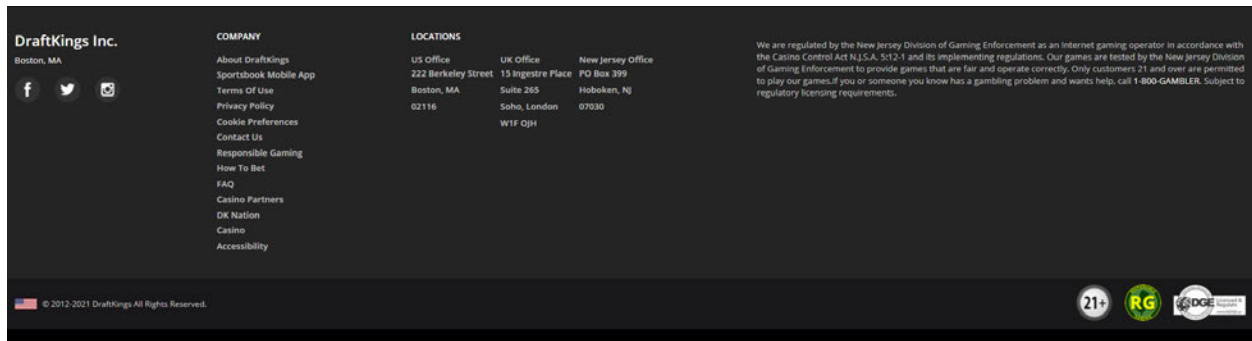
Our top priority and controls are to operate a secure RG platform from the moment an account is created to the point at which a customer withdraws their winnings.

DraftKings will ensure compliance with the necessary requirements of New York's state-level voluntary exclusion program as we do in other states that we operate in. We provide users the option to self-exclude from DraftKings' platform for a period of one year or five years. Users electing this option must fulfill the length of their exclusion prior to reinstatement. Excluded users can withdraw any withdrawable account funds by contacting DraftKings' Customer Experience team.

EXAMPLE OF SELF-EXCLUSION PAGE:

ENSURING OUR EMPLOYEES ARE TRAINED AND EDUCATED
DraftKings is committed to educating its workforce year-round on all aspects of RG strategy. This includes (but is not limited to):

6.3 - DraftKings

- Internal staff-led presentations, discussions & forums
- Shared internal research
- Shared external research
- Bespoke onboarding and training
- DraftKings internal RG playbooks

DraftKings maintains internal RG playbooks for the Customer Support, Fraud and VIP teams, which outline signs and early identification of potentially problematic gambling behaviors and play.

The playbooks also outline how to escalate any identified cases to the DraftKings Player Protection team for further analysis and action.

The Player Protection team is responsible for conducting a thorough review of escalated cases, including user communications and account history, and making a determination on what, if any, action is required. They are also responsible for disseminating important targeted RG and crisis information to users who could potentially be experiencing harm. The Customer Support, VIP and Fraud teams are trained on the RG playbooks upon being hired at DraftKings and semi-annually thereafter.

RESEARCH IN THE FIELD

DraftKings continually monitors and reviews research publications, conducts literature searches, and meets regularly with the academic team at Cambridge Health Alliance Division on Addiction (CHA/DOA) to inform our RG strategy and modifies it based on new research.

In 2016, DraftKings first began an innovative research collaboration with CHA/DOA designed to better understand potentially risky and unhealthy play among daily fantasy sports (DFS) players. CHA/DOA analyzed DraftKings' proprietary DFS data and worked with DraftKings to provide training, training reviews, data science consultation, and safer play recommendations.

Currently, we engage with CHA/DOA in three types of activities:

1. Advance safer play strategies and resources
2. Development and implementation of safety monitoring and intervention activities
3. Creating an innovative systems-based safer play training system

In May 2021, DraftKings announced a financial commitment to the International Center for Responsible Gaming's (ICRG) Fund to further support research on Sports Wagering. This contribution facilitates global scientific, peer-reviewed research on problem gambling, assessing:

- Differences in sports wagering compared to other forms of gaming
- Evaluation of efficacy of existing RG interventions and programs
- Differences in prevalence and experience of problem gaming across demographics

DraftKings is committed to continually improving and evolving how we can best support our customers. We are active members of two influential gaming organizations in the U.S: the American Gaming Association (AGA) and the National Council on Problem Gambling (NCPG), with our Chief Legal Officer serving on the Board of AGA.

DraftKings also actively participates on committees, training, and educational programs to keep informed and aware of the ever-changing landscape and research across responsible gambling.

See here for more information regarding our ongoing work with these organizations.

DraftKings goal is to create the best experiences in the online mobile space by providing superior quality products that customers recognize and trust. By investing in RG, we aim to have the most well-educated employees in the industry, create the most reliable products, become a meaningful leader and the gold standard bearer in the industry. At DraftKings, we believe a strong RG culture creates a long-term sustainable business and leads to a satisfied customer base.

6.3 - BetMGM

A. Wager Acceptance

[redacted]

6.3 - BetMGM

B. Verification of information provided by Authorized Sports Bettors opening a new account

BetMGM's digital platform is fully equipped with a propriety player account management (PAM) system to control the customer journey from sign-up to first wager. This includes a single wallet that can be flexibly utilized for deposits and withdrawals, gaming transactions, and customer service operations.

Registration

All BetMGM players need to have their SSN, identity, age and address verified to play online. Any player that does not complete and pass the KYC verification process will not be able to deposit or wager in any capacity. The KYC process is initiated when a player completes the required information and the verification process encompasses the following:

Customer verification

The BetMGM tech is integrated with CAMS, an aggregator of KYC database matching services. CAMS in turn is integrated with Aristotle and IDology to KYC verify the players from the USA. BetMGM sends the following personal identifiable information (PII) data in the request:
- Full name
- Date of birth
- SSN
- Gender
- Address, City, State, Zip code, Country

SSN Verification	ID and Age Verification	Address Verification	Other Checks
SSN verification by definition is a match against the name with the SSN. It is carried out using a multi-source authentication system, where multiple KYC vendor services are used in a waterfall.	Identity verification by definition is the name match (First name and last name). Age verification by definition is a confirmation that the player is older than 21 years, and the full date of birth (date, month and year of birth) is a match.	Address verification requires – • A confirmation that the player's address is not a PO Box address (and) • The registered address, city, state and the zip code matches against the available KYC databases.	Additionally following checks also performed – • PEP and OFAC Screening • Checks to confirm the patron is not deceased

Easy to use registration and KYC journey on the BetMGM mobile app

CAMS verifies with Aristotle and translates their response into Identity, Age and Address results into a Boolean response. If the verification on each of these is not a success, CAMS automatically makes a call to IDology to complete the verification and sends a response back –

- If Aristotle verifies all three variables, CAMS immediately sends a response.
- If Aristotle times out, or unable to verify fully or partially, and if IDology verifies successfully, CAMS sends a response with the results.
- If neither Aristotle nor IDology can verify the player fully, CAMS passes the best result out of the 2 received.
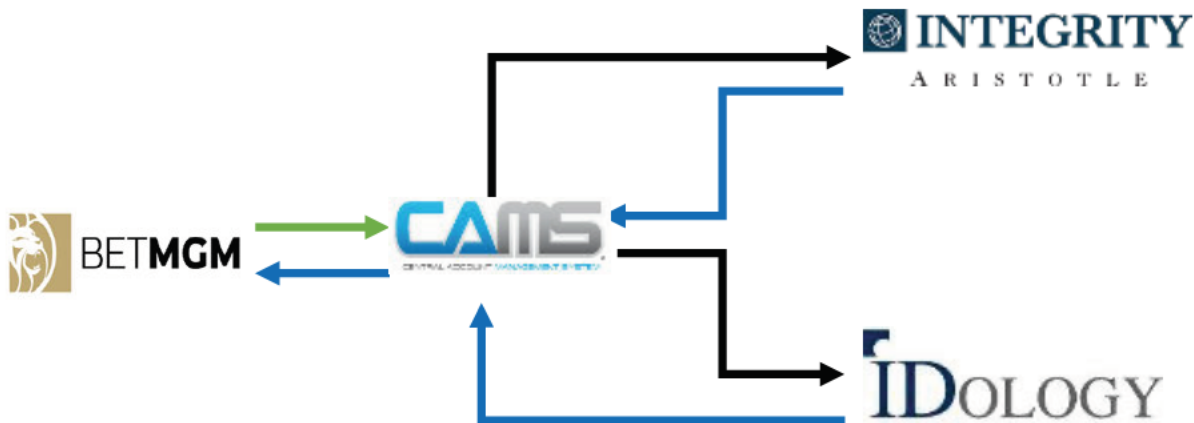
Player verification data waterfall

C. The systems used for monitoring structured wagers and unusual or suspicious wagering activity

Wagering of players is monitored by BetMGM traders using a combination of trading applications in real time, along with daily, weekly and monthly reporting to monitor the activity of our customers to identify any potential risk in terms of Fraud, AML and Responsible Gaming. Trading applications show all wagers being placed and can be reviewed and noted by trading. This helps BetMGM with managing liabilities and

profiling customer activity.

D.   The systems used to ensure that Authorized Sports Bettors are physically located within the State of New York while placing a wager

Whether on a desktop, smartphone, or tablet, BetMGM utilizes active (always on) geolocation technology to ensure regulatory compliance. Depending on the needs, BetMGM can interface with either in-house geolocation technology or integrate into GeoComply – a third-party fully featured geolocation provider that is licensed, tested and approved in several jurisdictions. The technology is powerful – with location information derived from several sources (cellular triangulation, Wi-Fi, GPS, and in some setups, beacons), a geofence can literally be set up at any level – from a single building or a much larger area such as a state. BetMGM also utilizes a single app that automatically redirects users to the state specific BetMGM app. For customers in New York, there will be neighboring states with the BetMGM app and this capability ensures a seamless transition from one state to another. In accordance with all applicable state and federal laws.

E.   The technology to ensure that any wager is accepted through equipment physically located at a licensed gaming facility in the State

BetMGM uses the GeoComply technology integrated within our application to guarantee full compliance with in-state wagering. GeoComply allows us to verify that a user is physically located in New York prior to placing a wager. Furthermore, our technology architecture is designed to ensure that wagers placed in any given state are routed through servers in that given state to comply with both state and federal law. We currently operate in 10 mobile markets across the U.S. and have a track record of ensuring compliance with all technological requirements.

F.   Description and location of redundant servers, if any

Our industry leading architecture does not require us to have a secondary/redundant server location. We have designed our platform to ensure we have built full redundancy at every layer both within the software and hardware stacks. We will also procure fully redundant and diverse routes for power, cooling and ISP connections.

G.   Security of servers, applications, and communication networks; and patron personal and wagering information

As BetMGM's technology platform is completely proprietary, we have developed a large suite of internal security tools that protect our platform and player data. We also use industry leading providers to fortify our solution further and have created an extensive checklist for physical and environmental security of the physical servers and racks.We

host our infrastructure in world class datacenters. Our server infrastructure is virtualized for redundancy and hardened to industry standards to protect our applications and ensure the confidentiality, accessibility, and integrity of our customers' personal and wagering information. Our websites utilize best in class security services such as Content Delivery Networks, DDos protection and mitigation, and Next generation firewalls to protect our customers assets. Access to this data is strictly on least privileged rights and is only accessible through encrypted VPN tunnels with 2-factor authentication.

BetMGM takes information security and the protection of its customers' data as a top-priority. BetMGM, via Entain, maintain ISO27001 certificates for its primary data sites and offices which means we implement secure encryption methodologies, robust access control and reviews, secure development principles which is all regularly audited. Additionally, BetMGM contracts with an independent third-party to perform Network Security and Risk Assessments in each of our live betting jurisdictions.

Any financial transaction and data is protected by certifying our environments under PCI version 3.2.1 for our Cashier and Payment Gateways.

H.   Integrity monitoring and reporting, including any current affiliations related to integrity monitoring

BetMGM utilizes U.S. Integrity for integrity monitoring services. U.S. Integrity is designed to detect and discourage fraud and other illegal or unethical activity related to betting on sporting events in the U.S. It works in partnership with its member gaming operators; federal, state and tribal regulators and law enforcement; and other various stakeholders involved in sports betting in the U.S.

BetMGM will utilize U.S. Integrity to share information on suspicious activity regarding sports wagering in New York in a timely manner with other operators. U.S. Integrity will share the information BetMGM reports with the applicable sports governing bodies/leagues should an escalation be required. BetMGM shall review information and reports from other certificate holders or operators and notify other certificate holders or operators of any similar activity through U.S. Integrity.

If BetMGM receives a report of unusual betting activity or suspicious activity, BetMGM is permitted to suspend wagering on events related to the report and may only cancel related wagers under procedures previously approved by the Regulator, or its designee.

I.   Responsible Gaming

Our Pledge. BetMGM's pledge to our employees, customers, regulators, and the communities where we operate is to make responsible gambling an integral part of our

daily operations. We are committed to providing a best-in-class gambling experience that is both fun and sustainable. We proudly accept our role in helping to ensure a responsible and sustainable gambling industry.

BetMGM's Responsible Gambling Principles

1. Gambling should be a fun activity and enjoyed as a form of entertainment.
2. BetMGM is committed to embedding Responsible Gambling across all Company activities.
3. BetMGM recognizes that while the vast majority of individuals are able to enjoy gambling in a responsible and healthy way, some individuals unfortunately experience problems related to their gambling.
4. BetMGM believes in the power of informed choice to prevent gambling related harm, and provides responsible gambling tools, responsible gambling information, odds, and resources to empower its customers to make appropriate choices related to their gambling.
5. BetMGM stands by its customers and will make every reasonable effort to assist those who are experiencing gambling related problems.
6. BetMGM believes in a shared responsibility approach to addressing problem gambling and is committed to working with government, academia, problem gambling treatment and advocacy groups, the communities where we operate, and our customers to promote responsible gambling and address problem gambling.
7. BetMGM is committed to evaluating and continuously improving its responsible gambling program and initiatives.

Responsible Gambling Team. The Responsible Gambling Team (RG Team) consists of a Manager and three Analysts within the Compliance Department. They are responsible for ensuring all regulatory requirements related to responsible gambling are met. These requirements include maintaining the self-exclusion lists, ensuring products have the required responsible gambling limit setting tools and that they are functioning properly, training BetMGM staff on a regular basis, and any other requirements as directed by a regulatory authority.

The RG Team also assists customer facing departments (Customer Service, Risk and Payments, and VIP) with responsible and problem gambling related customer matters. This includes reviewing account details and customer communication to assess what level of interaction may be required.

Responsible Gambling Council. Responsible gambling starts with leadership, which is why BetMGM's Responsible Gambling Council is critical to the company. Comprised of leaders from throughout the company and chaired by the Chief Executive Officer, the

Council provides strategic guidance and support of the company's responsible gambling efforts. The Council meets quarterly and plays an instrumental role in guiding the company's responsible gambling strategy and initiatives.

Responsible Gambling Tools. BetMGM offers a variety of tools to help customers maintain control and keep gambling a fun and enjoyable activity. Through the BetMGM mobile application and website, customers are able to set limits on how much money they want to deposit and wager, as well as how much time they would like to use BetMGM's services. Additionally, customers are able to take a break from wagering by utilizing BetMGM's Timeout feature. Timeouts can be taken for anywhere from three days up to a full year. Our customer service teams actively promote these tools to our customers to help them stay in control of their gambling.

While there are no one-sized fits all solutions to ensure responsible gambling, we believe in giving our customers as many options as possible to help them gamble responsibly.

Commitment to Our Employees. Regardless of job title and level of responsibility, all BetMGM employees receive responsible gambling training on a recurring basis. From day one, during new hire orientation, for as long as they are a member of the company, BetMGM is committed to providing fresh and relevant information to help employees understand and champion responsible gambling. Topics include BetMGM's Principles, what is Responsible Gambling, what is Problem Gambling, their responsibility to address problem gambling concerns, and how to appropriately deliver the correct resources and information to customers. We want our employees to understand the processes and procedures, but more importantly, we want them to understand the why behind why we do what we do.

Commitment to Responsible Marketing and Advertising. BetMGM is proud to adhere to the American Gaming Association's Responsible Marketing Code for Sports Wagering. We offer world class marketing and advertising through a variety of media channels and notable spokespeople. We understand and live our responsibility to provide information that is both engaging but also factual with an emphasis on gambling being a form of entertainment. We work closely with regulators to ensure our marketing and advertisements have the appropriate problem gambling disclaimers and information about where to get help.

Commitment to Collaboration. Addressing problem gambling requires a collaborative effort. BetMGM is proud to work with other key stakeholders on this issue. We actively participate with the National Council on Problem Gambling as well as many of the state affiliates in the jurisdictions where we operate. Recognizing the importance and value of understanding problem gambling, we partnered with EPIC Risk Management during Problem Gambling Awareness Month 2021 to provide all of our employees with the

opportunity to gain a higher-level understanding of problem gambling and our role in prevention and customer assistance.

Commitment to Customer Service. BetMGM is currently in the process of enhancing the way it delivers responsible gambling through **GameSense**, which is an award-winning and innovative program used by MGM Resorts, as well as several other operators across North America, that aligns policies with improved guest service and education. GameSense launched in 2009 by the British Columbia Lottery Corporation and aims to improve player trust, awareness, and education among operators and players with research-based practices and guidelines for Responsible Gaming. GameSense focus on a service driven model to drive player education to avoid harm and burnout. GameSense is attractive to operators because of the approachable nature to player contact while preaching a strong message of RG without an anti-revenue message. With GameSense, MGM promotes positive principles of responsible play through informed choice by normalizing the conversation with guests in a fun and informative way.

GameSense is unique in that it focuses on most guests, not just those who may be experiencing a problem. Through increased awareness, player data, and interactions, BetMGM is transforming the responsible gambling conversation while enhancing the guest experience. The goal is to empower guests to keep gambling fun and entertaining while minimizing the chances of harm associated with problem gambling. BetMGM is scheduled to launch the program in the latter part of 2021.

6.3 - Bally's

The Bally Bet team, supported by its proprietary sports betting platform and regular training by our experienced supervisors and staff, will ensure full compliance with the responsibilities, duties and requirements in draft regulations Part 5330.

A.   Wager Acceptance

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████████████████████████ to:

- Verify that patron is allowed to wager and not on a self-exclusion or block list
- Verify geolocation and confirm the patron is within jurisdiction
- Verify the patron has adequate balance to cover the transaction
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- Verify the event lines have not moved since the transaction was added to the betting ticket.

If any of the above verification steps fail, the transaction will not be processed.

B.   Verification of information provided by Authorized Sports Bettors opening a new account

The Bally Bet account-creation process enforces the rule that an account may only be completed and functional (i.e., qualified for real money wagering activities) if:

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C.   Systems used for monitoring structured wagers and unusual or suspicious wagering activity

The Bally Bet system is designed to detect and report suspicious behavior, ██████
██
██████

Suspicious activity may be realized in the following ways (but not limited to):

[REDACTED]

Payments/Fraud and Customer Service staff receive initial and ongoing training ████ processes and procedures, thus ensuring they are fully equipped with the ability to recognize ████████████.

To minimize the potential for fraud and money laundering, ████████████████ ████████████████ in accordance with the KYC policy and procedure. Patron identification and transaction records can be accessed in █████████████████ ████████. The Fraud Analysts will ████████████████████████ ████████████████████████

[REDACTED]

Bally Bet has developed and implemented, through extensive experience within the gaming industry, a robust Anti-Money Laundering Policy and Compliance Program to

comply with all legal and regulatory requirements. This program is reviewed ▮▮▮▮▮ and updated as needed for any regulatory changes. Bally Bet always seeks a culture of compliance and continues to incorporate best practices as information is learned from other markets.

The Bally Bet AML Compliance program outlines the system of internal controls; the designation of a compliance officer(s) to assure day-to-day compliance; an on-going, ▮▮▮▮▮ employee training program (including a system of discipline for any noncompliant employees); a requirement for independent testing by an independent entity and/or internal audit; requirements for customer due diligence; and the use of automated systems and all available information.

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Bally Bet's AML compliance policy encompasses a collection of account registration and verification procedures, system rules, controls, technologies, and techniques to make a risk-based assessment of all financial transactions. As mentioned above, Bally Bet will flag, review, and investigate any suspicious activities concerning financial transactions to the appropriate regulatory body.

Reporting Suspicious Behavior. Whether or not due diligence has been satisfactorily completed, where the conduct or activities of a Patron gives rise to the knowledge or suspicion that the Patron is or is attempting money laundering, Bally Bet has procedures in place for appropriate and timely escalation for further review, investigation, and reporting (as needed/required).

Additional AML Monitoring: Bally Bet has established procedures for data analysis and back-end account monitoring to detect suspicious or fraudulent activity by reviewing any transaction or pattern of transactions completed by patrons.
Any withdrawal request reaching a ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮ hreshold is reviewed to analyze all account and transactional activity to look for signs of ▮▮▮▮▮▮▮▮▮▮▮
▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮ in wagering activities.
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[REDACTED]

As Bally Bet continues to grow and expand into other markets, and jurisdictions (both domestically and internationally), we will continue to explore and incorporate best practices, policies, and technologies into our compliance program and efforts.

D.   Systems used to ensure that Authorized Sports Bettors are physically located within the State of New York while placing a wager

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

- [REDACTED]

Users can interact with the Bally Bet application, [REDACTED]

[REDACTED] Thus, there is no requirement to perform a geolocation check for those actions. However, as explained below, when the user performs certain actions, the geolocation check is triggered and flows as shown in the figure below:

1. A triggering action occurs, initiating the geolocation check. The predefined triggers are:

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2. The Bally Bet server requests a license so that ███████████ can identify which client and jurisdiction is to be used.

3. The application ensures that the appropriate ███████████ location service is installed locally on the device being utilized.

   If there is a failure to detect the location service, an error message is returned to the user.

6.3 – Bally's

4. The location service collects the user's geolocation data, prepares a geopacket, and sends it to the ██████████ engine. ██

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Auditing Location. ▮▮▮▮▮▮▮▮ and Bally Bet perform ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮ ▮▮▮▮▮▮▮▮▮▮▮▮, respectively. This provides an added layer of ▮▮▮▮▮▮▮▮ across the system. For the purposes of auditing, the ▮▮▮▮▮▮▮▮ for the most recent ▮▮▮▮▮▮ can be mapped to the ▮▮▮▮ so the ▮▮▮▮▮▮▮▮ of the ▮▮▮▮▮▮▮▮ at the time of bet placement or ▮▮▮▮▮▮▮▮ is recorded.

E. Technology to ensure that any wager is accepted through equipment physically located at a licensed gaming facility in the State

F.   Description and location of redundant servers

[REDACTED]

G. Security of servers, applications, and communication networks; and patron personal and wagering information

System. All critical physical locations used to house any hardware or software that is used to create, alter, or store any record for calculating gross gaming revenue, not including marketing data, are industry-standard and are designed to prevent unauthorized access. The physical locations that house the Bally Bet servers have their access strictly controlled, [REDACTED]

Similarly, the physical locations employ environmental protection, such as generators, switchgear, cooling, gas fire suppression, and VESDA fire detection to safeguard the data physically.

Network management and information transfer strategies and implementation adhere to industry standards for network security. We implement controls over key areas of the system, including [REDACTED] Information and data passing through our internal network and over public and wireless network are protected via appropriate policies, procedures, and controls.

[REDACTED]

Bally Bet completes an internal [REDACTED] and has an independent Security Assessment performed annually.

[REDACTED]

Personal/Wagering Information. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

H.   Integrity monitoring and reporting, including any current affiliations related to integrity monitoring

The Bally Bet system is designed to detect and report suspicious behavior, [REDACTED]

Suspicious activity may be realized in the following ways (but not limited to):

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

To minimize the potential for fraud and money laundering, [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Our platform and operations team use the best-in-breed, industry leading, partners to ensure integrity and compliance including, but not limited to: [REDACTED]

Bally Bet is also an active member of SWIMA and the American Gaming Association.

I.   Responsible gaming

Functionality. Bally Bet is committed to the principles behind responsible gaming and enforces all current regulations required in the jurisdiction the sports pool is operating in. We block underage players or those on state exclusion lists from registering and placing bets, and we employ cutting-edge identity verification services. Players have the option of self-imposing bet/deposit limits and self-excluding. Alternatively, they can request that Bally Bet agents impose these restrictions.

[redacted]

Multiple screens on the mobile app and website provide links to responsible gaming resources.

Marketing/Advertising. Our promotional efforts will reference five major aspects of responsible gaming, specifically:

1. Responsible Advertising

    a. We will comply with all applicable state and federal advertising standards.

b. We will never make deceptive claims or make misleading statements regarding the probabilities of winning or losing at the various games offered.

c. We will include a responsible gaming message and/or toll-free helpline number on all our platforms.

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2. Responsible Gaming

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3. Prevention of Underage Gaming

a. We will take proactive steps to prevent underage gambling by communicating legal gambling age through messaging on all our platforms and in our promotions.

4. Resource Support

a. We will support organizations and research that assists in dealing with problem gaming.

b. We will help make all key community stakeholders aware of problem gaming in all forms, allowing people to recognize the symptoms and treatment options available to those in need.

5. Employee Awareness

We will require all employees to take continual responsible gaming training, develop internal policies and practices that address responsible gaming, and communicate our commitment broadly in all company offices worldwide

With responsible gaming in mind, we will adopt an STP methodology based on Segmentation, Targeting, and Positioning to the appropriate audiences for our product launch. This STP approach will result in more successful business outcomes while also ensuring that our messages do not reach vulnerable audiences.

Future expansion opportunities for Responsible Gaming initiatives post Gamesys integration. In addition, through the merger with Gamesys, Bally Bet will endeavor to follow the best practices, tools & processes which Gamesys has invested in over the last 7 years. Gamesys has an excellent approach to responsible gaming and puts the player's wellbeing at the heart of everything they do.

Gamesys is recognized as an industry leader for player wellbeing; in the UK they are one of only eight companies to be accredited to the GamCare Safer Gambling Standard Level 2 in 2020 and are now working towards Level 3 (the highest accreditation available in the industry); they have cemented their own Group-wide player wellbeing operating standards in their Global Sustainability Commitment.

Gamesys' progressive approach to responsible gambling is widely recognized by the industry, the players, and employees. Gamesys were highly commended in the 'Safer Gambling Operator of the Year' category of the 2020 EGR Awards, were one of only eight operators to have achieved the GamCare Safer Gambling Standard Level 2 in 2020, and for yet another year their players have told them that they take responsible gambling more seriously than any of their peer group. Further, in their annual survey of employees, 99% agreed that they take responsible gambling very seriously.

Protecting players from gambling related harm is their top priority. Responsible gambling is regularly discussed at Board level and throughout the business. They strive to be at the forefront of managing the issue and collaborating with their peers to make sure the industry remains a safe place.

They monitor individual player risk ████████████████████████████████
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Communication campaigns and/or interventions are triggered ████████████
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All player-facing roles receive in-depth and specialist responsible gambling training. In
the UK this is delivered by third party experts such ████████████████████████
███████████████████ In addition, every employee, regardless of role, completes a
mandatory annual responsible gambling e-learning module. This year we have
refreshed the latter training and for the first time tailored it to different regulatory
markets.

Following research by behavioral science experts, ████████████████████████
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Bally Bet believes with all the resources and expertise in the area of Responsible
Gaming, that our players will be protected and ensure an enjoyable gaming experience.

EXHIBIT 6.3a

Exhibit Redacted

EXHIBIT 6.3b

Exhibit Redacted

EXHIBIT 6.3c

Exhibit Redacted

EXHIBIT 6.3d

Exhibit Redacted

EXHIBIT 6.3e

Exhibit Redacted

6.4

6.4 CAPACITY TO BRING AUTHORIZED SPORTS BETTORS TO PLATFORM

No application the Commission receives can possibly demonstrate the likelihood of attracting New York bettors like this one can. The four Operators here already provide betting services ███████████████ of New Yorkers each year in other states. These Operators lead the New Jersey and Pennsylvania mobile sports wagering markets, which serves New Yorkers who cross the border to wager. Among them they also operate gaming facilities in Atlantic City and here in New York and provide daily fantasy sports contests to New Yorkers. These Operators already maintain sophisticated databases with likely New York customers, and each has built instantly recognizable name brands that will surely attract many more.

New Yorkers will not have to wait once the Commission approves this application. Because of their experience and expertise in jurisdictions near and far, these four Operators will be prepared to hit the ground running as soon as their Application is approved.

6.4 - FanDuel

FanDuel has already launched mobile sports wagering in 10 U.S. jurisdictions (Colorado, Illinois, Indiana, Iowa, Michigan, New Jersey, Pennsylvania, Tennessee, Virginia, and West Virginia). As demonstrated by FanDuel consistently being the first or among the first wave of operators to enter each of these markets, FanDuel is able to rapidly deploy a fully developed and proven sports wagering platform in a new jurisdiction on an expedited timeline. From the point it is confirmed that FanDuel has been successful in the RFA process, it would typically take █ days for FanDuel to prepare the platform for launch. That timeline includes: implementing and testing hardware, installing, and testing software, completing vendor, employee and company licensing, and completing any additional requirements following the finalization of regulations.

Once the New York State Gaming Commission confirms that FanDuel has been granted a license and we have approval to launch, we can typically unveil the platform to the general public in ███████████. For the Company's last three state launches (Tennessee, Virginia & Michigan), FanDuel has launched in each state on the first allowable minute allowed by the State regulators. We believe we are the only provider to have achieved that accomplishment.

One of the key differentiators between FanDuel and any other potential applicant is access to existing databases of New York customers across three different product verticals. This access dramatically reduces our cost per acquisition ("CPA"), which feeds into our profitability. ███████████████████████████████
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Sportsbook

Even without our mobile sportsbook product being available in New York, approximately ███████ New York residents have wagered in other jurisdictions where sports wagering is legal, with a significant percentage of that play taking place in New Jersey. These residents have wagered approximately ███████ dollars since FanDuel sportsbook launched in September 2018.

FanDuel operates a retail sportsbook at Tioga Downs Casino resort in Nichols, NY. FanDuel has ███ VIPs betting at this retail location. These customers wagered a total of ███████ in handle over the past 12 months and are primed to cross-sell to mobile.

Fantasy Sports

As one of the leading fantasy sports providers across the United States, FanDuel has access to a database of nearly ▊▊▊▊ fantasy customers in New York. Even with most professional sports events shut down for several months, these customers paid ▊▊▊▊▊▊ dollars in fantasy contest entry fees in 2020. This is a significant database of potential sportsbook customers who have demonstrated their interest in real money gaming on sports. FanDuel has seen success in other states with cross selling our sportsbook product to our existing fantasy customers to the tune of approximately ▊▊▊

Horse Racing

FanDuel is the largest operator of pari-mutuel wagering for horse racing in the United States. In New York, FanDuel's subsidiary ODS Technologies, L.P. d/b/a TVG Network ("TVG") offers advance deposit wagering services to New York residents. We have over ▊▊▊▊ racing customers in New York. These customers wagered over ▊▊▊▊▊▊ on racing in 2020, and we have seen success in other states with cross-selling our sportsbook product to our existing racing customers.

6.4 - BetMGM

As detailed in Section 5.6, BetMGM has a number of promotional strategies to maximize customer acquisition immediately upon launch of a new market. █████████████████████ ██ ██ ██ ██ ██ ██ ██████

BetMGM's ability to rapidly and effectively launch on day-1 is best illustrated in Michigan, which launched in early 2021 prior to the Super Bowl. In this market, we have retained the #1 position since launch and most recently generated monthly GGR nearly 40% greater than our closest competitor. ███ ██ █████████████████████████████████ In our first full month of operations (February), we generated over $32 million in GGR. In May, that amount had increased to over $40 million. We believe that New York will be similar to Michigan given our existing brand presence through Empire City Casino and deep database of M life rewards members.

Launch Timeline

BetMGM recognizes the importance of a day-one market launch and is committed to launching digital wagering at the onset of legalization in New York. A typical BetMGM launch that includes a digital deployment takes four to five months but can be shortened to three if needed to meet day-one launches. <u>If selected, BetMGM is confident that it will be able to launch on day-1 of the New York market opening</u>.

Since inception in 2018, BetMGM has launched retail and online sportsbook operations in thirteen jurisdictions. In 2020 alone, BetMGM rolled out product in Nevada, Michigan (retail), West Virginia, Pennsylvania, Colorado, Oregon, Tennessee, and Indiana. In 2021 already, we have launched in Iowa, Michigan (digital), Virginia and Washington DC with additional launches on the horizon. We launched 5 markets in a period of 87 days, illustrating our ability to rapidly roll out in new markets. We are committed to a smooth and seamless launch by ensuring continued investment in our technology and deployment team.

If selected, BetMGM will put a dedicated team in place to create, manage, and implement all aspects of the deployment project. An experienced project planning team will put a plan in place for all parties involved and will actively manage the operation until the first wager is placed.

6.4 - DraftKings

Large database of users. DraftKings has grown a database of over ███████████ in the last nine years. We have successfully driven high value players at cost effective rates due to our skilful, data-driven techniques via offline (broadcast; out of home) and online (digital, social, affiliates, digital partnerships, and mobile video) channels to register and play via our desktop or mobile apps. Currently, ████████████████████ ██. These registered users have been converted to online sports wagering users with significant success in other jurisdictions and would serve as an immediate user base in New York state if awarded a license. Trends observed from other online sports wagering jurisdictions strongly suggest we have the ability to acquire an additional ████████████████ within ████████████████ driving immediate and long-term revenue to the state of New York. A few examples to support this analysis include:

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High brand awareness. DraftKings holds some of the highest conversion rates in the industry, along with a strong brand awareness, and market leading customer experiences amongst online real money gaming companies. We are regularly tracking key brand measures to understand the overall health of the brand. We're evaluating top of mind awareness, consideration, relevance and preference. We consistently rank as the #1 or #2 brand amongst our competition across all measures in New Jersey and Pennsylvania.
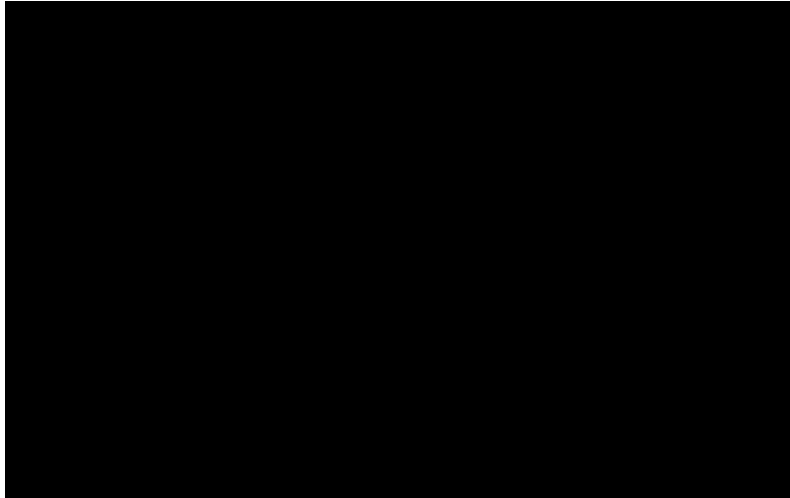
The DraftKings brand has been a leader in the fantasy sports space for nearly a decade and has extended that position into mobile sports wagering since the launch in New Jersey in 2018. We are focused on building our brand through a top rated product experience and an integrated marketing mix of advertising, social content, in-market events, and local team partnerships.

In addition to the focus on growing a strong brand, DraftKings has incorporated messaging around our Responsible Gaming (RG) tools and resources into our various marketing assets and channels. In March 2020/21, DraftKings demonstrated significant support of the NCPG's Problem Gambling Awareness Month (PGAM) ███████████ ██ ██ ██ ██ ██████████████████ The DraftKings Social team posts RG-specific messaging weekly as well. The DraftKings RG and Marketing teams continue to develop new ways to incorporate RG messaging into the various marketing assets and channels.

Built expertise in accelerated penetration in new states. DraftKings was the first, or tied for first, to launch mobile sports wagering in the competitive mobile sports wagering markets of NJ, WV, IN, CO and MI. Our historical experience in daily fantasy sports has made us experts in building technology around the regulated gaming industry. We hold market leading acquisition experience in over ten online sports wagering states, with hopes of launching in more in the near future. We are continuing to improve on our

ability to acquire customers in increasingly competitive climates. ███████████
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In order to support this explosive growth and to deliver a world class customer experience, ██ ██████████████████████ to provide a high level of responsiveness to all service requests across multiple channels including real time mobile and web chat, email, and phone-based call backs.

As mentioned in section 5.6, DraftKings employs a variety of promotions to acquire and retain customers. To understand customer perceptions of DraftKings' advantage over its rivals, we considered evidence from those that wager with DraftKings and another legal sportsbook. The figure on the next page shows the criteria against which DraftKings

rates most favorably against its competitors. ██████████████████████████
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Leveraging data analytics and multiple channels to acquire users and make them lifetime customers. At DraftKings we pride ourselves for recruiting and hiring the best-in-class talent for our data science and analytics teams. We regularly leverage historical data trends and current market events to influence our promotional strategy to help drive new user acquisition.

Data driven promotional efforts. ██
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Experienced channel marketing & partnership executions. █████████████
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Keywords Ranked on Page 1

Ranked on Page 1

400
320
240
180
80
0

Jan 03   Feb 07   Mar 14   Apr 18   May 23   Jun 27

○ DraftKings   ○ BetMGM   ○ FanDuel   ○ Bovada   ○ Barstool Sportsbook

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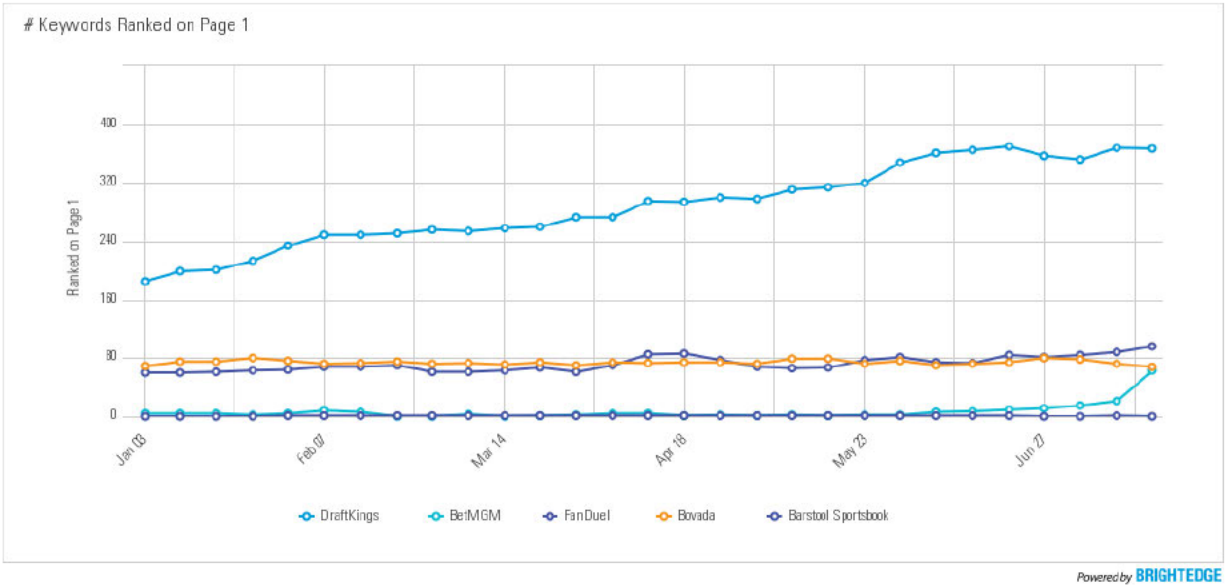
DraftKings has a long-standing presence in New York thanks to **existing partnerships** in the market, making DraftKings a trusted partner for teams like the **Giants, Mets, Knicks and Rangers**. Additionally, DraftKings is deeply integrated with major local sports radio stations like **WFAN and ESPN New York** as well as regional sports networks (RSNs) like **YES, SNY and Madison Square Garden** (MSG) to further scale across the state. ██ ████████████████████

Outside of the New York market, DraftKings continues to establish itself as a premier partner as evidenced by repeat/multi-year deals with major leagues like the **NFL, MLB, PGA**, as well as teams, innovative media partners like Dan Lebatard and Meadowlark, venues like Wrigley Field and talent like Bryson DeChambeau, Conor McGregor and others.

6.4 – DraftKings

***How we target potential customers to convert from illegal channels to legal
market***. DraftKings and the legal market has a proven track record of shifting demand
from illegal channels to the legal market, as demonstrated by Google share of voice
(SOV) data across the recently legalized market of Michigan whereby "Bovada" search
terms ranged from 25-40% of brand share of voice pre-legalization, to under 10% post
legal market entrants (data referenced below).

Drivers of DraftKings ability to shift demand into the legal market are oriented around
brand trust, **targeting capabilities**, and **core product offering**.

Brand Trust. DraftKings is a national brand, ██████████████████████████
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(https://sportsbook.draftkings.com/how-to-bet) as well as a high touch customer support experience, DraftKings is able to deliver on our brand equity built up over 9+ years.

Targeting capabilities. ██████████████████████████████████
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Core product offering. DraftKings has made significant investments over the last few years to ensure it can lead the industry in its core product offering.

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DraftKings offer customers a seamless omni-channel experience across the continually growing product suite of Daily Fantasy Sports, Casino, Sportsbook and NFT Marketplace. ██
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DraftKings continues to work effectively with third parties to bring streaming, live data visualization, stats hubs, video and highlights snippets, and sports news content from DK Nation and ESPN into the DraftKings product. In addition to enhancing the experience within the DraftKings product, DraftKings has the ability to integrate their product into partner platforms such as widgets and odds feeds for ESPN, Bleacher Report, Action Network and into live TV broadcasts like The Match on TNT.

[REDACTED]

DraftKings is proud to have a fully dedicated and growing internal trading team with a focus on the US market. This allows for speed-to-market and unique betting markets that are hyper relevant to the U.S. sports bettor. While other operators only offer one week of NFL games at a time, three months prior to the 2021/22 season, DraftKings posted 17 weeks of NFL games and hundreds of props and unique markets such as 'Tom Brady to Break the All Time Passing Yards record against New England Patriots in 2021/22'.

The unique experience and capabilities described in section 6.4 will be some of the key drivers to help attract and retain authorized sports bettors to the DraftKings platform, while also driving strong economic growth for New York if awarded a license.

Prepared and ready to launch! Since becoming the first online Sportsbook to launch an online sportsbook in New Jersey in 2018, DraftKings Sportsbook is now accessible in eleven U.S. states with the Scoreboard brand on the DraftKings platform live in Oregon. With each launch, DraftKings integrates learnings into launch processes to maintain its status as a market leader.

DraftKings understands that every project and partnership is unique--there is no 'one size fits all' approach to launching sports betting. There are, however, commonalities within the requirements that persist across jurisdictions and partnerships. Using past experience as a guide, DraftKings has developed a phased approach that embraces complex requirements unique to each jurisdiction and partner's needs without sacrificing speed to market. [REDACTED]

[REDACTED]

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This phased approach is supported by a dedicated team of resources across all business units and led by a "Multi-jurisdiction" project management team. As a result, DraftKings has developed adaptable processes and technology that allows us to meet the unique needs of each jurisdiction at scale.

We are committed to working hand and hand with NYSGC to ensure a speedy and successful launch plan. An excellent example of how quickly we can work to launch was with the New Hampshire Lottery when the contract for DraftKings to be a mobile sports wagering operator in the state was approved by the New Hampshire Executive Council November 8, 2019 and launched online sports wagering on December 30, 2019, 36 days later. This was over a month ahead of the original timeline targeted by the New Hampshire Lottery.

Projected timelines. If selected as a licensee, DraftKings will devote all necessary resources to launch in as timely a manner as possible in New York state.

6.4 - Bally's

Timeline and Delivery

Our project team has experience conducting the smooth and timely rollout of mobile sports wagering in four states, both as operator and as platform provider. Our track record of responsiveness and flexibility while working closely with state regulators allows us to assure the Commission of a timely delivery of our mobile sports wagering product to residents of New York State, thus maximizing state revenue regardless of any post award obstacles that may appear.

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This speed to scale ██████████████████████████████████

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6.4 – Bally's

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Figure 1 - Customer Acquisition Flow
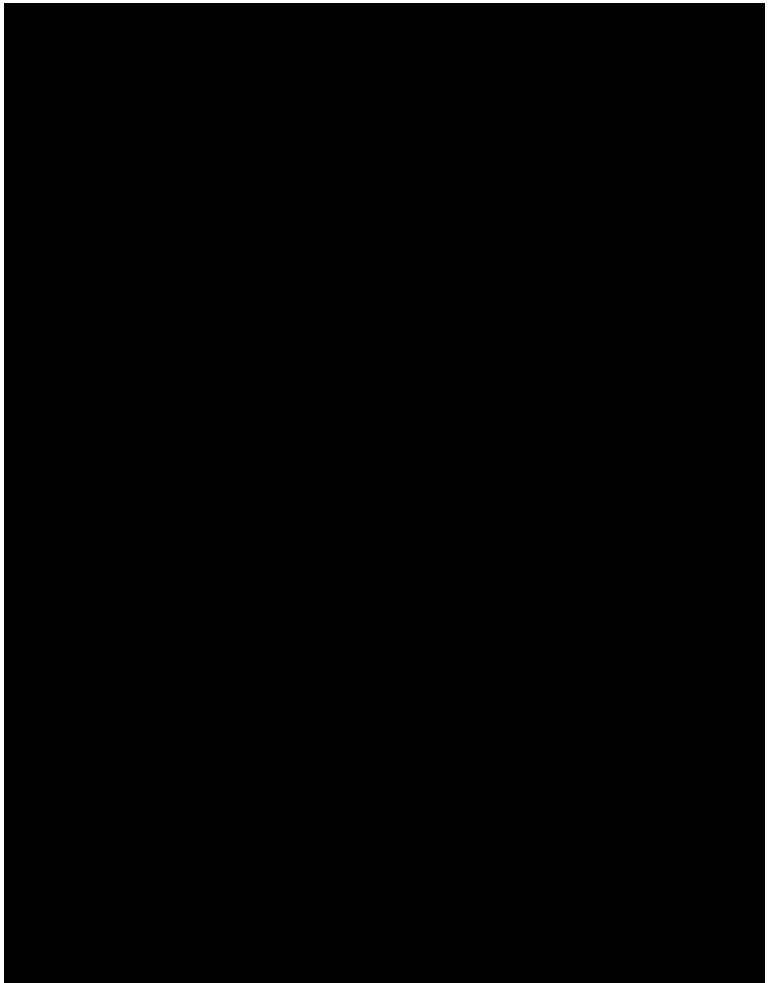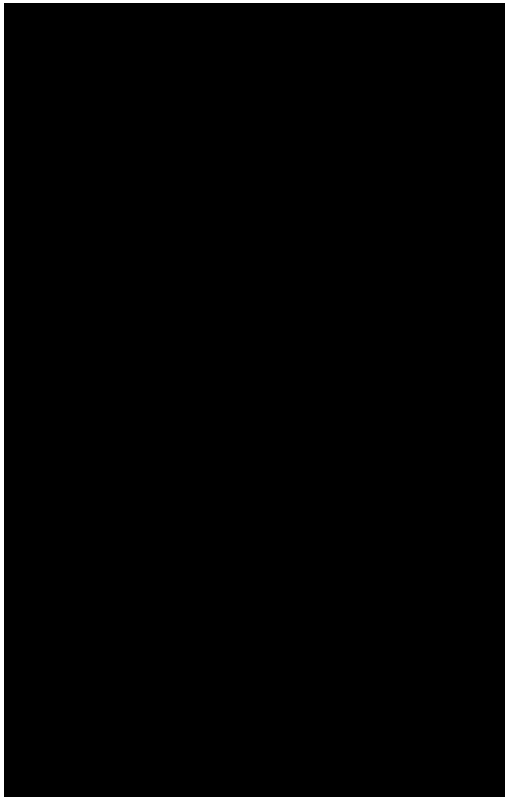
6.4 – Bally's

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6.4 – Bally's
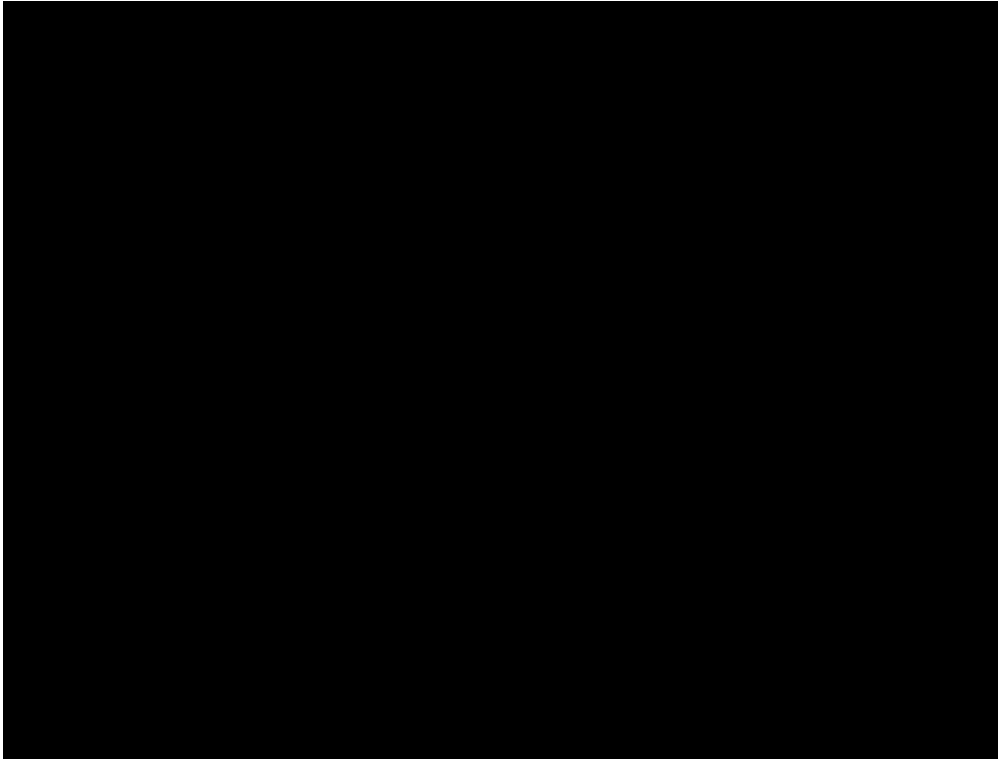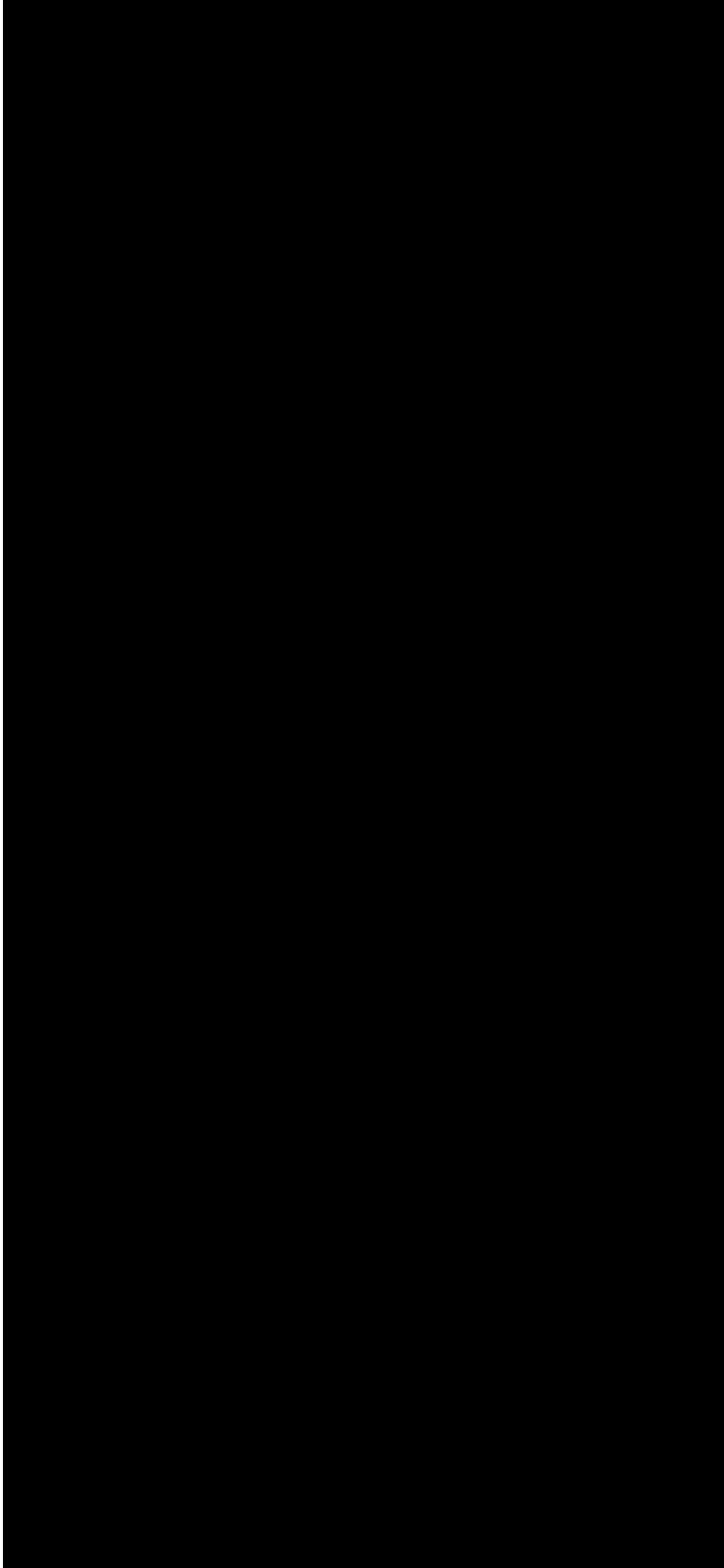
6.5

6.5   WORKFORCE DIVERSITY

Each of the four Operators has demonstrated a longstanding commitment to building and sustaining a diverse and inclusive workforce. These companies recognize that diversity of people leads to diversity of thought and creates a stronger, more creative, and more cohesive organization that can successfully serve a diverse customer base. Each of the four Operators has established diversity and inclusion policies, demonstrated success in hiring and retaining a diverse workforce, and dedicated resources to ensuring a diverse and accepting workplace culture. These four Operators go above and beyond the Commission's standards as well—each employs a more expansive definition of diversity that reaches underrepresented minorities and disadvantaged groups from across the social sphere. And each extends its policies and expectations not just to employees but also to vendors and contractors, and each Operator has policies in place to ensure that customers from all backgrounds are treated with the respect they deserve.

Below we summarize some of the many steps these four Operators have taken to ensure a diverse and inclusive workforce.

A. The organization's policy on workforce diversity

FanDuel is committed to diversity, inclusion, and equal opportunity employment. Our goal is to develop and retain team members who, in addition to providing excellent customer service, share our commitment to inclusion and equal opportunity without regard to race, color, religion, national or ethnic origin, gender, sex, sexual orientation, gender reassignment, identity, or expression, age, disability, veteran status, membership in the uniformed services, genetic information or any other protected characteristic. FanDuel's policy of inclusivity is extended to guests, employees, customers, vendors, and the community in which we operate.

FanDuel promotes diversity through its recruitment, selection, orientation, training, retention, and career development opportunities. We strive to maintain a diverse workforce by using an objective, metric-based interview process, integrating inclusion and diversity-minded practices throughout the recruiting process, and using online employment websites and local professional organizations and networks that primarily include women and minorities for posting job opportunities.

FanDuel supports a Diversity & Inclusion Committee, which meets regularly to discuss diversity issues within the organization, as well as promoting events to create diversity awareness.

FanDuel affirms its commitment to efforts to encourage diversity in the gaming industry. We are proud to provide employment opportunities to members of the communities in which we operate, and we also seek to create business relationships with local suppliers and vendors, particularly Minority- and Women-owned Business Enterprises ("MWBEs").

B. Workforce demographics demonstrating the organization's current workforce diversity

Diversity and inclusion are a foundational pillar of the FanDuel Group talent strategy, as a cornerstone to how we attract, hire and retain our employees. Our diverse representation is widespread across our entire organization, beginning with early career roles that offer pathways to advanced positions and stretching to the top with our President and Interim CEO Amy Howe—the first female CEO in our industry. Additionally, 50% of our executive leadership team is female, an unprecedented figure in corporate America. As stewards and ambassadors of our culture, each plays a significant role as key influencers, mentors and decision makers across all facets of our business.

FanDuel has demonstrated a keen ability to not only hire underrepresented groups but continue to retain employees while promoting from within. In addition to an annual attrition rate of less than ██ (well below industry benchmarks), we promoted ██ of our female employees in 2020. We're fostering a culture based upon meritocracy, one that rewards employees for their contributions and stellar performance.

To show our success, we need to look no further than our employee engagement score of ██ (benchmarked across like-minded companies), certification as a Great Place to Work and forthcoming inclusion on another prestigious 'best places' list. These examples, all driven by employee feedback, signal that our efforts have not gone unnoticed.

We also continue to extend our strong community partnerships while expanding our geographic footprint. Through strategic initiatives with the Flatiron School in New York and emerging curricula in Atlanta with HBCUs and the University System of Georgia, we are building a pipeline of diverse technical talent that will efficiently fuel our growth for years to come.

C. Efforts the Applicant and Operators will undertake to foster workforce diversity as it relates to operations undertaken pursuant to a License, if awarded

The following guidelines have been developed to promote labor hiring preferences and diversity programs:

- Employment:
    - Build and enhance relationships within the community to raise awareness and identify potential candidates for employment
    - Foster an inclusive work environment that results in both personal and business success
    - To have a respectful and supportive workplace that enables us to attract and retain a diverse workforce that represents our customers and community
- Procurement/Vendor Purchasing:
    - Build and enhance relationships within the community and industry to raise awareness and identify qualified vendors
    - Include minority and women business enterprises, as well as other diverse groups
    - Ensure that all qualified vendors are given equal access to bid on our business
- FanDuel's recruiting efforts include, but are not limited to:
    - Posting employment opportunities across various advertising channels

- o Attendance at community job fairs sponsored by local institutions of higher education, media and diversity groups
- o Focusing on offering employment opportunities for those whose educational path is not pursuant to a traditional four-year degree
- o Partnering with alternative programs where people can develop and grow within their career, regardless of obtaining a formal degree

6.5 - BetMGM

The organization's policy on workforce diversity

Now more than ever, BetMGM recognizes the importance of, and is driven by, a fundamental commitment to create tangible action around representation, inclusion and equitable practices in order to not only meet our employees where they are at, ensuring they are able to bring their whole selves to work and enabling them to thrive in meaningful careers, but also to make a broader positive impact on social justice.

BetMGM has adopted a diversity plan to ensure that all persons are accorded equality of opportunity in employment and contracting by the company, its contractors, subcontractors, assignees, lessees, agents, vendors and suppliers. The company shall comply with all federal, state and local statutes governing non-discrimination in its employment and business practices. This includes but is not limited to discrimination on the basis of age, race, sex, gender, color, religion, national origin, sexual orientation, gender identity, transgender status, disability or any other basis prohibited by law in the operation of the Company's procurement practices. BetMGM's parent companies, MGM Resorts and Entain, share this commitment and desire to create a diverse and inclusive work environment for all employees.

2020 was a year of transition for our business. We fundamentally changed the way in which we operate and the lens by which we view our hiring, promotions and internal programming, to include diversity, equity and inclusion in every decision we make and every program we put in place. In less than a year we have implemented the following:

- Hired a fulltime Diversity, Equity & Inclusion Manager
- Began an annual inclusion survey cadence to gauge the effectiveness with our employees of our DEI programming impact
- Established demographic reporting on hiring, attrition and promotions
- Created six employee resource groups to assist in meeting the unique needs of our internally represented communities
- Established a mentorship program for our marginalized employees, providing more opportunities for advancement
- Commenced diversity supplier reporting and are retroactively updating all previous supplier information to include diversity data
- Began to work on establishing formal relationships with numerous HBCUs and HSIs in order to diversify our candidate pools
- Working with the Human Rights Campaign (HRC) to apply for their workplace equality index to meet the needs of our LGBTQ+ employees

Efforts the Applicant and Operators will undertake to foster workforce diversity as it relates to operations undertaken pursuant to a License, if awarded

As a condition of our gaming licenses, BetMGM is committed to uphold the following diversity obligations:

- To develop, implement, and provide a diversity plan to NYSGC, in accordance with its regulations, which demonstrates that BetMGM has made a good faith effort to ensure that all persons are accorded equality of opportunity in employment and contracting by the licensee, its contractors, subcontractors, assignees, lessees, agents, gaming service providers and suppliers.
- To develop, implement and provide an updated hiring plan to the NYGSC relating to labor hiring preferences which outlines the BetMGM plan to promote the representation of diverse groups and NY residents in the employment.
- To provide to NYSGC on or before the twentieth day of the month following the end of each calendar quarter, and at any time upon the request by NYSGC, a Diversity Report in accordance with the diversity commitments and of the regulations promulgated thereunder. Each Diversity Report shall provide a performance assessment of the entity's Diversity Plan for the preceding quarter and shall provide a summary of all employee recruitment and retention efforts undertaken to ensure the participation of diverse groups in employment with the licensee; the total number of hires and employment offers made including data related to race, gender and residence of those hired or offered employment; all contracting and subcontracting data involving the licensee and minority-owned business enterprises and women-owned business enterprises; and any other supporting evidence that demonstrates a good faith effort on the part of the licensee to comply with the requirements of NYSGC.

The reporting that BetMGM will supply to NYSGC, will be reflective of the tangible measures we continue to put into place in order meet our commitment to make meaningful change. It also serves as a new baseline, from which we will grow our ambitions, expand our impact and address new challenges as they arise. As our stakeholders demand more action, we are now positioned to enhance our contributions and drive strategy that solves pressing issues, creates value and ensures the longevity of BetMGM.

In addition to our commitments to diversity and equality, these issues are similarly top priorities for both of our parent companies.
- MGM resorts pioneered a voluntary Diversity & Inclusion initiative in the gaming and hospitality industry since 2000 that is implemented at all levels of its organization. As of December 31, 2020, MGM's domestic U.S. workforce numbered 62,117 employees — of whom 72% are minorities and 50% are

females. In addition, as of that date, 43% of its managers are female, and 44 % of its managers are minorities.

- Entain launched its international diversity and inclusion strategy in 2018 which set out initiatives and interventions to take place across four focus areas: recruitment, process & policy, people development and awareness & education. In 2020, it was ranked #1 in the All-in Diversity Charter's All-Index list – the industry benchmark for diversity and inclusion. As of December 31, 2020, Entain's workforce numbered 23,950 employees — of whom 47% are females including its CEO Jette Nygaard-Andersen. In addition, as of that date, 37% of its managers are female.

Workforce demographics demonstrating the organization's current workforce diversity

A. Diversity and Inclusion Policy

DraftKings is committed to creating and fostering a culture of diversity and inclusion. We embrace and encourage our employees' differences in age, color, disability, ethnicity, family or marital status, gender identity or expression, language, national origin, physical and mental ability, political affiliation, race, religion, sexual orientation, socio-economic status, veteran status, and other characteristics that make our employees unique. DraftKings' diversity initiatives include—but are not limited to—our practices and policies on recruitment and selection; compensation and benefits; professional development and training; promotions; transfers; social and recreational programs; layoffs; terminations; and the ongoing development of a work environment built on the premise of gender and diversity equity that encourages and enforces:

- Respectful communication and cooperation between all employees.

- Teamwork and employee participation, permitting the representation of all groups and employee perspectives.

- Employer and employee contributions to the communities we serve to promote a greater understanding and respect for the diversity.

All employees of DraftKings have a responsibility to treat others with dignity and respect at all times. All employees are expected to exhibit conduct that reflects inclusion during work, at work functions on or off the work site, and at all other company-sponsored and participative events. Any employee found to have exhibited any inappropriate conduct or behavior against others may be subject to disciplinary action. Employees who believe they have been subjected to any kind of discrimination that conflicts with the company's diversity policy and initiatives are enoucraged to seek assistance from their manager or from HR.

B. Workforce demographics demonstrating the organization's current workforce diversity

At DraftKings, we recognize there is a continuous need to push diversity into our workforce and within the gaming industry. We strive to be a leader in this space by creating a more balanced and diversified workforce that promotes an environment of belonging and acceptance. With numerous initiatives and plans to foster and attract workplace diversity as noted in section 6.5C, DraftKings is very optimistic over the next

several years that these demographics will lean into more female and non-white categories.

Earlier this year DraftKings was proudly awarded as among the top 10 on Boston Globe's first-ever **Top Places to Work: Diversity and Inclusion List**. Being recognized on this list is a tremendous honor and is indicative of the passion and leadership shown at all levels of the company. DraftKings is proud to be part of this list and is inspired to continue raising the bar in a long-term effort to become a global leader within inclusion, equity, and belonging.

New York (New York Park Place & Remote New York)

Self-Identification	Total
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DraftKings (United States only)

Self-Identification	Total
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C. DraftKings Efforts to Foster Workforce Diversity

As a technology company at our core, DraftKings believes that the best innovation comes from diverse perspectives, thoughts, beliefs, ideas, and experiences. We consistently push boundaries and challenge the conventional to ensure our culture and products reflect the expectations of our employees, and the customers we serve. We work to foster a culture of inclusion and belonging that makes our employees feel safe,

empowered, engaged, championed and inspired to be the very best. We understand that creating an inclusive and diverse workplace is an ever-evolving process that must be embedded at all levels of the organization. We will not be satisfied until we achieve parity across the organization in every experience including recruiting and career progression and have maintained a true open and inclusive culture for everyone.

DraftKings is deeply committed to education and awareness for all. In 2019, we launched an Inclusive Leadership & Unconscious Bias awareness campaign across all global offices and employees. Through this evergreen campaign, we bring visibility to the concepts of inclusive leadership traits, unconscious bias and perception, systemic disruption and equitable processes, cultural curiosity and dexterity, dominant identities and power systems, and all-in ownership of inclusion at every level. This work is considered a tentpole of our IEB strategy and an initiative that we believe to have no end or completion date, as there is always more to learn when it comes to building, understanding, and collaborating across differences.

Based on previous year's success with inclusive employee and community engagement, we have developed a strategic framework to accelerate progress as well as expand efforts. This acceleration plan centers on three main pillars:

1. HIRE: Expansion of efforts to increase representation through meaningful community and industry relationships, including but not limited to campus-based relationship efforts on HBCUs and Women's Colleges.

2. WIRE: Using our platform to align with DKs values of inclusion as related to both external and internal efforts, including but not limited to product partnerships, vendor procurement, employee benefits and policies.

3. EMPOWER: Investments in systems and processes to increase internal career mobility of employees across functions, through new initiatives such as formal career sponsorship and executive readiness development offerings.

Executive sponsor support through employee dissemination of IEB is approached through Matt Kalish, Co-Founder and President of North Americas and Graham Walters, Chief People Officer and DraftKings' Diversity Officer. An IEB overview is reviewed during day 1 new hire training, with a fuller deep dive of our IEB strategy and areas of focus, plus initial Unconscious Bias learning at month 1 during new hire on-boarding. This learning and awareness continues for all employees, on an ongoing basis.

DraftKings Inclusion and recruitment teams' partner across the entire business to hire top talent for all roles across DraftKings. We are well informed in current hiring trends and use this knowledge to attract and assess the best talent to bring into our organization. In order to ensure we have diversity of thought, beliefs, perspectives, and experiences in our workplace, we proactively go out and look for underrepresented talent to create a diverse pipeline of candidates considered for each search. We also consistently strive to provide a best in class experience for both internal clients and candidates.

In order to help drive engagement and participation, all global employees are encouraged to contribute to the advancement of Inclusion efforts through our Business Resource Groups (BRGs) which act as grassroots communities driving meaningful discussions and changes within the organization, some of which are referenced in the below bullets. Our BRGs also collaborate to bring company-wide programming to all employees through speaker series for tentpole moments such as International Women's Day, Juneteenth, and National Coming Out Day, as well as a quarterly fireside chat series with members of the DK Board of Directors. These BRGs include:

- **DK Women's** BRG (WBRG) works to foster a community of learning, knowledge sharing, and networking surrounding the challenges unique to women in business. The WBRG also aims to empower growth for all DraftKings employees through programs and events that are inclusive and accessible to all. Some examples of programming include monthly town hall meetings, quarterly Women in Tech Career Talks, mentoring and allyship roundtables, and Women in business Podcast discussions.

- **DK Shades,** a BRG for BIPOC (black, indigenous and other people of color) employees and allies, is a strong internal community for DraftKings racially and ethnically diverse workforce, providing opportunities for everyone at DK to explore cultures through storytelling, tradition and language sharing, and community-based events. DK Shades works to increase the visibility and representation of a more diverse workforce, while increasing cultural dexterity among employees. DK Shades holds programming such as monthly open discussion forums, quarterly cultural book club discussions, career navigation and mobility mentoring, and cultural/heritage celebrations.

- **DK Pride** celebrates and nurtures a community of LGBTQ+ employees and allies through a community of support and knowledge, experience, network and resource sharing, and communication through programs and events that are inclusive and accessible to all. With three driving pillars including education,

commitment, and community, DK Pride holds bi-monthly town hall style meetings, panel discussions on LGBT experiences in sports and tech, awareness programs in partnership with Out in Tech, and the realities of being out in the workplace.

Expanding on our dedicated IEB team, and in addition to our Director of Inclusion, Equity & Belonging, DraftKings further resourced these efforts by adding an IEB Specialist to the internal team in 2020. Our IEB Specialist acts as dedicated support for grassroots employee communities and Business Resource Groups, to ensure intersectional operations are accessible for, and address the needs of, all employees. This is the first step in continuing to grow our efforts, and scale along with the company offerings and workforce we support.

Finally, DraftKings is proud to focus on equitable experiences for all of our employees throughout their experiences in recruitment and career progression. In addition to these systemic progress tracking efforts, DraftKings has made recent changes to policies and systems including, but not limited to:

- **Enhanced Transgender and Gender Affirmation Benefits:** Under our new benefits plans, we have rolled out platinum level enhancements related to Transgender and Gender Affirmation accommodations. These benefits positively impact Transgender employees in and out of the workplace by recognizing wholistic medical and personal safety needs related to Facial feminization surgeries, Hypochondroplastic, Augmentations & Electrolysis, among other additional benefits such as concierge benefit and provider navigation services.

- **Expanded Family Planning Benefits:** Through our healthcare providers of choice, DraftKings is proud to have removed the requirement of formal infertility diagnosis for any employee seeking assistance in fertility and family planning. Through this effort, we have made these benefits available to LGBTQ+ employees as well as those who are looking to leverage these benefits as single or unmarried employees. In addition to this benefit, and as a part of our broader comprehensive family planning benefits package, we have also enacted a new policy providing a $15,000 stipend per child for any employee seeking assistance with adoption or surrogacy services.

- **Charity Match:** While DraftKings is working to create and promote additional volunteerism opportunities for employees, we currently have a charity match program in place. Under this policy, all employees have the option to have DraftKings match charitable contributions of their choosing up to $100.00 per

quarter. Enhancements underway include additional charitable match considerations for hours spent volunteering with organizations or converting internal rewards into charitable contributions. This is in addition to our Tech for Heroes and other CSR efforts, detailed on the next page.

- **Formally Observed Holiday Schedule:** We recently took an important look at the holidays we have historically observed with the goal of ensuring that they are aligned with our inclusive culture and events we should take time to celebrate. With that in mind, moving forward we will now observe International Women's Day on March 8 as a global holiday, and Juneteenth which is June 1,, as a North American holiday.

DraftKings Corporate Social Responsibility. At DraftKings, we're committed to creating inclusive and responsible pathways for people to build, create, imagine, and innovate. DraftKings S.E.R.V.E.S is a catalyst to facilitate meaningful relationships between our employees and customers and the communities and causes they feel passionate about in order to create a better world for everyone.

Service. It's our honor to serve veterans through our Tech for Heroes program. Our player community also loves to support worthy causes with our charity contests.

Equity. We're dedicated to fostering inclusion, equity, and belonging. We strive to create a culture that makes our employees feel safe, empowered, engaged, and championed.

Responsibility. Our responsible gaming mission is to mitigate harm and protect the vulnerable with groundbreaking technology, training, resources, and the support of evidence-based research.
Vitality. Vitality fuels innovation. The health, sustainability and well-being of our employees and communities are cornerstones of our work as we strive to be the best, most-trusted sports entertainment operator.

Entrepreneurship. It's our goal to support entrepreneurs in our industry and around the world. We're driven to expand opportunities to underrepresented groups to grow diverse, innovative teams.

Sports. Innovation drives our purpose to entertain and inspire millions. Through sponsorships, DraftKings continues to take an active role in sports-tech innovation.

DK Commitments in New York. If awarded a license to offer mobile sports wagering in New York, DraftKings will make considerable efforts to use local MBE and WBE programs within the state to bolster a diverse presence within its operational team to help benefit the local communities and will explore other opportunities for additional minority participation in its recruiting channels.

DraftKings has a long-standing commitment to New York, both from a business perspective and a charitable giving perspective that it would seek to expand upon if awarded a New York mobile sports wagering license. In addition to supporting New York-based philanthropic organizations, DraftKings offers its Corporate Social Responsibility program, and Tech for Heroes to veterans located in the state.

Tech for Heroes and Veterans Underemployment. Tech for Heroes is DraftKings' corporate social responsibility initiative and provides current and returning veterans, and military spouses with free, comprehensive, high-tech job skills training:
- Trained nearly 300 active duty, veterans or military spouses since launch in June 2018
  - 62 Veterans/Spouses in the New York area have been trained thus far through the Tech for Heroes program
- Hosted classes in six cities across the country and virtually (since 2020)
- Raised nearly $1,000,000 via charity contests to support military veteran initiatives

DraftKings also works with American Corporate Partners (ACP) in their mission to end veterans underemployment. Through the ACP mentorship program, DraftKings employees are matched 1:1 with veterans across the country to help with career navigation, interview skills, and networking.

Jackie Robinson Foundation. In honor of Jackie Robinson Day, DraftKings donated $200,000 to the Jackie Robinson Foundation, a New York based charity, in support of the Foundation's efforts to narrow the achievement gap in higher education and the workplace. The company will continue to explore additional ways to support the Foundation's initiatives in the future.

FBI Agents Association Memorial College Fund. DraftKings has historically supported the FBI Agents Association Memorial College Fund through the sponsorship of an annual St. Patrick's Day event, held every year in New York City.

New York City Based Patton Veterans Project. During the 2019 holiday season, DraftKings donated $25,000 to New York City based Patton Veterans Project.

Patton Veterans Project Organizational Mission: Help veterans coping with post-traumatic stress reduce social isolation and strengthen family, community, and professional bonds. We accomplish this mission through intensive filmmaking workshops enabling participants to collaborate with peers to process their service experiences. We also incorporate screening events that validate veterans' experiences, advance community dialogue, and educate the public about the mental health challenges facing veterans and military families.

New York City Based Vera Institute of Justice. In August 2020, to help with racial justice initiatives, DraftKings donated $115,000 to New York City based Vera Institute of Justice.

Vera Institute of Justice Organizational Mission: To end the overcriminalization and mass incarceration of people of color, immigrants, and people experiencing poverty.

Bally's Corp. advocates for and enforces a safe, inclusive work environment that has a zero-tolerance anti-harassment and discrimination policy designed to protect all individuals, regardless of race, ethnicity, and gender identification. While our specific written diversity policy is under development, you can see our commitment codified in our Discrimination and Harassment Policy (Appendix SB2-1)

The Company takes diversity and inclusion very seriously and has made a significant amount of progress in training its employees on such matters. All employees in the company are required to complete "Workplace Discrimination Prevention" and "Workplace Diversity Guidelines" training. **Exhibit 6.5a, 6.5b and 6.5c** provides copies of TRMG policies on "Discrimination and Harassment", "Equal Employment Opportunity" and "Workplace Bullying". ██████████████████████████████
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It is worth noting that 50% of the Bally's Board of Directors are of diverse and minority backgrounds. ████████████████████████████████████
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Furthermore, the Company commits to continue to work with minority owned and disadvantaged businesses as it launches its operations in New York. ████████████
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As we continue developing our diversity goals, structure, and accountability, we are in the process of recruiting for a Director of Diversity, Inclusion, and Equity (DEI). Furthermore, we believe our workplace demographics reflect our belief that a diverse organization is a strong organization. Some highlights include:

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██

This support for diversity is also a big part of our recent acquisitions, who also happen to be providing the technology and operational support for this bid.

Bally's, as part of its "Bet on Women" initiative, recently signed the first gaming access deal with a professional women's team in the United States. Bally's chose to align with the only professional women's sports team in Arizona, the Phoenix Mercury, and made the largest partnership investment in women's professional sports history. Bally's unprecedented deal with the Phoenix Mercury constitutes a 15-year commitment to a 25-year franchise. ██
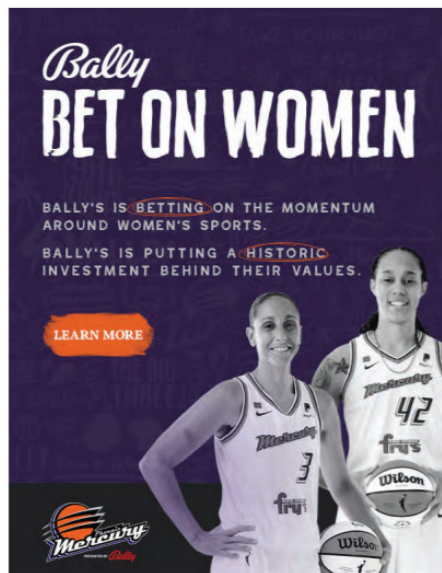
Gamesys has a very similar stance on workforce diversity as Bally Bet with over 70 nationalities working for their company worldwide. They have created a workspace that encourages learning of cultures, traditions, and backgrounds. Gamesys continues to

strive to provide opportunities for staff to contribute to making the organization and their local communities better, either through feedback channels, Community Networks and company surveys.

Gamesys has put in place controls and procedures to facilitate non-discrimination, including diversity monitoring, unconscious bias training for all staff including managers and the executive team, gender-neutral job descriptions, enhanced parental, maternity and paternity leave, flexible working and participation in the UK government's Tax-Free Childcare and childcare voucher schemes. In some locations maternity pay has been increased to exceed legal minimum standards. During 2020 we ran a series of three keynote speaker webinars on diversity and inclusion, each hosted by an external expert.

Gamesys publicly reports their UK gender pay gap (Exhibit 6.5d), which for April 2020 was 15.2% for Gamesys Ltd and 2.9% for Mice & Dice Ltd. For Gamesys Ltd this is an improvement on, but still comparable to, last year (16.4%). The disparity reflects our on-going challenge to attract more women into the gambling and technology sector and to increase female representation at the most senior levels of the business. For Mice & Dice Ltd the gender pay gap for 2020 (2.9%) is a marked improvement on 2019 (13%).

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Equality, diversity & inclusion

Performance metrics				
Employees agreeing that Gamesys accepts everyone's individual differences				97%
Mean gender pay gap (Mice & Dice Ltd | Gamesys Ltd)				2.9% | 15.2%
Management metrics[6]				
Employees				1,378
– Female | male | other | undeclared	36%	63%	0%	1%[7]
– Age <30yrs | 30-50yrs | >50 yrs | unknown	31%	64%	2%	3%
– Directors				9
– Female | male | other | undeclared	22%	78%	0%	0%[7]
– Age <30yrs | 30-50yrs | >50 yrs | unknown	0%	44%	56%	0%
– Senior managers				56
– Female | male | other | undeclared	32%	68%	0%	0%[7]
– Age <30yrs | 30-50yrs | >50 yrs | unknown	0%	89%	11%	0%
– Employees (excl. Directors and senior managers)				1,313
– Female | male | other | undeclared	37%	62%	0%	0%[7]
– Age <30yrs | 30-50yrs | >50 yrs | unknown	33%	63%	2%	3%

Along with using expert advice from Business in the Community (BITC) and Stonewall, whom we have recently partnered with, we leverage the experience and insights of our employees. Across the Group we have four vibrant voluntary networks to champion the needs of different communities (parents (Parent Network); women (Leadership of Woman); Black, Asian and ethnic minority (BAME); and the lesbian, gay, bisexual, pansexual, transgender, genderqueer, queer, intersexed, agender, asexual, and ally

community (PRIDE)). These Gamesys funded groups provide platforms for networking, education and mentoring, and are empowered to drive changes in our business. Senior representatives from these networks attend a newly formed Diversity and Inclusion Advisory Group which meets monthly and reports on progress to the ESG Committee and Board.

Diversity, Equity and Inclusion is a strategic objective for Gamesys, and we report to the Gamesys board on our progress. In 2021 we launched our first dedicated Inclusion survey, to measure where we are on our journey and to give employees a confidential platform to share their personal thoughts and experiences. Feedback came over loud and clear that employees value working with people from diverse backgrounds as evidenced by 99% of the respondents!
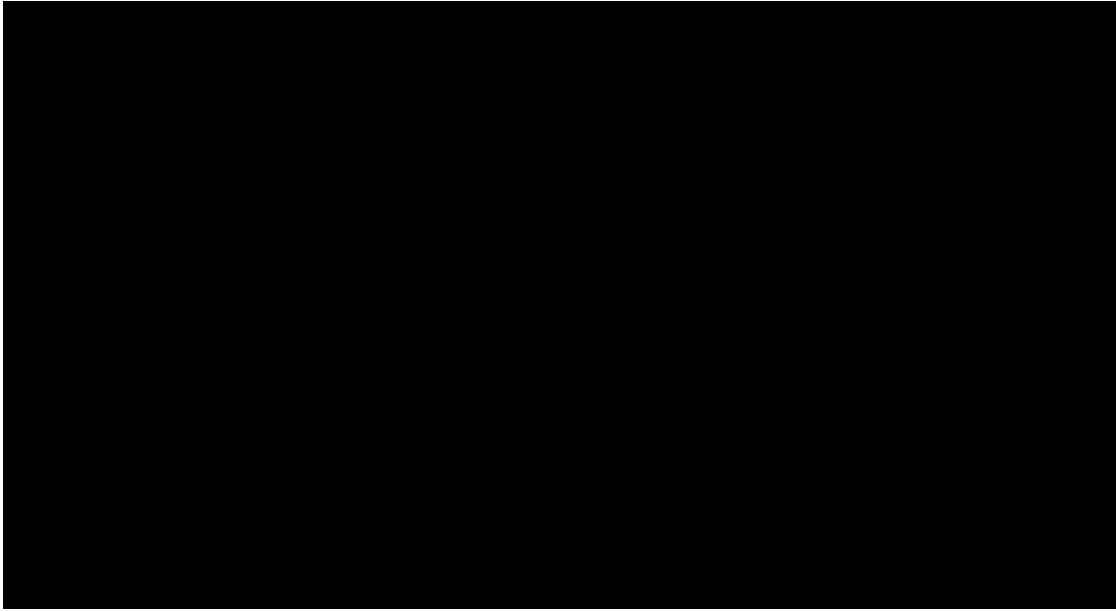
EXHIBIT 6.5a

Exhibit Redacted

EXHIBIT 6.5b

Exhibit Redacted

EXHIBIT 6.5c

Exhibit Redacted

EXHIBIT 6.5d

Gender Pay Gap Report

For Period to April

2019

gamesys group

Gender Pay Gap Report at April 2019

Gamesys continues to fully support the initiative to make gender pay gaps more transparent.

At Gamesys we want to build a company so diverse that nobody even notices.

Our success is centred on our people – their different brains, different experiences and different origins represent our collective strength.

The only way we distinguish our employees is by whether they can choose, and we can offer, work that they love doing and can excel at. We then give them the tools and opportunities to crack on and be happy.

We challenge ourselves all the time to identify where and how we can improve our diversity and inclusivity. We strive to create a culture where ideas and challenge can come from anywhere, to provide a platform for frank exchanges and debate about issues, where there are not always simple answers.

Questions like, how do we attract more women into Tech? How do we ensure all our people processes are as bias free as possible? How do we educate all employees to be more inclusive?

At Gamesys, we continue to have a gender pay gap as you will see in the report. This report looks at our UK employees employed by Gamesys Ltd and Mice & Dice Ltd. Well over a third of our employees in our London office are Technical, and like most companies, we need to redouble our efforts to find more women technologists. We're proud of our technical women, we just don't have enough of them today!

This is a major contributory factor to our gender pay gap, along with reduced representation of women in our business at the most senior levels. Of course, we always ensure we pay equally for the same roles.

You'll see in the report where we are applying energy and investment to continually improve inclusivity and gender balance across the Gamesys Group.

Lee Fenton
CEO

Tina Southall
Chief People Officer

What is the Gender Pay Gap?

The gender pay gap is the difference between the average pay between all women and men regardless of their role, position and seniority.

· The mean pay gap is the difference in the average hourly pay for women compared to men.

· The median pay gap represents the difference in hourly pay between the salary mid-point average of women and men.

Equal pay means paying the same for the same role, regardless of gender.

Here you will see data for Gamesys Ltd and Mice & Dice Ltd, two of our UK based companies which need to report annually. Gamesys Ltd employed 450 employees, and Mice & Dice employed 453 as of April 2019.

Gender Pay Gap

	Mean Average	Median Average
Gamesys	16%	21%
Mice & Dice	13%	7%
National Average	17%	18%

*16% shows, as an example, that men's mean pay is 16% higher than women's mean pay due to the higher representation of senior men in the employee group.

Gender Bonus Pay Gap

	Mean Average	Median Average
Gamesys	31%	22%
Mice & Dice	16%	-5%

These figures include any annual bonuses and long term incentives paid in the year ending April 2019.

Employees Receiving a Bonus

Gamesys

Men	80%
Women	74%

Mice & Dice

Men	74%
Women	81%

Once probation is completed, all employees across Gamesys are eligible for a bonus regardless of role. We run a performance review every 6 months to assess this fairly. Therefore the difference in employees receiving a bonus relates to the varying numbers of women and men in probation at the time of the report.

When we look at our company by department, we can see a reduced gender pay gap in most departments. In Marketing there is a male gender pay gap which shows the average women's pay is higher than that of men's.

This is the proportion of men and women in each pay quartile. Each quartile presents 113 employees in both Gamesys and Mice & Dice.

Gender Pay Gap by Department

	Mean Average	Median Average
Technology	12%	12%
Marketing	-8%	-9%
Design	19%	14%
Customer Operations	3%	5%
Corporate Services	7%	7%

Gamesys Pay Quartiles

● Men   ● Women

Lower
63% | 37%

Lower Middle
66% | 34%

Upper Middle
83% | 17%

Upper
84% | 16%

Mice & Dice Pay Quartiles

Lower
52% | 48%

Lower Middle
62% | 38%

Upper Middle
62% | 38%

Upper
69% | 31%
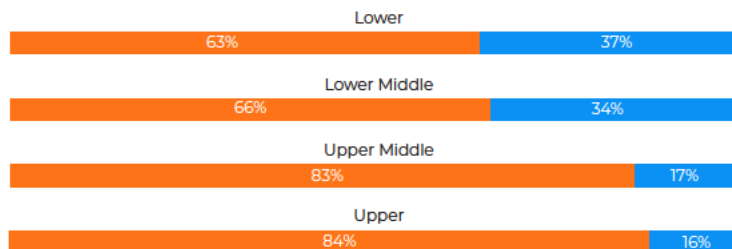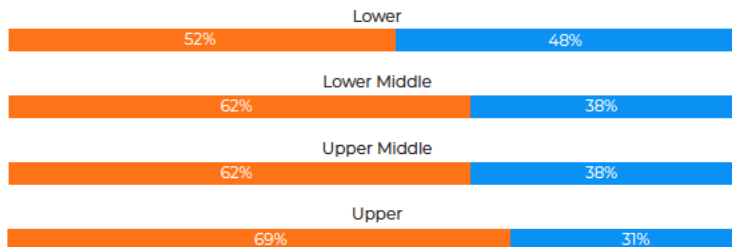
ATTRACT

We have trained our hiring managers how to run fair and bias free selection, and continually improve other elements of our processes, such as ensuring our job descriptions do not have a gender skew or lead to unconscious bias in any way.

We fly the flag for diversity by actively participating in working groups, panels and conferences.

In 2019 we once again undertook a major pay benchmarking excercise in conjunction with Radford AON. This will help us continue to ensure we are offering fair and equal pay for all employees.

DEVELOP

We support bespoke training and education events for our talented women.

We also provide unconscious bias training across the business.

We're establishing talent management processes that will actively support women's development, with tailored coaching and personal development.

GLoW
GAMESYS LEAGUE OF WOMEN

GLoW (Gamesys League of Women) is our network with the following mission, to:

· Support women in Gamesys.
· Foster a gender inclusive culture.
· Network and promote Gamesys as a destination for talented women.
· Support the wider social agenda for gender equality.

RETAIN

Whilst Gamesys is like a family – we recognise that a lot of our employees have other ones as well!

We offer enhanced maternity pay, with 26 weeks paid leave including bonuses.

Unlike many organisations, we match shared parental leave to our enhanced maternity leave.

We offer flexibility to support our working mums and dads by helping them return to the workplace whilst balancing parenting and caring needs.

Our Commitment. We Will:

Continue to embed and live by the Gamesys Code of Conduct which was launched in 2018

Continue the work we have started with our GLoW network, to support, develop and retain women throughout their life stages and careers

Continue to evolve our education and training work on inclusion and how to mitigate bias and ensure all our policies and processes encourage inclusive ways of working

Ensure our employee value proposition captures the inclusive and fun culture across Gamesys, and effectively demonstrates the enhanced benefits we offer on maternity, paternity, shared parental leave and flexible working

Continue to recruit the best talent, but have an active focus on attracting more women for our Senior and Technical roles
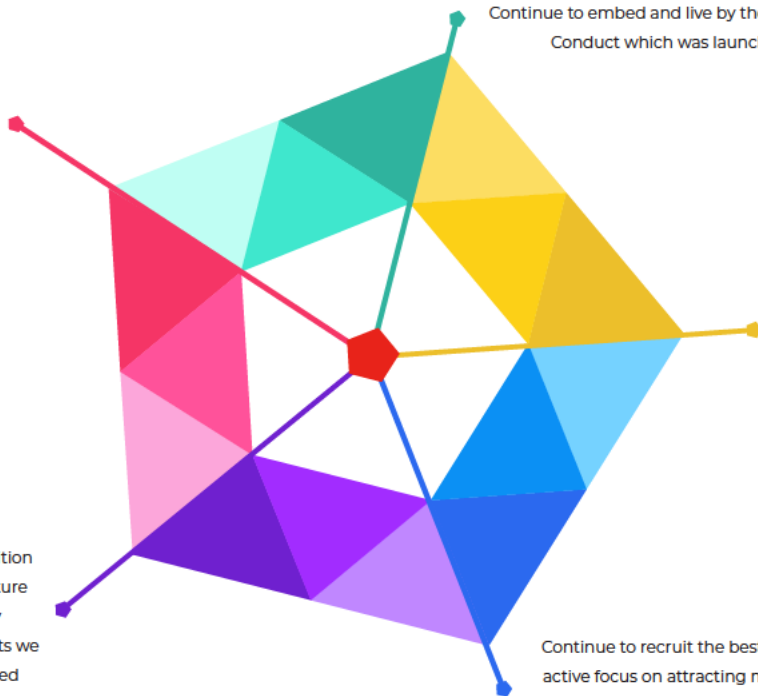
EXHIBIT 6.5e

gamesys group

Gamesys Group non-financial key performance indicators 2020

All performance metrics below relate to calendar year 2020 unless otherwise indicated.

Impact area			2020
PLAYER WELLBEING[i]			
Player satisfaction			
Performance metrics			
Net promoter score			31
Player satisfaction (score out of 10)			8.0
Management metrics			
Players likely to continue using Gamesys' brands (score out of 10)			8.4
Players' trust of Gamesys' brands (score out of 10)			8.2
Player time spent on non-gambling related activities			51%
Responsible gambling			
Performance metrics			
Employees agreeing that Gamesys takes responsible gambling very seriously			99%
Players believing that Gamesys' brands take responsible gambling seriously (score out of 10)			8.5
Players considered at risk of developing, or experiencing, gambling related harm			7.0%
Management metrics			
Internal investment in responsible gambling (resources, tools, training, advertising etc.)			£5.7m
Players believing that Gamesys' brands care (score out of 10)			7.8
Players with a risk rating reduction seven days after a responsible gambling intervention (monthly average)			85%
Active players with at least one responsible gambling tool in place (monthly average)			34%
Players agreeing that is easy to find responsible gambling tools			96%
EMPLOYEE ENGAGEMENT[ii]			
People profile			
Management metrics			
Employees			1,576
Direct employees			1,378[iii]
Full time employees | Part time employees			1,330 | 48
Permanent employees| Temporary employees			1,342 | 36
Contractors			41
Offices			14
Countries with offices			9
- Bahamas (employees | contractors | 2020 new hires | 2020 turnover)	2	0	0	1
- Canada (employees | contractors | 2020 new hires | 2020 turnover)	9	1	2	3
- Estonia (employees | contractors | 2020 new hires | 2020 turnover)	66	0	25	4
- Gibraltar (employees | contractors | 2020 new hires | 2020 turnover)	66	1	17	13
- Malta (employees | contractors | 2020 new hires | 2020 turnover)	210	0	43	46
- Spain (employees | contractors | 2020 new hires | 2020 turnover)	17	1	17	2
- Sweden (employees | contractors | 2020 new hires | 2020 turnover)	116	10	21	24
- UK (employees | contractors | 2020 new hires | 2020 turnover)	848	28	204	110
- USA (employees | contractors | 2020 new hires | 2020 turnover)	44	0	4	7

Impact area				2020
People engagement				
Performance metrics				
Employee engagement index				92%
Employee turnover				15.8%
- Voluntary turnover				11.8%
- Involuntary turnover				4.0%
Learning and development				
Performance metrics				2020
Employees agreeing that Gamesys invests in their development				90%
Employees receiving a performance 'G PRO' review[iv]				98%
Employee promotions				178
Management metrics				
Total training time				34,047 hrs
Training time per employee (average)[v]				25 hrs
- Directors | senior managers | employees (hrs)				3 | 26 | 25
- Female | male | other | undeclared (hrs)	27	22	18	44
Total training spend				£530k
- Training spend / turnover				0.1%
Internal mobility				18.9%
Equality, diversity & inclusion				
Performance metrics				
Employees agreeing that Gamesys accepts everyone's individual differences				97%
Mean gender pay gap (Mice & Dice Ltd |Gamesys Ltd)				2.9% | 15.2%
Management metrics[vi]				
Employees				
- Female | male| other | undeclared	36%	63%	0%	1%[vii]
- Age <30yrs | 30-50yrs | >50 yrs| unknown	31%	64%	2%	3%
- Nationalities				74
- Directors				9
- Female | male| other | undeclared	22%	78%	0%	0%[9]
- Age <30yrs | 30-50yrs | >50 yrs| unknown	0%	44%	56%	0%
- Senior managers				56
- Female | male| other | undeclared	32%	68%	0%	0%[9]
- Age <30yrs | 30-50yrs | >50 yrs| unknown	0%	89%	11%	0%
- Employees (excl. Directors and senior managers)				1,313
- Female | male| other | undeclared	37%	62%	0%	0%[9]
- Age <30yrs | 30-50yrs | >50 yrs| unknown	33%	63%	2%	3%
Unconscious bias training (no. employees)				371
Diversity and inclusion training (no. employees)				275
Health, safety & wellbeing				
Performance metrics				
Employees agreeing that Gamesys is supporting me, and considering my wellbeing, during this particular (COVID-19) time.				97%
Reportable incidents per 200,000 working hours				0
Sickness related absence rate				1%[viii]
Management metrics				
Reportable incidents (employees and contractors)				0

Impact area		2020
Wellbeing/mindfulness workshops (no. employees)		110
BUILDING A BRIGHTER FUTURE		
Community impact		
Performance metrics		
Gamesys Foundation donations to charity		£995k
Total Gamesys charitable donations		£2,664k
- Donations to the Gamesys Foundation		£1,800k
- Other corporate charitable donations		£864k
Anti-Corruption		
Corruption or bribery-related fines and penalties		0
Environment & climate change[ix]	**2019**	
Performance metrics		
Net total greenhouse gas emissions (scope 1 & 2)	598 tCO_2e	0 tCO_2e
Carbon offsets	0 tCO_2e	408 tCO_2e
Greenhouse gas emissions (scope 1 & 2)	598 tCO_2e	407 tCO_2e
Greenhouse gas emissions (scope 1 & 2) per £m turnover	1.4 tCO_2e	0.6 tCO_2e
Greenhouse gas emissions (scope 1 & 2) per full-time employee	0.4 tCO_2e	0.3 tCO_2e
Energy consumption per £m turnover	3,772 kWh	1,710 kWh
Energy consumption per full-time employee	1,077 kWh	903 kWh
Environmental fines	0	0
Management metrics		
Scope 1 (direct) greenhouse gas emissions	67 tCO_2e	0 tCO_2e
- Scope 1 (direct) CO_2, CH_4, N_2O emissions	0 tCO_2	0 tCO_2
- Scope 1 (direct) CO_2e emissions (R410A)	67 tCO_2e	0 tCO_2e
Scope 2 (indirect) greenhouse gas emissions	531 tCO_2e	407 tCO_2e
- Scope 2 (indirect) CO_2 emissions	526 tCO_2	403 tCO_2
- Scope 2 (indirect) CH_4 emissions	1 tCO_2e	1 tCO_2e
- Scope 2 (indirect) N_2O emissions	3 tCO_2e	2 tCO_2e
Scope 1 & 2 carbon dioxide (CO_2) emissions	526 tCO_2	403 tCO_2
- Scope 1 & 2 CO_2 emissions per £m turnover	1.3 tCO_2	0.6 tCO_2
- Scope 1 (direct) CO_2 emissions per £m turnover	0 tCO_2	0 tCO_2
- Scope 2 (indirect) CO_2 emissions per £m turnover	1.3 tCO_2	0.6 tCO_2
Total energy consumption	1,565,571 kWh	1,244,361 kWh
- Energy consumption from electricity	1,565,751 kWh	1,244,361 kWh
- Energy consumption from fuel, heating, cooling & steam	0 kWh	0 kWh
Greenhouse gas emissions (scope 1 & 2) arising in the UK	306 tCO_2e	193 tCO_2e
Energy consumption arising in the UK	1,195,328 kWh	708,329 kWh
Environmental spills	0	0
Water withdrawals (surface/ground/saltwater)	0	0
Discharges to water	0	0
Human rights		
Performance metrics		
Incidents of significant human rights breaches		0

i Player wellbeing metrics relate to the UK, our largest market. We will be expanding our reporting to other markets next year as part of our global key performance indicator project, 'STRIPEs'.

ii All figures, unless otherwise stated, relate to Gamesys Group plc and its subsidiaries, excluding Partner organisations. Employees includes employees of Gamesys Group plc, its subsidiaries and Partner organisations

iii For comparison, our workforce in 2019 was 1,255.

iv Excludes employees on probation or in their notice period.

v Training averages are based on training time throughout the year divided by the employee profile as at 31st December 2020.

vi Gender and age profiles are as at year end (31st December 2020).

vii All employees: female = 502; male = 864; other = 2; undeclared = 10; Directors: female = 2; male = 7; Senior managers: female = 18; male = 38; Employees: female = 482; male = 819; other = 2; undeclared = 10.

viii Data here is from February 2020 (when our HR systems integration was completed) to December 2020.

ix Greenhouse gas emissions have been measured in accordance with the Greenhouse Gas Protocol, with reporting boundaries defined by the operational consolidation (control) approach. Scope 2 emissions have been reported per the location-based method in 2019, and market-based method in 2020. Location-based emissions in 2020 were 361 tCO2e, which represents a 32% year on year reduction.

EXHIBIT 6.5f

6.6

6.6   OTHER FACTORS IMPACTING REVENUE TO THE STATE

The Consortium operators have actively partnered with New York media and teams like the Yankees, YES, MSG and the Knicks to promote their brands for the New Jersey market, and would look to continue and deepen those relationships with these key New York sports partners if selected. ████████████████████████████████████
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██

FanDuel

FanDuel calls the great state of New York its home. The Company's headquarters is located in the Flatiron District of New York City. FanDuel currently has ███ employees assigned to the New York City office, and we are growing by the day, expecting to at least double the size of the office in 2021-22. FanDuel also has ███ employees who live in New York State. FanDuel has withheld and remitted nearly ████████ dollars in New York State wage withholding taxes on behalf of our employees since FanDuel entered the U.S. in 2012.

In the last five years, FanDuel Group, Inc., and its subsidiaries have paid over ████
████████ **dollars** to New York State and New York City in various forms of taxation including income tax, employer payroll tax, pari-mutuel wagering tax, interactive fantasy sports tax, sales and use taxes, commercial rent tax, and real estate tax.

BetMGM

MGM has invested over ██████ in NY state through its acquisition of Empire City Casino in early 2019 and we believe they are committed to further investment in the state. Empire City is one of New York's most successful casino properties and has delivered billions of dollars in tax revenue to the state. We believe our ability to integrate with Empire City Casino will benefit MGM's existing operations due to increased brand awareness, on-property marketing campaigns, and M life reward redemptions from BetMGM players, all of which serve to drive increased traffic to Empire City Casino. Furthermore, Empire City currently employs over ████ New Yorkers, the large majority of which are represented by unions.

DraftKings

DraftKings invested early on in the infrastructure of a New York office and has continued to scale its workforce across many areas of the business to help support the growth in key surrounding states like New Jersey and Pennsylvania. If selected as a

license holder, we are prepared to continue to invest in our New York workforce and will explore additional infrastructure opportunities as needed. Since 2015, we have spent over ████████ in rental expenses for New York office space and over ████████ for employee salaries which has contributed to the greater economic benefit of the state. New Yorkers have also benefited not just from the entertainment that our daily fantasy sports product provides, but also from over ████████ generated in state taxes from September 2016-July 2021.

In August of 2019, in partnership with del Lago Resort & Casino, DraftKings at del Lago Sportsbook opened its doors as a premier destination in upstate New York to watch and legally wager on sports betting. Since 2018, we have paid nearly ████████ in salaries to support the operation of the sportsbook that we continue to successfully operate today. We have also generated over ████████ in state taxes at the DraftKings at del Lago Sportsbook from August 2019 – July 2021 and expect to continue generating tax revenue there in the future.

If selected as a licensed platform operator, DraftKings is poised to continue generating additional revenue to the state of New York for many years to come. With workforce diversity at the forefront, we remain committed to investing in our people, infrastructure, and corporate social programs outlined in section 6.5C to further support and benefit local NY communities.

Bally's

Charitable Donations. We are passionate about playing a positive role in society. Bally's has multiple active 501 (c)(3) funds to act as a conduit for charitable donations and make a greater impact in the communities in which we operate. Bally's donates to local non-profit organizations chosen by our properties. Bally's will also be developing a corporate level fund to make a greater impact in the communities in which we operate.

- United Way campaign. Bally's conducts an annual campaign to raise funds for United Way across properties to provide all employees the opportunity to donate, volunteer and speak out for causes that matter to them.
- Community space. Bally's donates casino space to local communities and non-profits as needed to support various initiatives and events, including the use of property space to accommodate COVID-19 testing in Rhode Island and Boy Scout events such as soap box races and rocket launches.
- Community hours donated. This year, Bally's employees donated more than 4,350 hours to various community service efforts.

6.6

- Support for Veterans. Throughout our hiring practices, Bally's actively considers local applicants, military personnel and first responders. Bally's donates to local Veteran Homes and also hosts a Veteran career fair to actively recruit military personnel, and connect them with prospective employers, and provides free admission for Veterans and active-duty military personnel during "live" season and donates event tickets to Veterans.
- Vendor diversity. Bally's is committed to vendor diversity by assisting minority and/or women-owned businesses in our communities through our local sourcing of products and services.

Similarly, for Gamesys, the pinnacle of their contribution is the Gamesys Foundation in the UK, which we formally set up as a charity for improving mental health and wellbeing in February 2020 in light of the plight many were facing in the UK. By the end of December 2020, the Foundation had received a total of $3.2m in funding. Foundation funds are allocated by the Foundation trustees, who consist of three Gamesys Non-Executive Directors and two independent Directors. Donations in 2020 totaling £995k have been given to a number of mental health related charities, including [Women's Aid](#), British Red Cross, Sue Ryder, Clubhouse, Mediatrust, Family Action and Alice. More information on the Foundation can be found on https://gamesysfoundation.org. The employees play an active role in the Foundation. They have been engaged in the selection of charitable causes supported, and in November 2020 we launched our 'Making Smiles' campaign, which makes £100k of Foundation funding available to mental health and wellbeing causes that employees have a personal involvement with.

Aside from our Foundation activities we support our communities in a number of ways:

- Corporate charitable donations. In 2020 we donated £864k to charitable causes, in addition to those supported by Gamesys Foundation. These included sizable contributions to GambleAware to support research, education and treatment services to help minimize gambling-related harm in Great Britain and to support delivery of their Safer Gambling Campaign.
- Volunteering Policy. We introduced a company-wide volunteering policy in Spring 2020. The policy entitles all employees to receive up to five days' worth of extra pay for time spent volunteering.
- Locally organized activities. Employees are empowered to organize and run charitable activities locally. Examples include wearing pink to raise funds for a breast cancer charity in Sweden; donating Easter eggs, food and drink to vulnerable families near our Stoke office; delivering food to the Mater Dei hospital in Malta; and fundraising for Movember. For the latter colleagues raised more than £12k which was matched by the Foundation to double the total donation.

6.6

If we were successful in our application in New York, we would look at options to be able to give back in a similar way in New York and would commit to supporting the residences with various charity initiatives including those for mental health and wellbeing.

EXHIBIT 6.6a

Exhibit Redacted

6.7

6.7   REVENUE-SHARING AGREEMENTS

██████████ of the collective Net Gaming Revenue of the consortium will be shared with the Seneca Nation native American tribe, as reflected in the executed agreement between Bally's and the Seneca Nation, which is attached as exhibit 6.7a.

EXHIBIT 6.7a

Exhibit Redacted

6.8

6.8   PRICING MATRIX AND ACCOMPANYING ANALYSIS

The Pricing Matrix is attached hereto as Exhibit 6.8a. The accompanying analysis, responsive to the RFA, is attached hereto as Exhibit 6.8b. Both exhibits are also provided in the separate tax-rate binder as instructed in the RFA.
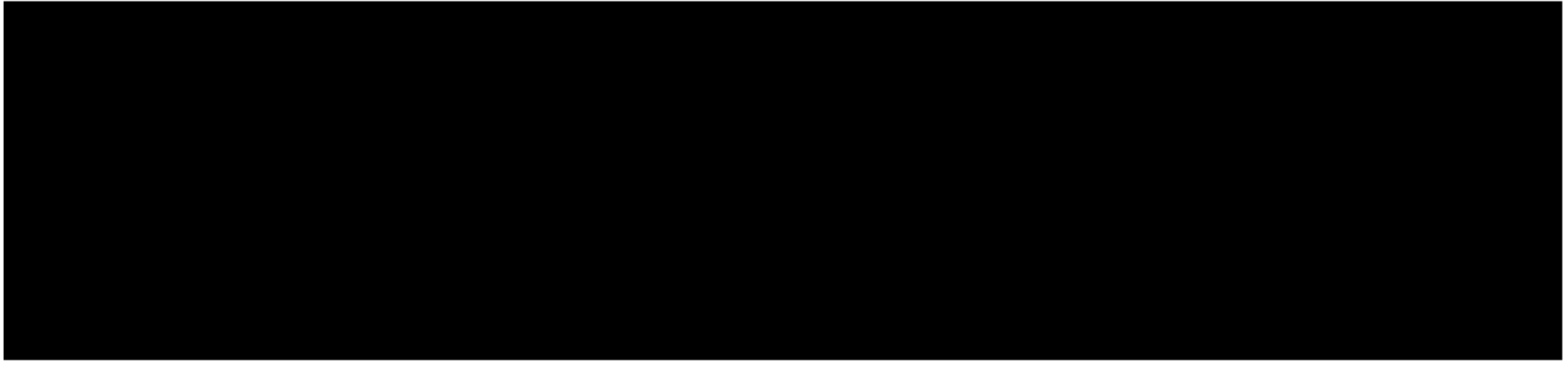
EXHIBIT 6.8a

EXHIBIT 6.8b

ANAYLSIS OF THE NEW YORK MOBILE SPORTS WAGERING MARKET

A report prepared by Frontier Economics for the New York State Gaming Commission

CONTENTS

1   EXECUTIVE SUMMARY

1.1   INTRODUCTION AND CONTEXT FOR THIS WORK

In the Request for Applications ("RFA") released by the New York Gaming Commission[1], Applicants are required to complete and submit a pricing matrix, detailing *"the tax rate that an Applicant accepts under varying competitive scenarios of total Platform Providers and Operators."*[2]

The Applicant is also required to provide an analysis that supports the submitted pricing matrix. This analysis is required to contain the following elements:

> *"A. estimate of the total Mobile Sports Wagering Gross Gaming Revenue to be generated annually from all Platform Providers and Operators;*
>
> *B. the Applicant's estimated share of the Mobile Sports Wagering Gross Gaming Revenue to be generated annually from all Platform Providers and Operators;*
>
> *C. the Applicant's basis and methodology for estimates; and*
>
> *D. any other information that the Applicant believes relevant for the Committee to consider in maximizing sustainable, long-term revenue for the State."*[3]

The RFA recognizes that the Applicant may wish to provide a response for multiple competitive scenarios, and as such has permitted the Applicant *"to band or group various scenarios together for purposes of such analysis."*[4]

1.2   OUR APPROACH AND THE STRUCTURE OF THIS REPORT

We start by noting that long-term revenue for the state will depend on the combined effect of the four factors set out below.
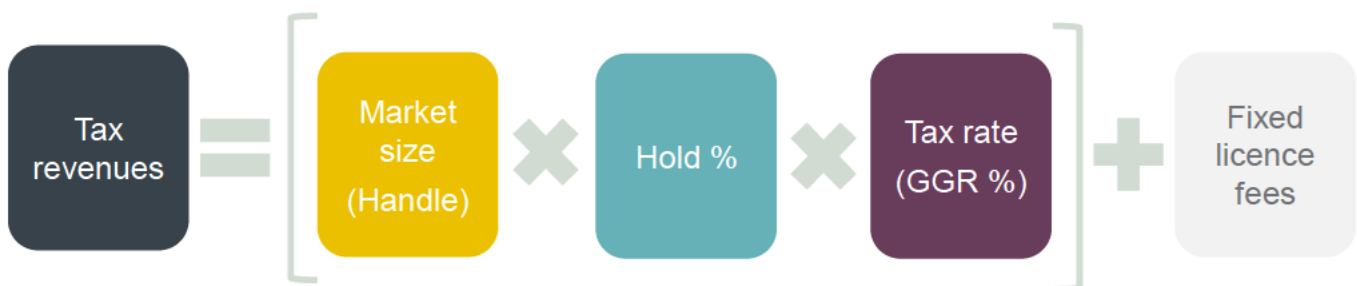
The underlying drivers of these factors are complex, and inter-related. However, in this report, and to satisfy the requirements of the RFA, we have divided our report into three sections.

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[1] New York State Gaming Commission, Request for Applications for Mobile Sports Wagering Platform Providers, July 9, 2021

[2] Ibid. section 6.8.

[3] Ibid.

[4] Ibid.

- **Chapter 2:** What are the *external drivers* of the market size for mobile sports wagering in New York?

- **Chapter 3:** What *choices are made by operators* under different market structures, and how are these likely to affect the overall market size for mobile sports wagering in New York?

- **Chapter 4:** What are the *characteristics of the bidders* that are likely to maximize overall state revenues in New York?

In putting together this report, we have drawn on publicly available sources, plus a selection of internal documents and presentations from FanDuel, DraftKings, BetMGM and Bally's that are referenced throughout this report, and are available on request.

1.3   KEY CONCLUSIONS

The bid consortium in this Application includes the most effective potential mobile sports wagering operators in New York, an unrivalled group with a proven track record of using their capabilities and experience to grow nascent mobile sports wagering markets in a way that benefits both consumers and the state.

The leading operators are becoming even more effective at growing mobile sports wagering markets as each successive state legalizes

Mobile sports wagering is growing faster than before in newly legalized states. This is unsurprising – FanDuel, DraftKings and BetMGM are the three most widely present market leading operators, and they understand their customers better and better as each successive state opens. These leading operators enter straight away when the market opens, promotional and marketing spending starts prior to launch, and operators spend more as a share of gross gaming revenue than they have done previously in states such as New Jersey and Pennsylvania.

Bally's Corporation is growing and launching Bally Bet in several other markets, and has invested heavily in a broad range of assets – a national media deal with Sinclair Broadcast Group providing access to 13.4bn annual impressions; a 'top of funnel' free to play asset; a daily fantasy sports operator; and a vertically integrated real money sports betting technology company – that ensure Bally's will enhance competition in the market.

New York won't be disrupted by Covid, and won't be hampered by the onerous in-person sign-up requirements there have been in other states. With the right operators, mobile sports wagering in New York can grow further and faster still.

New York's demographics mean it can achieve higher gross gaming revenues than previous states

New York state has several characteristics which make it well positioned to see state-wide gross gaming revenues grow further and faster than other states have experienced.

The New York population is relatively young, and relatively affluent compared to other states. Add to these advantages a larger commuter and visitor population, and a large number and associated fanbase of multiple leading sports teams – the New York mobile sports wagering looks set to be buoyant.

We calculate that in New York, these factors add up to mean that gross gaming revenues will be multiples higher than other states have been able to deliver, as shown below.

TABLE 1 ESTIMATED NEW YORK UPLIFTS VS. PREVIOUSLY LEGALIZED STATES

NY RELATIVE TO...	NJ	PA	IN	CO	IL	TN	MI	VA
Household incomes	0.83x	1.11x	1.22x	0.95x	1.04x	1.28x	1.20x	0.92x
Demographic adjustments	2.32x	1.63x	3.00x	3.14x	1.55x	2.93x	2.08x	2.28x
Adjusting for DFS prevalence	0.66x	0.74x	0.86x	0.82x	0.83x	1.18x	0.91x	1.04x
Cross-border mobile sports wagering adjustment	0.92x	0.88x	0.99x	0.99x	0.95x	0.97x	0.96x	0.93x
Sports viewership	1.1x	1.1x	1.1x	1.1x	1.1x	1.1x	1.1x	1.1x
Total adjustment (%)	**1.6x**	**1.2x**	**2.8x**	**2.8x**	**1.3x**	**3.7x**	**2.0x**	**2.4x**

Source: Frontier analysis.

New York's growth potential is not, however, without risk. Whereas other states such as New Jersey and New Hampshire have benefited from extensive cross-border trade from as yet legalized states, New York will not. But with a strong customer proposition from the leading operators in this Application, the many customers currently choosing to use FanDuel, DraftKings and BetMGM sportsbooks across the border in New Jersey and Pennsylvania will stay in New York to bet.

To achieve its market potential, New York residents, commuters, and tourists must have access to the leading brands they most often use when the New York market opens. This Application alone will make that happen.

The New York market can deliver $1.35bn in state-level gross gaming revenues by Year 3

With the three leading operators nationwide all competing at launch, and even pre-launch, to attract a lucrative New York customer, the revenues these operators can generate for the state will be significantly more per capita than other states that have legalized so far.

Based on our detailed analysis of the data shared with us separately by both DraftKings and FanDuel and our assessment of the evidence, we believe that New York could see a central case estimate of state-level GGR of $1.35bn per year by Year 3, rising to $1.75bn by Year 5.

We also considered a path more closely aligned to (i) the experience of later legalizing states, such as Tennessee, Colorado, Iowa, Virginia, Illinois and Michigan; and (ii) the experience of earlier legalizing states such as New Jersey, Pennsylvania, Indiana and West Virginia. The experience of those later states is achievable with the combined strengths of FanDuel, DraftKings, BetMGM and Bally Bet – and could mean gross gaming revenues in the first year in New York are as high as $864m.

TABLE 2   STATE-LEVEL GROSS GAMING REVENUE ESTIMATES ($M)

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
Central case	$585	$929	$1,352	$1,639	$1,753

Source: Frontier analysis

This Application contains the clear market leaders, who have unrivalled underlying strengths

FanDuel and DraftKings are already present in all states where multiple mobile sports wagering operators are permitted, and are the clear market leaders by market share. Potential bettors know and use FanDuel and DraftKings far more than any other competitor. BetMGM is now a firmly established third place – launching straight away when the market opened in Colorado, Tennessee, Michigan and Virginia and taking share away from FanDuel and DraftKings in a way no other operator so far has sustainably been able to do.

The three market leaders all have significant cross-sell potential from a large established customer base. DraftKings and FanDuel have large databases as undisputed leaders in daily fantasy sports ("DFS") nationwide, and in New York. BetMGM can similarly take advantage of its M life database, and the millions of New Yorkers that are already in the MGM database. Bally Bet continues to strengthen its mobile sports wagering position by investing in technology (acquiring Bet.Works and Gamesys Group, leading gaming technology providers), and through the rebranded Bally Sports regional networks, which carried ███ more live games in the 2019/20 season than national competitors (across MLB, NBA and NHL), and helped the brand reach ███████████████. Bally's also has a large database of customers from New York who visit its regional casino properties in Rhode Island, Delaware and New Jersey.

Effective competition increases overall customer benefits in New York

Effective competition benefits customers. It forces operators to be better on pricing, better on promotions and better on products and service.

Strong promotions are needed to compete. More than ██████ active mobile sports wagering customers each week access a promotional offer. The leading operators compete with each other's promotional offers daily – if they don't then customers with multiple mobile sport wagering accounts may switch to a rival.

Competition pushes operators to improve on non-price factors – refining and improving the quality of their app and customer experience; and adding new products and more ways to bet that will appeal to customers. FanDuel, DraftKings, BetMGM and Bally's continue to focus on this as a driver of longer-term success in mobile sports wagering markets, building and maintaining the highest rated apps (based on independent testing by Eilers and Krejcik[5]), and the most extensive product offering.

An effective customer proposition is necessary to bring offshore bettors back onshore and cross-border bettors back from New Jersey – changes which unambiguously increase tax revenues for the state. Without the combined strengths of FanDuel, DraftKings, BetMGM and Bally Bet, offshore operators and neighboring states will continue to take tax revenue away from the state of New York.

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[5] Eilers and Krejcik Gaming, "Product Analysis: Testing, Scoring, And Ranking U.S. Sports Betting Apps", June 2021.

FanDuel, DraftKings and BetMGM already compete hard for customers in multiple states, and the same will be true if licensed in New York. Bally Bet's strengthened presence and broad reach through the Bally Sports network strengthens the competitive dynamic further. We have not seen evidence that any combination of any *alternative* operators will have the capabilities to offer the same benefits to the state of New York beyond what FanDuel, DraftKings, BetMGM and Bally Bet can offer.

Customers prefer the operators in this Application over others

'Multi-homing', where customers have and use multiple gaming apps on their mobile devices in gaming markets, is common. However, despite around half of all FanDuel and DraftKings customers multi-homing, and with an average of 2.8 mobile sports wagering apps on their devices, there is overwhelming evidence to suggest that DraftKings, FanDuel and BetMGM have so far been the preferred long-term option for customers, with BetMGM the next most popular option.

Customers *do* currently have a choice in many states of where to place their bets, but FanDuel, DraftKings and BetMGM continue to outcompete their rivals. In Iowa, where FanDuel and DraftKings were not first to market; were hampered by an extended period where users had to sign up in person at a partner casino to create an online account; and did not have the same DFS advantages as in other states, FanDuel and DraftKings are now the two leading operators in the market, with BetMGM set to become the third biggest. Innovation and quality of service are driving market successes in Iowa. The Iowa performance of the leading operators in this consortium underscores that strong market performance ultimately turns on the quality of the product offering. In other states without these artificial constraints (Colorado, Tennessee, and the two most recent to launch Michigan and Virginia), FanDuel, DraftKings and BetMGM immediately seized the three leading positions by market share.

With Bally's Corporation launching and rolling out widely their customer facing brand, Bally Bet, customers in New York and elsewhere will benefit from the presence of four strong competing brands committed to developing and investing in their operations.

The operators in this Application have additional structural advantages in New York that will help them grow the market further and faster than others

The operators in this Application also have considerable New York specific (as well as national) strengths. FanDuel, DraftKings and BetMGM are first, second and third in terms of market shares in New Jersey – collectively making up more than ▆▆▆ of the overall state's GGR in 2021 year to date. The strong customer offer of FanDuel and DraftKings means they are again number one and number two in market shares in Pennsylvania, with BetMGM also growing share since their launch in late 2020. FanDuel, DraftKings and BetMGM together make up ▆▆▆ of the Pennsylvania market so far in 2021.

The existing online strength of the operators is complemented by a strong retail presence in New York and neighboring states. Meadowlands (FanDuel), Resorts Digital (DraftKings), Borgata (BetMGM), and Bally's (FanDuel) in New Jersey are all partnered with the operators in this Application; as are Tioga Downs (FanDuel); del Lago (DraftKings); and Empire City (BetMGM) in New York.

Bally's Corporation is also interested in the opportunity of applying for the Downstate New York casino license, further cementing their commitment to the New York market. ▆▆

The existing tri-state presence of FanDuel, DraftKings, BetMGM and Bally's creates unrivalled cost synergies

The four operators in this bid consortium are already advertising with New York state sports teams and regional sports television networks to promote their New Jersey operations, and would look to extend those relationships to promote their New York operations if granted a license. Specifically, across the consortium the operators have or have had marketing partnerships with the YES Network, the New York Yankees, the Brooklyn Nets, the MSG Network, the New York Knicks, the New York Giants, the New York Jets, the New York Rangers and the Buffalo Bills. These partnerships have developed strong brand awareness and affinity for the consortium operators that will yield dividends on day one in the New York market.

The hundreds of millions of mobile sports wagering advertising and marketing dollars spent already by operators in this bid consortium in neighboring states (New Jersey, Pennsylvania) has already increased customer awareness in New York. The synergies across the tri-state area will grow further for FanDuel and DraftKings when mobile sports wagering is permitted in Connecticut later in 2021.[6]

For other operators without a tri-state presence, spending in New York is largely incremental, and therefore more costly. This more favorable economic model compared to potential other bidders will allow FanDuel, DraftKings, BetMGM and Bally's to sustainably spend relatively more to attract and retain new customers in New York (e.g., through increased promotions), driven by the fierce competition between the operators in this Application, and ultimately benefiting the state of New York.

Margins are tight for the leading mobile sports wagering operators at a 50% GGR tax rate

At a 50% tax rate, there is substantial pressure on profitability of operators, and even the leading operators are not immune from this pressure. Variable costs immediately take the available margin down to c.35%, even for the most efficient operators. License fees and other costs of operating in New York take this down 2% further, leaving even the leading operators with just a third of their initial gross gaming revenues to spend on what matters most to customers – offers and promotions.

Combined spending on marketing and promotions in previously legalized states by the leading operators has consistently been above ███. We expect this to also be true in New York, given the fierce expected competition between operators in this bid consortium in New York. This bid consortium is likely to experience only marginal (if any) profitability, even at market maturity, with a 50% tax rate in New York.

For les capable and successful operators, where a larger share of spending in New York is incremental, and where product costs (e.g., research and development) cannot be shared across a national customer base, the financial pressure of a 50% tax rate is likely to be amplified. Either their losses will be higher (threatening their long-term viability), or their promotional and marketing spend will be smaller (threatening the state's long-term revenues).

With more than four competitors <u>and</u> a 50% GGR tax rate, the economic model is unsustainable

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[6] FanDuel and DraftKings will also be two of the three operators in Connecticut when the state legalizes later in 2021, and will be the sole providers of iGaming in the state.

Despite believing that the operators in this Application have considerable underlying strengths (and New York specific strengths), a market with a 50% tax (or more) and more than four operators cannot be sustained in a way that benefits the state.

With more operators, even the weakest entrants will take share by persuading some existing customers in the market to switch to take up an introductory offer. The larger the number of operators, and the more the market is divided among many operators, the greater the pressure on any individual operator.

More importantly, it is not just the _volume_ of promotional activity that is forced to increase in the short term as competitor numbers increase, the _price_ of that promotional activity is also affected. With more than four mobile sports wagering operators all competing for the same limited number of advertising slots, the forces of supply and demand raise marketing costs for all operators.

Given the financial pressure already on operators in a four-operator model, further increases in cost are unsustainable in the medium to long term.

There are consequences from high tax rates, coupled with more operators

When faced with a 50% GGR tax rate _and_ the addition of several other competitors, operators must respond to the economic challenges. Some operators may exit. With a lower market share, we would expect those that remain to reduce their promotional and marketing expenditure.

Lower promotional expenditure by operators will mean fewer customers, and potentially lower tax revenues for the state. It will also leave the door open for offshore operators to thrive and grow. Offshore operators remain an attractive option for many customers, and have been able to continue growing revenues even in states where licensed onshore operators are now present. Furthermore, the inability of FanDuel, DraftKings, BetMGM and Bally's to give customers the same offers in New York as they can in neighboring states (where the tax rates are less punitive) will mean that the estimated $1.4bn in handle from New Yorkers wagered in New Jersey and Pennsylvania since launch is less likely to come back.

With more than four competitors, a lower tax rate will give operators confidence to invest and may benefit the state overall

Should the state of New York permit more than four operators, then tax rates must fall. When they do, this gives the confidence to all operators in the market (not just the largest operators in this bid consortium) to invest more liberally, and increase promotional spending. This has the potential to grow overall state gross gaming revenues via two routes.

For this bid consortium, operators have indicated to us this would mean levels of promotional and marketing spend increasing again to levels far more comparable to previously legalized states. The evidence from recently legalized states (Michigan, Virginia, Tennessee) has demonstrated how effective this extensive spending pre-launch, and immediately after launch has been in growing customer numbers and revenues for the state.

Not all gross gaming revenues generated from additional operators will be incremental, given the large potential overlaps in the target customer base between rival mobile sports wagering operators. However, there will be some customers that the operators in this bid consortium would not otherwise have reached. Lower tax rates give an incremental operator the same confidence to go after these customers, and invest in promotional offers to convert potential customers to active mobile sports wagering users.

Only the most effective operators will grow the market sustainably in New York

The state faces a choice with this Application – it can either license four operators at a 50% tax rate; or it can license more operators and accept that the sustainable tax rate must necessarily fall. We believe that the revenues the state will be able to generate can be similar in both scenarios.

One conclusion is unaffected by the choice of the number of licensed operators. The state will always be better off choosing the most efficient, innovative operators; and those with ability to draw in the most customers. The operators in this Application have demonstrated these capabilities in multiple states, and are best placed to succeed in growing gross gaming revenues in the interests of the state of New York.

1.4   ABOUT FRONTIER ECONOMICS

Frontier is one of the largest economics consultancies in Europe, with over 250 consulting economists. We have specialist skills in competition and regulatory economics, public policy, finance, and statistics. We are known for our ability to communicate clearly to both technical and non-technical audiences. We have spent many years building a set of complementary skills and capabilities that our clients find useful, including strategic thinking, commercial decision-making, and behavioral economics.

Frontier has considerable experience of analysing gambling and gaming businesses as well as lottery markets and lottery business models. This includes support to merging parties in competition investigations, public policy analysis on lottery design for governments and lottery bidders, and analysis of gambling taxes.

Our permanent offices are located in London, Paris, Cologne, Brussels, Berlin, Dublin and Madrid.

2 MANY EXTERNAL FACTORS INFLUENCE THE POTENTIAL MARKET SIZE FOR MOBILE SPORTS WAGERING

Long-term tax revenues for New York state depend on the level and evolution of four factors.
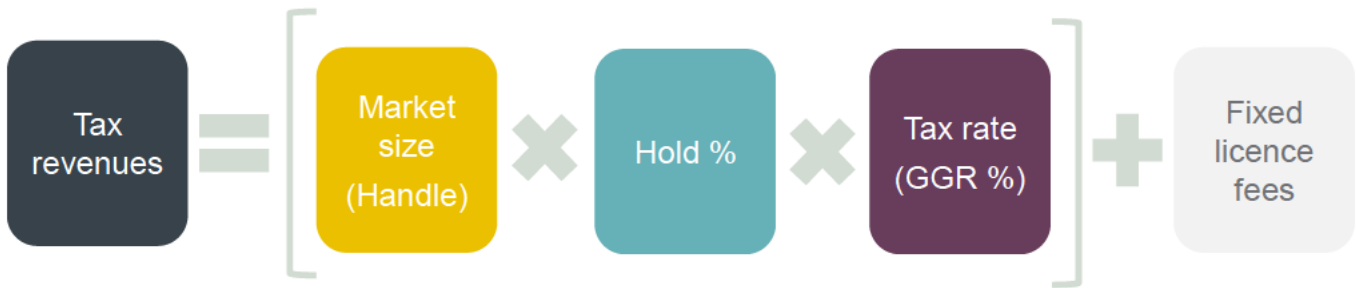
In this report, we will explore what each of these factors depends on. For the purposes of this document, we have divided this question up into three:

■ What are the exogenous drivers of these factors, that do not vary with the number or the identity of the operators present in the market, and how might these evolve in New York? This question is addressed in this chapter.

■ How does the market structure, and the resulting choices made by firms participating in that market then affect these factors? This question is addressed in chapter 3.

■ How does the specific identity of the competing operators affect the market size? This question is addressed in chapter 4.

To explore the effect of the exogenous drivers of tax revenue for the state of New York, we have considered the question in four stages:

■ What has affected how market sizes have evolved in *previously legalized states*? **(Section 2.1)**

■ How should the analysis be adjusted to account for the differences in New York, when compared to previously legalized states? **(Section 2.2)**

■ What does this imply for the overall gross gaming revenue that operators could reasonably be expected to generate in New York? **(Section 2.3)**

Throughout this chapter, we have drawn on both publicly available information, and commercial data provided by the Applicants.

2.1 MOBILE SPORTS WAGERING HAS GROWN FURTHER AND FASTER IN SOME LEGALIZED STATES THAN OTHERS

We start by considering what the experience of those states that have opened up to mobile sports wagering *previously* can tell us about a potential path of tax revenue for a state that is opening up *now*.

Mechanically, monthly gross gaming revenue ("GGR") in a state depends on three things.

■ **Customer numbers:** The number of people that month who are active sports bettors in the state.

■ **Spend per active bettor:** The average amount spent on mobile sports wagering by active bettors.

- **Hold percentages:** The share of that total amount on mobile sports wagering that operators keep.

All have evolved at different speeds, and have reached different levels, depending on the state. This has been for a variety of different reasons, some of which are explained and evidenced below.

2.1.1 THE EVOLUTION OF MOBILE SPORTS WAGERING HAS BEEN WIDELY DIFFERENT ACROSS STATES

Figure 1 shows how the cumulative mobile sports wagering handle (i.e., total amount wagered) per adult has evolved in the 10 multi-operator states (plus New Hampshire) that have legalized so far, in every month since mobile sports wagering was first permitted.[7]

FIGURE 1   CUMULATIVE MOBILE SPORTS WAGERING HANDLE PER ADULT – BY MONTHS SINCE LAUNCH
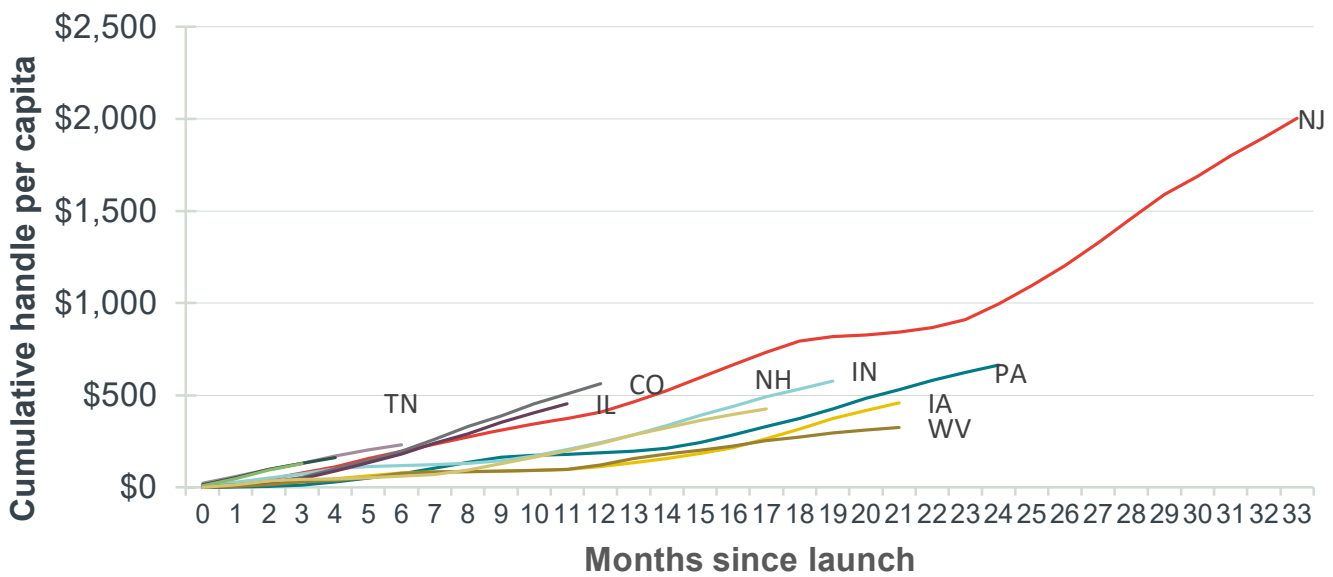
Source: Frontier analysis of data collected from state gaming regulators.

Figure 2 repeats the chart, changing the scales on both the x-axis and y-axis, to allow us to see more clearly how mobile sports wagering handle in different states have evolved since launch. One thing is clear from this chart – there is no clear pattern.

- **The overall level of cumulative handle per adult varies significantly from state to state.** For various reasons, as we will explore later, it took West Virginia, Iowa, Pennsylvania, New Hampshire and Illinois 10 months or more to generate a cumulative handle per adult of over $200; it took Colorado, Illinois, New Jersey, Tennessee, far less time to reach that point (as it will also in Michigan and Virginia).

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[7] Note we have included New Hampshire in this chart since we have detailed data from DraftKings on how the market in New Hampshire has evolved over time that we will refer to later in this report. We do not have similar data for other monopoly operator states of Rhode Island and Oregon, so have not included either here. Separately, we have excluded Nevada from this analysis due to its long history with gaming, and unique position in the landscape of U.S. gambling.

frontier economics

- **The pattern of growth has not been the same across states.** Cumulative handle per adult in New Hampshire was below Iowa, West Virginia and Pennsylvania for the first 7 months since mobile sports wagering launched in the state, but has since overtaken all three.

FIGURE 2   CUMULATIVE MOBILE SPORTS WAGERING HANDLE PER ADULT – BY MONTHS SINCE LAUNCH

Source: Frontier analysis of data collected from state gaming regulators.

This lack of a pattern can similarly be seen when looking at how the cumulative gross gaming revenue ("GGR") per capita has grown over time, state by state. This suggests that those states that have more recently launched (Virginia, Michigan and Tennessee) tend to be generating greater GGR per adult than any other previously legalized state has been able to achieve. We explore the potential reasons for this later in this chapter.

FIGURE 3   CUMULATIVE MOBILE SPORTS WAGERING GGR PER ADULT – BY MONTHS SINCE LAUNCH

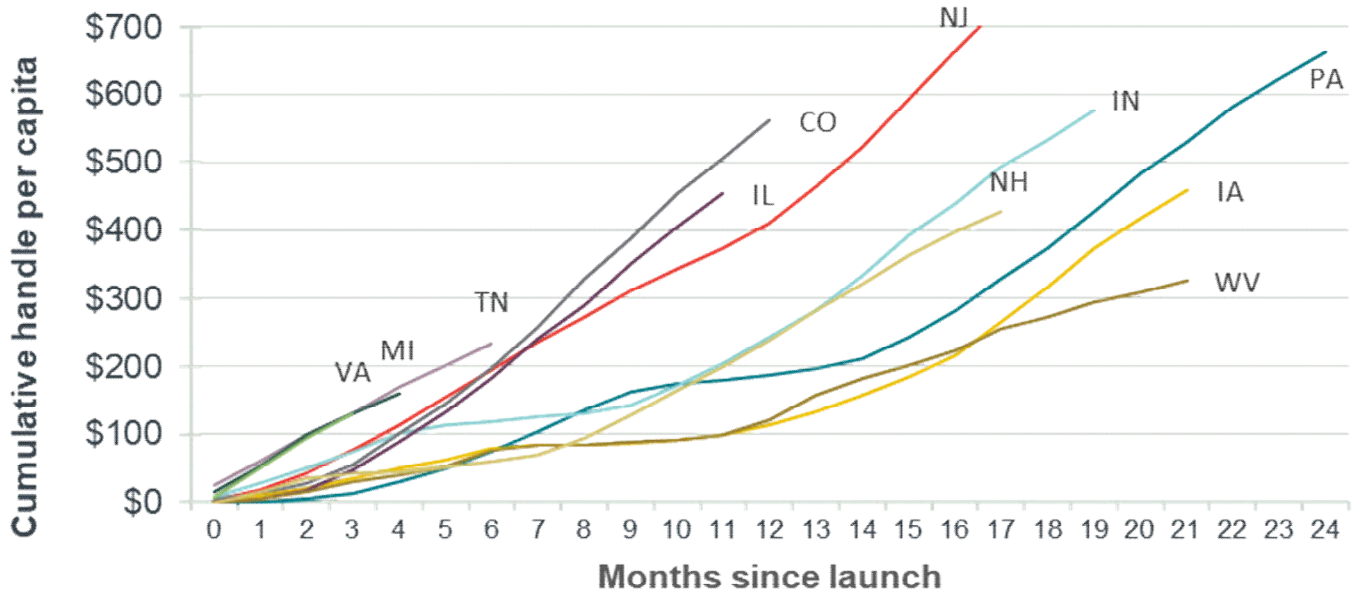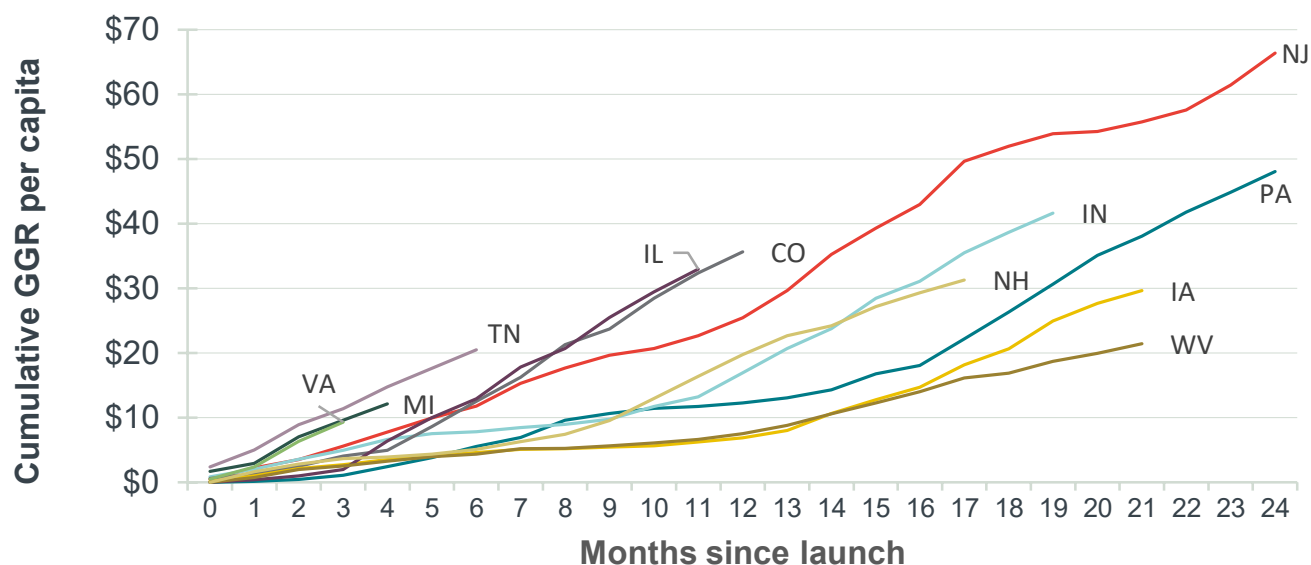*Source: Frontier analysis of data collected from state gaming regulators.*

So, whilst this initial look at the experience of other states can give a newly legalizing state an initial idea of what it may expect mobile sports wagering to deliver in terms of handle or GGR per adult, the range of experiences is too great to take any simple average across previously legalized states at face value, without further analysis, caveat, or adjustment.

2.1.2   EXTERNAL EVENTS EXPLAIN SOME OF THE VARIATION

Covid disrupted the launch and growth of mobile sports wagering in 2020

There was and continues to be a marked and visible effect of Covid on the evolution of mobile sports wagering. And whilst there is evidence that the impact of Covid on mobile sports wagering is becoming less pronounced over time, it will take many years before the full impact of Covid on the development of this market, and many other markets, will be fully known.

In practice, Covid meant the operators' revenues were at their lowest point in April 2020 – at this point in New Jersey (-89%), Pennsylvania (-85%), Indiana (-76%), Iowa (-95%) and West Virginia (-86%), state-wide handle was significantly below where it had been in December 2019, as shown in Figure 4. As live sports restarted, revenues have seen some recovery.

- **MLB:** A shortened 2020 baseball season started again on 23 July 2020, having been postponed from 26 March.

- **NBA:** The NBA suspended the season on 11 March 2020, resuming in some form again on 31 July 2020.

- **NFL:** The NFL was largely insulated from the major effects of Covid, given the timing of the most substantial effects of Covid. However, college football still experienced significant disruption, with many games postponed and cancelled outright.

FIGURE 4   THE EFFECTS OF COVID ON STATE-WIDE HANDLE (INDEXED TO DECEMBER 2019)
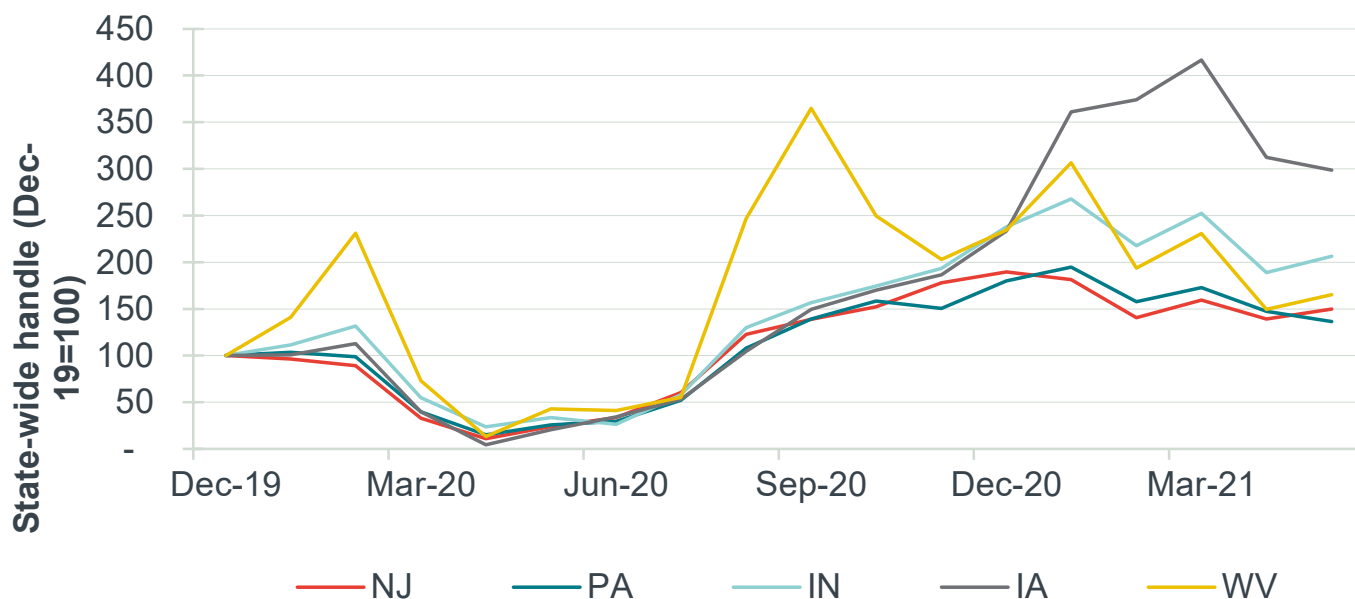
Source: Frontier analysis of data collected from state gaming regulators.

The launch of mobile sports wagering in New York may still be impacted from the lingering effects of Covid. Even with no further major sporting postponements or cancellations, how people choose to spend their leisure time and their incomes may have shifted post-pandemic. However, given that we are at a different stage of the pandemic now, it is possible to identify the periods in which some states may be *more comparable* to the likely evolution of handle and GGR in mobile sports wagering markets.

Table 3 shows for each legalized state so far, the date of opening, and the number of months the market was operating prior to the first significant Covid impact in March 2020.

TABLE 3   MONTHS PRE- OR 'POST'-COVID THAT MAY BE MORE COMPARABLE TO A NEW YORK LAUNCH

STATE	DATE LAUNCHED	COMPLETE MONTHS BEFORE FROM LAUNCH TO MARCH 2020 / FROM JANUARY 2021 TO DATE
New Jersey	Aug-18	19
Pennsylvania	May-19	10
West Virginia	Aug-19	7
Iowa	Aug-19	7
Indiana	Oct-19	5
New Hampshire	Dec-19	3
Colorado	May-20	-
Illinois	Jun-20	-

Tennessee	Nov-20	-
Michigan	Jan-21	6
Virginia	Jan-21	6

Source: Frontier analysis.

Given the substantial effect of Covid on the launch and development of mobile sports wagering across legalized states, we should therefore treat any direct comparisons of how the market will evolve with caution – this is particularly true for comparisons with New Hampshire, Colorado, Illinois, and (to a lesser extent) Tennessee.

2.1.3 REGULATORY CHOICES EXPLAIN SOME OF THE VARIATION BETWEEN STATES

In-person sign up requirements have been (and still are) a barrier to growth in some states

One of the most significant regulatory barriers to the growth and expansion of mobile sports wagering markets has been the requirement to sign up in person at a casino in order to register for mobile sports wagering. There are other regulatory barriers not discussed here – including for example restrictions imposed by certain states on whether customers can wager on college sports (and if so what sort of bets they can place on college sports) – however we believe these to be small in the context of the broader variation across states that have legalized to date.

The three states which have so far imposed in-person sign up requirements are Rhode Island, Iowa and Illinois. In Rhode Island and Iowa, these have been present for substantial periods since launch, thereby meaning these states unlikely to be good comparators for how mobile sports wagering will evolve in New York. Illinois may be a more viable comparator, as its in-person registration requirement was only introduced in April 2021 – however any comparisons based on the growth rates over time in Illinois should still be treated with caution.

- In **Rhode Island,** there was an in-person sign up requirement at launch in November 2018. This requirement was removed in July 2020, 20 months after the initial launch.

- In **Iowa** in-person sign up requirements were only removed in January 2021. As shown below, following the removal of in-person sign-ups, monthly handle per capita went from a previous high of $32 per capita in December 2020, to over $50 per capita in the first three months of 2021. Whilst this may be a continuation of a previous growth trend in Iowa, the evidence suggests that growth may have been further accelerated by the removal of in-person sign up requirements. To put this in further context:

    - ███
      ██████████████████████████████

    - ███
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- In **Illinois**, when launched, customers were required to *"register in person at a sports facility or the designee's facility to participate in sports wagering offered over the Internet or through a mobile*

application.".[8] In June 2020, Governor Pritzker issued an Executive Order suspending the requirement for *"in-person creation of a sports wagering account"*[9] However, on 4 April 2021 an in-person registration requirement for new customer signups was re-introduced and remains in place to date, following Governor Pritzker decision not to renew the previous Executive Order. It is too early to observe what effect this requirement has had on the ongoing growth of handle and GGR in Illinois.

FIGURE 5   MOBILE SPORTS HANDLE PER ADULT – PRE- AND POST-IN PERSON SIGN UP REQUIREMENTS – IOWA
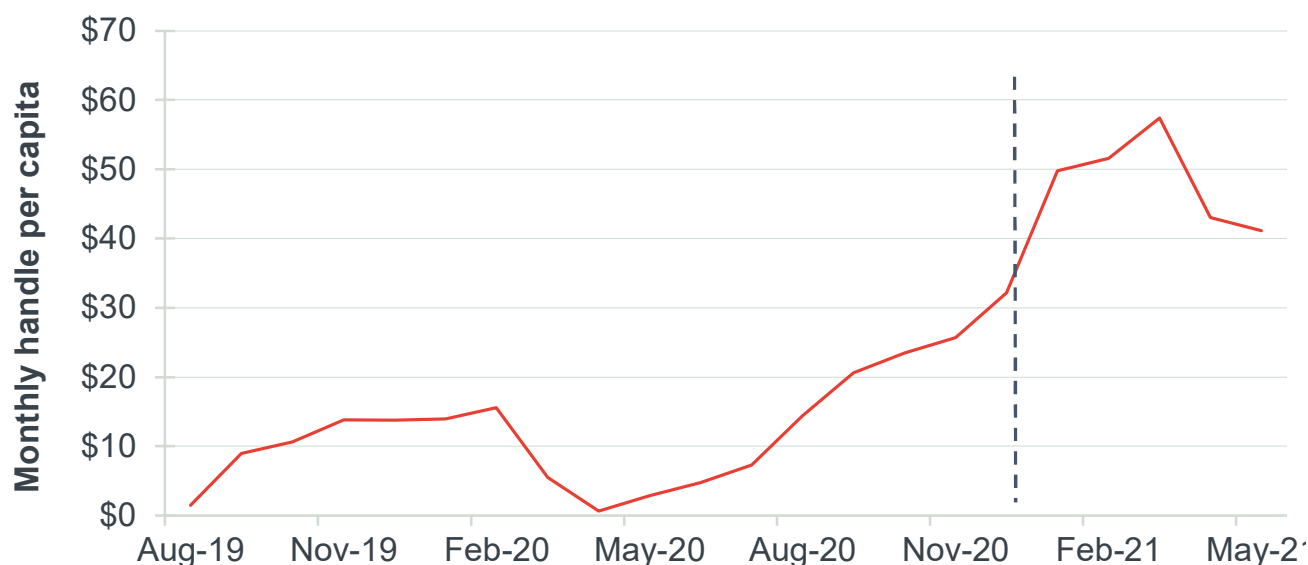
Source: Frontier analysis of data collected from state gaming regulators.

2.2   NEW YORK DIFFERS TO OTHER STATES WHERE MOBILE SPORTS WAGERING HAS BEEN LEGALIZED IN SEVERAL KEY DIMENSIONS

There are several key demographic characteristics which explain the differences in mobile sports wagering across states. We set these out below, detailing how they differ for New York compared to other states and the U.S. as a whole.

We use the relative differences between these key characteristics when comparing New York with other states. As is shown in later sections, the combination of these characteristics suggest New York state will be able to grow the mobile sports wagering market faster than any previously legalized state.

New York is the U.S.'s 4th largest state by adult population with approximately 15.4 million adult residents.[10] However, as we will go on to show, it differs from other states for reasons other than size. In particular, it has:

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[8] https://www.ilga.gov/legislation/ilcs/ilcs5.asp?ActID=3996&ChapterID=25)

[9] https://www2.illinois.gov/Pages/Executive-Orders/ExecutiveOrder2020-41.aspx

[10] U.S. Census Bureau population projections data for 2019.

- a relatively young, affluent and educated population;

- sports teams that have relatively higher viewership;

- a large non-resident population which commutes in for work;

- a significant number of tourists which visit New York each year; and

- higher pre-disposition to use mobile sports wagering.

The combined effect of these factors suggests that per-capita spend on mobile sports wagering is likely to be higher than in other states that have legalized to date. These characteristics are summarized below, and explored further in the following sections.

TABLE 4   SUMMARY DEMOGRAPHIC CHARACTERISTICS OF U.S. VS NEW YORK POPULATION

	U.S. AVERAGE	NEW YORK AVERAGE
% population in 20-44 age bracket	33.3%	42.6%
% of 25+ year olds holding a bachelor's degree or higher	35%	37%
Median household income	$68,703	$72,108
Sports team viewership (location of teams) – millions, controlling for game characteristics	10.11	11.84
Out-of-state commuters	estimated around 241,000[11]	530,000
DFS registered / active users per 1,000 population	████████ ██████ ████████ ██████	███████ ██████ ████████ ██████

Source: Frontier analysis.

2.2.1   NEW YORKERS ARE RELATIVELY YOUNGER THAN THE POPULATION IN PREVIOUSLY LEGALIZED STATES

New York State residents are relatively younger than the U.S. average and similar to states which have legalized mobile sports wagering to date, as shown in Table 5. Of the multi-operator states that have legalized mobile sports wagering so far, New York has the third highest share of population aged between 20 and 44.

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[11] Note: We have estimated this by assuming that the 9.8% of workers that travel more than an hour to get to work will be those that cross a state line. This is a crude measure and will include certain people who commute an hour or more but don't cross a state line. This overestimation is attenuated by the fact that certain people who travel less than an hour cross a state line. Evidence suggests that the NY-NJ-PA metro area has the highest percentage of commuters that travel more than 60 minutes at 22.7 percent. https://www2.census.gov/programs-surveys/commuting/guidance/acs-1yr/DY2019-Percent-60-or-more-minutes.pdf https://www.census.gov/content/dam/Census/library/publications/2021/acs/acs-47.pdf

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FIGURE 6   SHARE OF STATE RESIDENT POPULATION (2019) AGED 20-44 IN SELECTED STATES

Source: Frontier analysis of U.S. Census Bureau population projections data for 2019

Note: Data includes the following states apart from New York which have legalized mobile sports wagering: New Hampshire, Delaware, Michigan, Pennsylvania, West Virginia, Montana, Iowa, Tennessee, Arkansas, Indiana, Mississippi, New Jersey, Illinois, Virginia, Oregon, Nevada and Colorado

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2.2.2 NEW YORK STATE HAS A SIGNIFICANT NUMBER OF PROFESSIONAL SPORTS TEAM WITH A RELATIVELY HIGH VIEWERSHIP RELATIVE TO PREVIOUSLY LEGALIZED STATES

New York State is home to many professional sports teams, and shares a fan base with teams located in New Jersey, including 2 NBA teams, 2 MLB teams, 3 NFL teams, 2 MLS teams and 4 NHL teams.

To estimate incremental sports viewership in New York, we have carried out a regression analysis based on national viewership from 1,824 games across the MLB, NBA, NFL, and NHL between 2002 and 2014, building on a previously collected dataset, that suggests that a game featuring a New York based team has an estimated 23% more viewers (or 2.2m) relative to games with no New York based teams.[13]

Our regression controls for the population of the home and away team, each games' time, specifically whether it is outside of prime-time or on the weekend, and the round the game is in (e.g., whether it is the regular season or the final game of the season) for each league. We find that the difference in viewership is highly statistically significant, meaning we have high confidence that New York teams are watched more than non-New York teams.

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[13] Frontier analysis of data from Pagels, J. (2018). "Competition between sports hurts TV ratings: How to shift league calendars to optimize viewership." Journal of Sports Analytics, 4(3), 193-199.

FIGURE 7 AVERAGE VIEWERSHIP (MILLIONS) PER GAME FOR NEW YORK TEAMS RELATIVE TO NON-NEW YORK TEAMS

Source: Frontier analysis of data from Pagels, J. (2018). Competition between sports hurts TV ratings: How to shift league calendars to optimize viewership. Journal of Sports Analytics, 4(3), 193-199.

Note: Estimates come from the following linear regression: $viewership_i = \alpha + \beta\ New\ York\ Team_i + \delta_1 weekend\ game_i + \delta_2 hours\ away\ from\ prime\ time_i + \delta_3 away\ team\ population_i + \delta_4 home\ population_i + \delta_5 round\ of\ game\ in\ a\ certain\ league_i + \epsilon\_i$ where i is an individual game. The figure represented predicted viewership assuming all variables are at their mean value and the β coefficient is added to viewership for New York teams. Errors bars represented. New York Team coefficient is statistically significant to 1% significance level

Clearly, not *all* viewers of New York teams live in New York State. However, as shown in Figure 8, there is evidence that New York teams tend to have supporters which are *mostly* residing in New York State. For New York NFL teams, whilst there are some counties that border New York State in which favorite team is the New York Giants, the vast majority of zip codes in which the New York Giants and Buffalo Bills are favored are in New York State.

Similarly, Figure 9 shows that New York based MLB teams tend to have most of their fans based in New York. Whilst there is evidence of the New York Yankees being a team liked nationwide, the data shows that residents in New York state are three times more likely to support the Yankees than in other areas in which the Yankees are the most viewed team.

FIGURE 8   MOST FAVORED NFL TEAM BY COUNTY ACROSS THE UNITED STATES (2014)

Note: The map shows the most popular team within a county. New York teams featured on the map are the Bills and Giants, which exclusively cover New York State. The Jets, the third New York NFL team, don't feature anywhere. Statistics based on the geographical distribution of users who "liked" the team's page on Facebook. This image does not reflect the change of name of the Washington Football Team, which was previously known as the Washington Redskins.

FIGURE 9   MOST FAVORED MLB TEAM BY COUNTY ACROSS THE UNITED STATES (2014)

Source: The New York Time referencing Facebook data - https://www.nytimes.com/interactive/2014/04/23/upshot/24-upshot-baseball.html?abt=0002&abg=1

Note: The map shows the most popular team within a county. New York teams featured on the map are the Yankess, which cover New York State and dome parts of Virginia, New Mexico, Utah and Louisiana. The Mets, the second New York MLB team, don't feature anywhere. Statistics based on the geographical distribution of users who "liked" the team's page on Facebook. Darker shades represent relatively more fans of a certain team.

2.2.3   NEW YORK HAS A SIZEABLE DFS CUSTOMER BASE RELATIVE TO THE US, TO WHICH MOBILE SPORTS WAGERING PRODUCTS CAN BE CROSS SOLD

There is significant overlap between the DFS customer base and the mobile sports wagering customer base.

FanDuel and DraftKings are the undisputed leaders in DFS nationwide – and both have hundreds of thousands of registered DFS users in their customer databases. BetMGM's partnership with Yahoo Sports, and Bally's Corporation's recent acquisition of the third largest DFS operator Monkey Knife Fight also give them a significant and growing DFS customer base to target.

Based on evidence from FanDuel and from DraftKings, we show that New Yorkers are more likely to be active or registered DFS users than the wider population.

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2.2.4 NEW YORK BENEFITS FROM A LARGE AND MORE AFFLUENT COMMUTER POPULATION

New York mobile sports wagering will benefit from a large and affluent commuter population

There are hundreds of thousands of adults that commute into New York State daily. An estimated 530,000 non-New York State residents commuted into New York City in 2017, from both New Jersey, Connecticut and elsewhere in the U.S.[17]

The makeup of those that commute into New York to work is relatively affluent, compared to those living and working in New York State. Commuters from New Jersey and Connecticut into New York City tend to be much more affluent than residents. As shown in Figure 11, the share of commuters earning a salary of more than $100,000 was 36% for inner New Jersey, 50% for outer New Jersey and 52% for Connecticut – compared to New York city residents where just 15% earned $100,000 or more.

New Jersey residents make up an estimated 80% of commuters into New York City. Because mobile sports wagering is legal in New Jersey, commuters which are mobile sports wagering users will already have access to the FanDuel and DraftKings apps. Therefore, they will face very low barriers to placing a bet in New York should they choose to do so when in New York State.
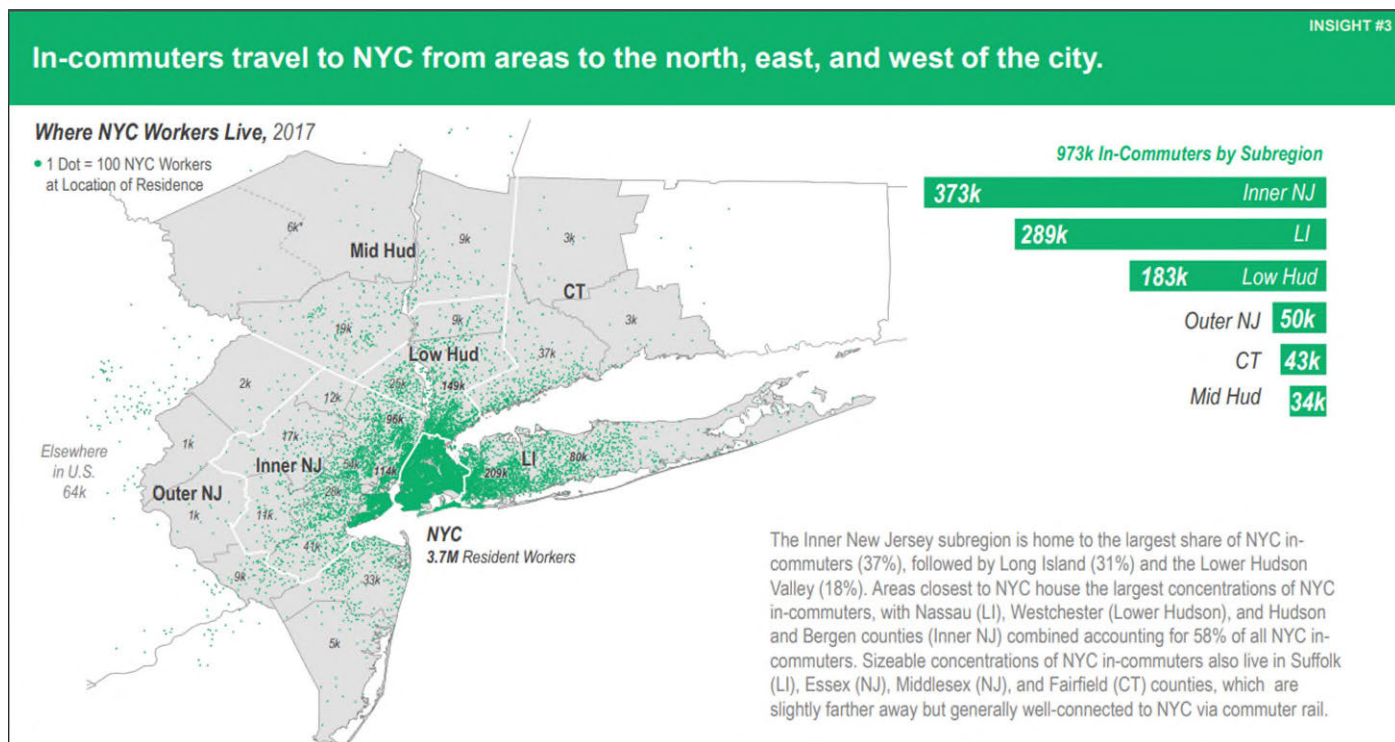
There are many games that commuters could place bets on whilst in the state during working hours and at events after work during the weekday.

53% of MLB, NHL, NFL and MLB games are played on a weekday, of which 8.78% played before 7pm and an estimated 3.7% played before 5pm[18]. Therefore, commuters into New York will be present when sports games are being played.

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[17] https://www1 nyc.gov/assets/planning/download/pdf/planning-level/housing-economy/nyc-ins-and-out-of-commuting.pdf
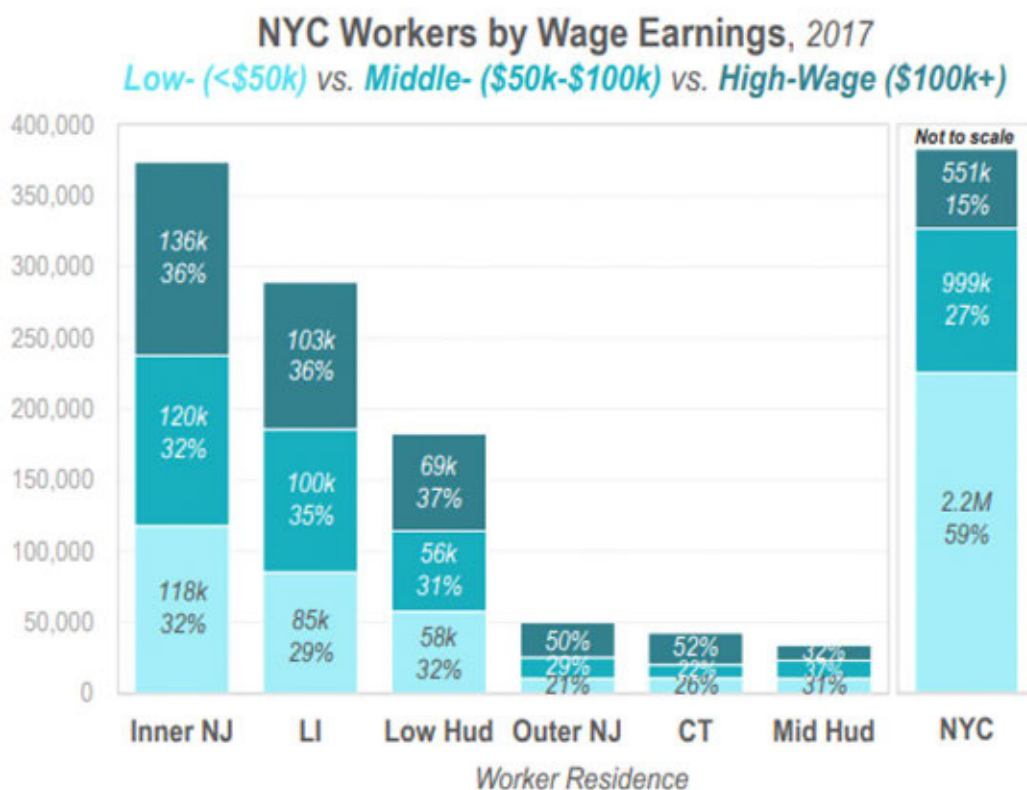
[18] Frontier analysis of data from Pagels, J. (2018). Competition between sports hurts TV ratings: How to shift league calendars to optimize viewership. Journal of Sports Analytics, 4(3), 193-199.

FIGURE 10   IN-COMMUTERS INTO NEW YORK CITY BY STATE

Source: NYC DOT https://www1.nyc.gov/assets/planning/download/pdf/planning-level/housing-economy/nyc-ins-and-out-of-commuting.pdf

FIGURE 11   NEW YORK CITY IN-COMMUTERS BY WAGE EARNINGS

NYC Workers by Wage Earnings, *2017*
Low- (<$50k) vs. Middle- ($50k-$100k) vs. High-Wage ($100k+)

Source: NYC DOT https://www1.nyc.gov/assets/planning/download/pdf/planning-level/housing-economy/nyc-ins-and-out-of-commuting.pdf

2.2.5   NEW YORKERS ON AVERAGE HAVE MORE TO SPEND AND ARE BETTER EDUCATED THAN THE POPULATION IN PREVIOUSLY LEGALIZED STATES

New Yorkers earn (and spend) more money than the average American. Median household income in New York is above that in most previously legalized states (Pennsylvania, West Virginia, Iowa, Indiana, Illinois, Tennessee and Michigan), and only below three (New Jersey, Colorado and Virginia) as shown in Table 10.

This means New York is more closely aligned to a typical mobile sports wagering customer base. For example, the Fantasy Sports & Gaming Association report that an estimated 45% of sports bettors were making more than $75,000 per year, compared to an average national of 34%.[19]

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[19] https://tuhefsga.org/industry-demographics/

TABLE 10   NEW YORK INCOMES VS. PREVIOUSLY LEGALIZED (MULTI-OPERATOR) STATES

STATE	DATE LAUNCHED	MEDIAN HOUSEHOLD INCOME	% DIFFERENCE TO NEW YORK (MEDIAN INCOME)
New York		$68,486	
New Jersey	Aug-18	$82,545	+21%
Pennsylvania	May-19	$61,744	-10%
West Virginia	Aug-19	$46,711	-32%
Iowa	Aug-19	$60,523	-12%
Indiana	Oct-19	$56,303	-18%
Colorado	May-20	$72,331	+6%
Illinois	Jun-20	$65,886	-4%
Tennessee	Nov-20	$53,320	-22%
Michigan	Jan-21	$57,144	-17%
Virginia	Jan-21	$74,222	+8%

Source: Frontier analysis of median household incomes by state, taken from U.S. Census Bureau, 2015-2019 American Community Survey 5-Year Estimates.

FIGURE 12 MEDIAN HOUSEHOLD INCOME IN SELECTED STATES
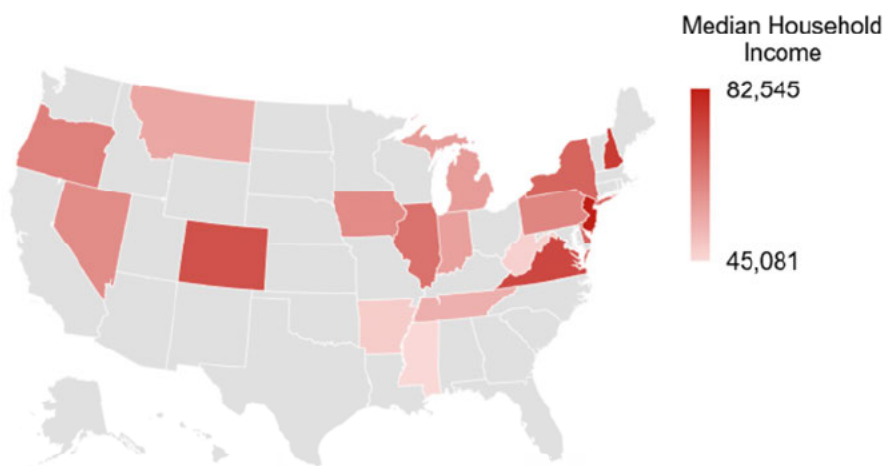
Source: U.S. Census Bureau, 2015-2019 American Community Survey 5-Year Estimates

New Yorkers not only have more income, but spend more. Average U.S. expenditure after housing costs is $45,766[20] for New York State, 8% higher than the nationwide average of $42,357.[21]

Similarly, it appears that both New Yorkers and sports bettors are generally well educated. A recent Morgan Stanley research note reported that (based on a March 2021 survey of frequent sports bettors) 66% of the 114 respondents had a bachelor's degree or higher. This is again higher than the national average of 37%.[22]

Compared to states that have previously legalized mobile sports wagering, the New York population is also relatively well-educated. 37% of 25+ year olds in New York hold a bachelor's degree or higher – the only previously legalized states with more than this are New Jersey, Colorado and Virginia.

TABLE 11   NEW YORK EDUCATION LEVELS VS. PREVIOUSLY LEGALIZED (MULTI-OPERATOR) STATES

STATE	DATE LAUNCHED	% OF THE ADULT POPULATION WITH AT LEAST A BACHELOR'S DEGREE	% DIFFERENCE TO NEW YORK (PERCENTAGE POINTS
New York		37%	
New Jersey	Aug-18	40%	+3%
Pennsylvania	May-19	31%	-6%
West Virginia	Aug-19	21%	-16%
Iowa	Aug-19	29%	-8%
Indiana	Oct-19	27%	-10%
Colorado	May-20	41%	+4%
Illinois	Jun-20	35%	-2%
Tennessee	Nov-20	27%	-10%
Michigan	Jan-21	29%	-8%
Virginia	Jan-21	39%	+2%

Source: https://worldpopulationreview.com/state-rankings/educational-attainment-by-state

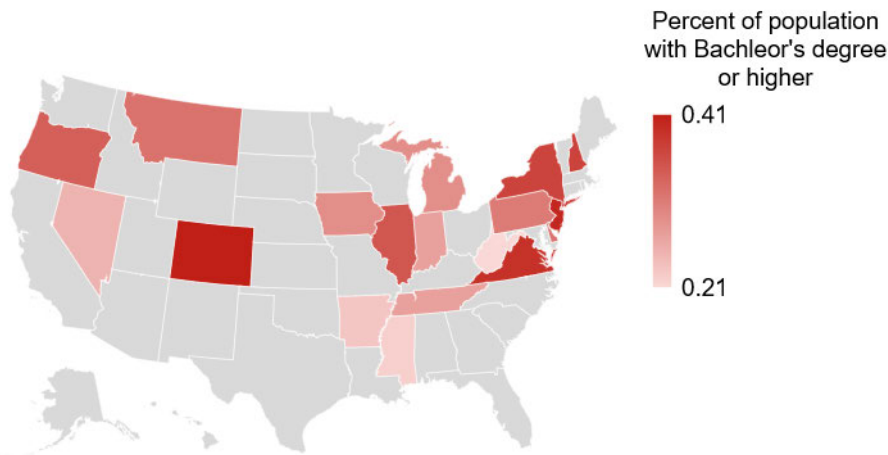**FIGURE 13 SHARE OF STATE RESIDENT POPULATION (2019) WITH AT LEAST A BACHELOR'S DEGREE IN SELECTED STATES**

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[20] https://www.bls.gov/cex/2019/msas/norteast.pdf

[21] https://www.bls.gov/cex/tables/calendar-year/mean-item-share-average-standard-error/cu-income-before-taxes-2019.pdf

[22] Morgan Stanley Research Note, July 13 2021.

2.2.6 NEW YORK BENEFITS FROM A SIGNIFICANT NUMBER OF OUT OF STATE TOURISTS WHICH SPEND SIGNIFICANT AMOUNTS ON MOBILE SPORTS WAGERING

New York state also benefits from a significant number of tourists from other U.S. states. In 2019, there were around 50 million domestic visitors to New York City, 18 million of which were from U.S. states other than New Jersey, Pennsylvania, Connecticut and Massachusetts. Of the 32 million domestic visitors into New York City from New Jersey, Pennsylvania, Connecticut and Massachusetts, we expect around 31.5 million to be tourists, with 500,000 of those being commuters as stated above. Therefore, there are almost as many people visiting New York State as New York State's resident population.

FIGURE 14   TOURIST VISITORS TO NEW YORK CITY BY YEAR

New York tourists further add to the potential size of the mobile sports wagering market
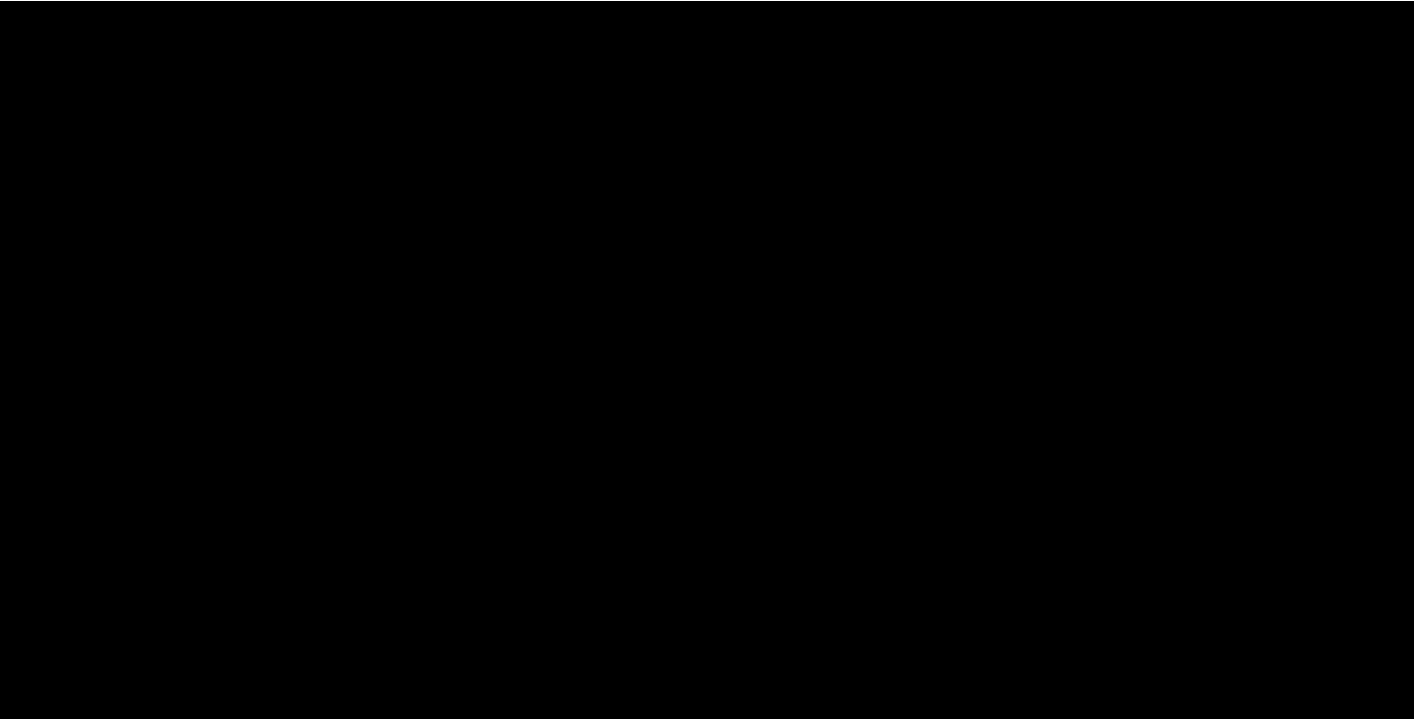
Visitors spend a significant amount of money in New York state, with each leisure visitor spending $492 per trip, with business visitors spending $860 per trip.[23]

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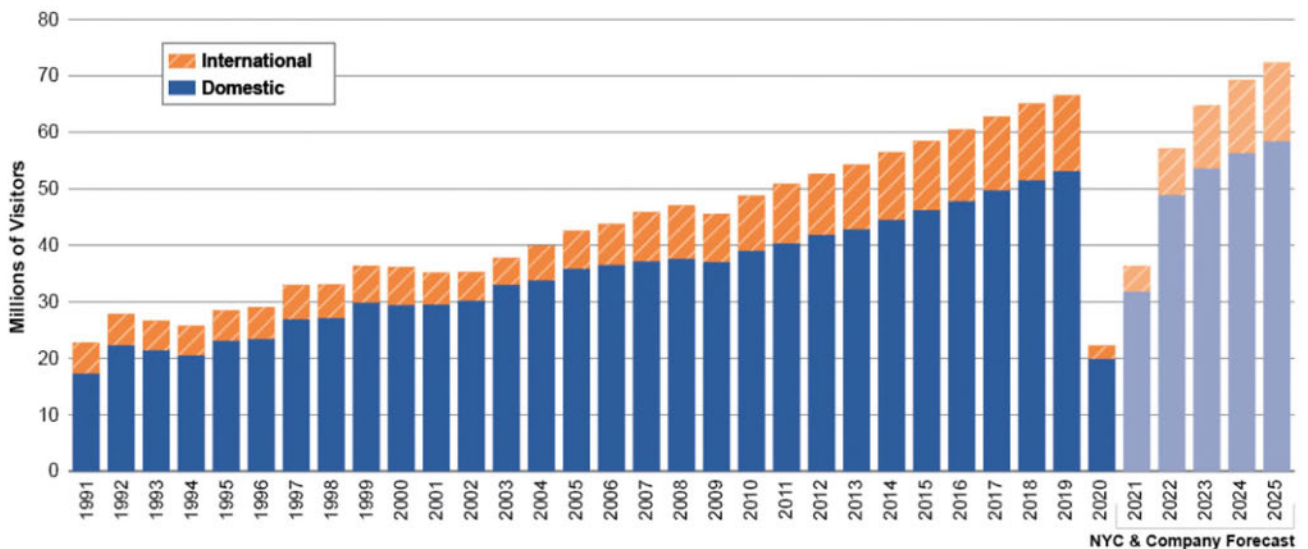
[23] https://www.osc.state ny.us/reports/osdc/tourism-industry-new-york-city#:~:text=Highlights,from%2066.6%20million%20in%202019).&text=Tourism%20accounts%20for%207.2%20percent,percent%20of%20private%20sector%20wages.

2.2.7 NEW YORKERS WAGERING CROSS-BORDER IN NEW JERSEY MAY RETURN, BUT NEW YORK WILL NOT BENEFIT FROM THE SAME CROSS-BORDER MOBILE SPORTS WAGERING UPLIFT AS OTHER STATES

New York borders three states in which mobile sports wagering has not yet been permitted: Vermont, Massachusetts and Connecticut. However, there are only 0.9m people in these states living within an hour of New York's border. Furthermore, Connecticut is currently well advanced on the path to legalizing mobile sports wagering, and Massachusetts looks set to follow shortly.

Therefore, given the size of the resident New York population compared to neighboring states, this will be a **disadvantage** for New York *in relative terms* compared to previously legalized states (such as New Hampshire and New Jersey) where the cross-border overlap with non-legalized states was substantial.

To scale the size and importance of the overlap with different states, we used Zip Code data and U.S. 2020 Census for Population data to calculate the number of people who live in an un-legalized sports betting state within a 30-minute drive of a legalized state's border.

TABLE 13   POPULATION LIVING WITHIN 30 MINUTES OF THE STATE BORDER IN UN-LEGALIZED STATES

STATE	BORDERING STATES WHERE ONLINE SPORTS BETTING IS PROHIBITEDO	POPULATION LIVING LESS THAN A 30 MINUTE HOUR DRIVE FROM THE BORDER IN UN-LEGALIZED STATES...	...AS A % OF STATE POPULATION
New York	Vermont, Massachusetts, Connecticut	0.9m	4%
New Hampshire	Maine, Vermont, Massachusetts	1.2m	90%
Oregon	California, Washington, Idaho	0.5m	14%
Michigan	Wisconsin, Ohio	0.6m	6%
Illinois	Wisconsin, Missouri, Kentucky	2.0m	16%
Pennsylvania	Ohio, Maryland, New York, Delaware	2.0m	16%
New Jersey	New York, Maryland	9.3m	106%
Virginia	North Carolina, Kentucky	1.7m	21%
West Virginia	Kentucky, Ohio, Maryland	0.7m	40%
Iowa	South Dakota, Minnesota, Wisconsin, Missouri, Nebraska	1.1m	37%
Indiana	Kentucky, Ohio	1.8m	28%
Tennessee	Kentucky, North Carolina, Georgia, Alabama, Mississippi, Arkansas, Missouri	1.2m	18%

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| Colorado | Arizona, Utah, Wyoming, Nebraska, Kansas, Oklahoma, New Mexico | 0.1m | 2% |

FIGURE 15   RESIDENTS IN NEIGHBORING STATES WHICH HAVE NOT LEGALIZED MOBILE SPORTS BETTING WITHIN 30 MINUTES (RED) AND 1 HOUR (BLUE) DRIVETIME FROM NEW YORK STATE BORDER
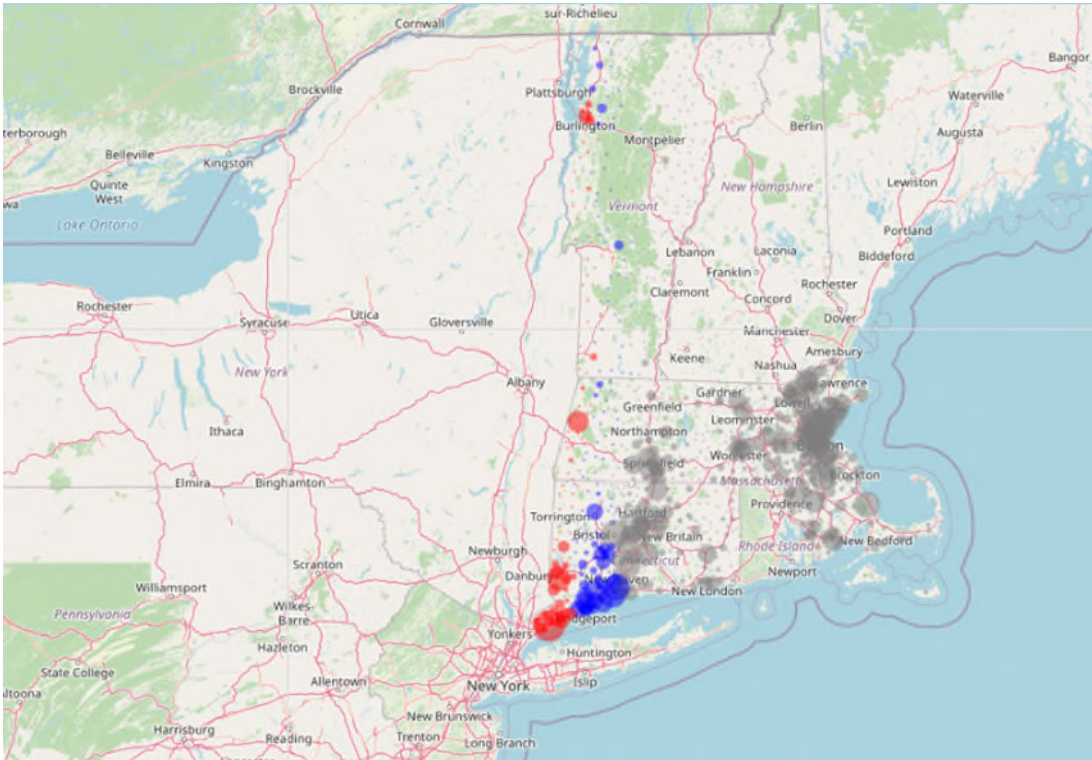
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2.3 MOBILE SPORTS WAGERING IN NEW YORK IS SET TO BE FAR BIGGER THAN OTHER STATES THAT HAVE COME BEFORE

The right conditions are all in place for the New York mobile sports wagering market to grow further and faster than any previously legalized state.

- **The promotional and marketing** of the operators in this Application has been growing effectively newly legalized markets more and more with each successive launch. Bally's significantly extended and strengthened their marketing reach through their partnership with Sinclair Media will also allow for effective and widespread targeting of potential sports bettors at launch in New York. **(Section 2.3.1)**

- **High revenues per user** in New York can be sustained, given the relative affluence of the population. **(Section 2.3.2)**

- **The demographics of New York state** will drive user number upwards relative to all other multi-operator states that have come before. **(Section 2.3.3)**

We compare New York to all previously legalized states across the key demographic dimensions listed above. This allows us to estimate the mobile sports wagering market size. Specifically, we do this by multiplying the number of active users by how much gross gaming revenue (GGR) each user generates. For users and GGR per user, we use the values seen in all other legalized states and uplift them based on the key demographic characteristics we specify in the section above.

Our projections show that the New York market, even based on a conservative central case estimate, could reasonably be expected to deliver $585 in the year of launch, rising to $1.35bn in Year 3, and $1.75bn as the market nears maturity by Year 5. **(Section 2.3.4)**

2.3.1 HEAVY PROMOTIONAL AND MARKETING ACTIVITY BY OPERATORS CONTINUES TO GROW HANDLE POST-LAUNCH FASTER IN MORE RECENTLY LEGALIZED STATES

We have already seen in Figure 4 the impact that Covid has had on recently legalized mobile sports wagering in the U.S. However, even after controlling for Covid, we have seen changes in the growth rate and pattern of how handle and GGR develops over time – states that legalized later appear to be growing at a faster rate than we observed in states that legalized earlier.

Specifically, three newly legalized states (Virginia, Michigan and Tennessee) have so far gone further and faster than any previous state in terms of their handle achieved per capita since launch. Illinois and Colorado, both launching in mid-2020 are also trending ahead of states which legalized far earlier.

To account for the impact of Covid, below we plot monthly handle per capita in the first four months since launch in three new states (Virginia, Michigan and Tennessee) and three states that launched pre-Covid (West Virginia, New Jersey and Pennsylvania). Figure 16 confirms that the three newer states are generating around $30-$45 of handle per adult consistently by month two – and more than New Jersey, Pennsylvania and West Virginia were able to deliver.

FIGURE 16   HANDLE PER CAPITA – FIRST FOUR MONTHS – NEWLY LEGALIZED VS. OLDER STATES
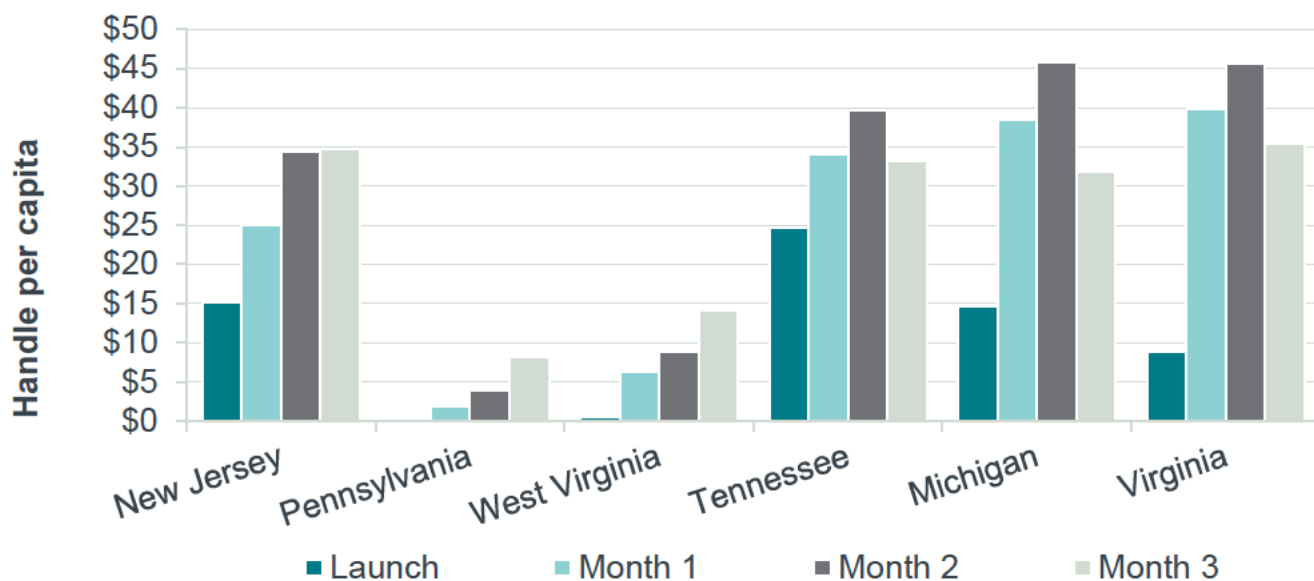
Source: Frontier analysis of data collected from state gaming regulators.

Whilst this is only based on the first four months of data, where handle typically fluctuates, it does still merit further investigation using data from the operators in this application. Below, we look at how promotional or marketing activity relates to the strong performance so far in Michigan, Virginia and Tennessee.

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2.3.2   HIGH INCOMES IN NEW YORK WILL HELP SUSTAIN HIGH GGR PER USER

Gross gaming revenues per monthly active user fluctuate over time, and across states. Mechanically, they are a function of (i) the average bet size; (ii) the frequency with which those bets are placed; and (iii) the share of those bets not returned as winnings by the operator or operators taking those bets (i.e., the hold percentages). As with the number of active users, evidence from the operators in this Application has shown that all of these factors vary over time, and across states.

Hold percentages are volatile, and can create large swings in average gross gaming revenues per monthly active user

Most of the variation in gross gaming revenue per user is driven by fluctuations in hold percentages. Monthly hold percentages across U.S. states that have legalized to date are volatile. This is driven by several factors, including (i) chance outcomes of certain high-profile events; (ii) the overall level of competition in the market; (iii) specific odds boosts which an operator may be offering; and (iv) regulatory

restrictions (e.g., in Tennessee).[24] We consider in detail later in this report how differences in market structure and the nature of competition can affect key variables such as the hold percentage. We do not explore these competitive dynamics that drive hold percentages from month to month here – instead we address this question in section 3. For the remainder of this section therefore we focus on the drivers of _handle per user_.

It is bet _sizes_ rather than the frequency of bets that drives variation in handle per user across states

Based on evidence from the operators we show that there are some systematic differences in the handle per active user per month across states. Our analysis below helps understand what is driving this variation.[25] We show that it is not the average number of bets placed per user that is the key driver of the variation across states – it is differences the _average bet size_ across states that vary.

When adjusted proportionally for differences in median household income across states, bet sizes become far more equal. This lends empirical support to our approach in New York of adjusting average revenues per user in New York to reflect the relative affluence of customers in the state.

It should be noted that by adjusting bet size based on median household income is making another implicit assumption. Specifically, it assumes that all households, regardless of their income, spend the _same proportion_ of that income on mobile sports gaming. As economists, we would describe this as having an income elasticity of demand of 1.

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TABLE 17   ██

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Average handle per user does not vary systematically based on the number of months since launch

As shown in the previous section, there does not appear to be a systematic upwards or downwards trend over time in average handle per user as markets develop and mature. We confirm this based on evidence from FanDuel and DraftKings.

Based on this evidence, we do not believe that it is appropriate to adjust the average revenue per user over time in our modelling of the New York market (other than to reflect general inflation over time).

Figure 17 and Figure 18 show the two-year trends in handle per active user in New Jersey, Pennsylvania, West Virginia and Indiana for both FanDuel and DraftKings – four states with a long history where it is possible to observe movements in average handle per user as markets mature. The lack of a systematic pattern as markets mature gives us no reason to adjust average handle per user as the market matures in New York.

FIGURE 17

FIGURE 18 ███
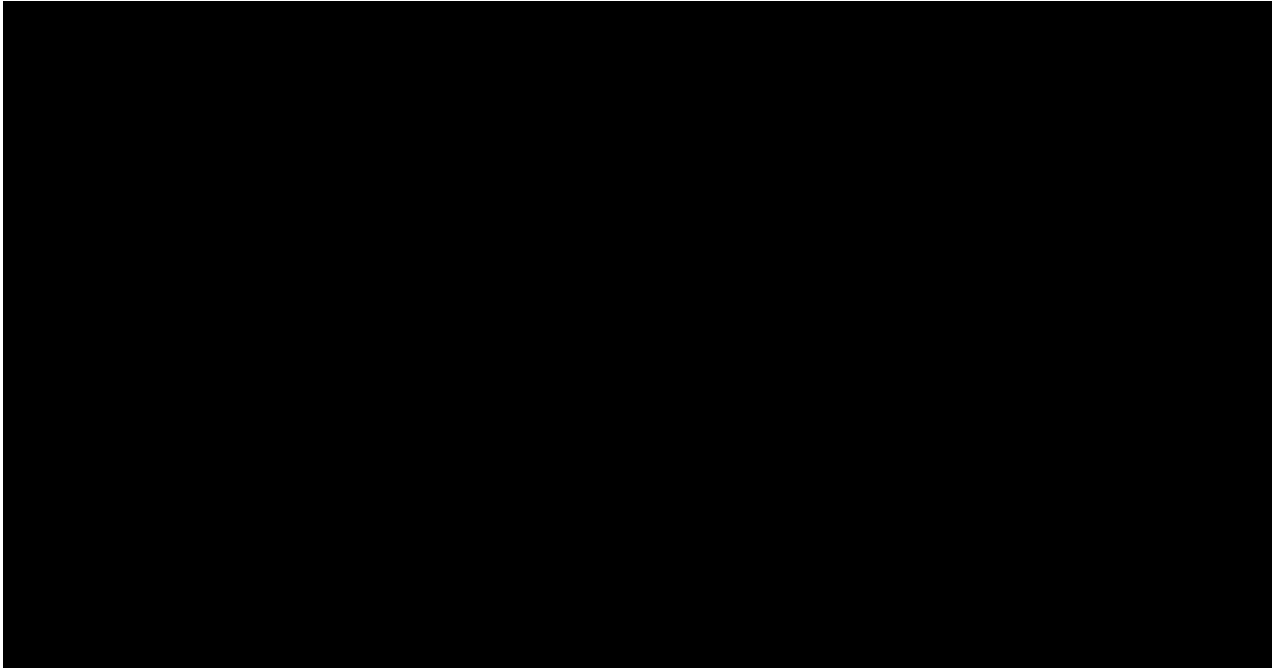
Average handle per user does not vary seasonally

We also used data from operators in this Application to consider whether further adjustments to average handle per user were necessary to account for seasonal fluctuations.

The evidence from both FanDuel and DraftKings confirms that these seasonal effects, whilst they do affect the number of users betting, do **_not_** appear to be a big driver of the *average handle per user* for those who are betting.

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Therefore, we do not account for differences in the calendar month when undertaking state-by-state comparisons.

We quantify gross gaming revenues per user based on our analysis of DraftKings and FanDuel data

Based on the analysis and evidence above, we have taken the following, evidence-based approach to estimate a path for monthly revenues per active user in New York. In particular, our preferred approach takes the following steps.

- First, we remove the major effects of Covid from state-level data, by excluding any month between March and July 2021 inclusive from our data.

- Second, we calculate an average handle per user, based on a state-level average of monthly handle per active user since liberalisation. This implicitly assumes that handle per user varies across states, but does not vary within a state as markets mature.

- Third, we adjust handle per users to reflect differences in household incomes across states, relative to New York. This adjusts estimates of handle per user across all states to a more 'New-York equivalized' average handle per user. This approach assumes that increases in household income have a similar relative effect on handle, meaning that the share of income spent on mobile sports wagering is the same across all states.

- Fourth, to account for further differences between states, we present two averaging options based on these 'New-York equivalized' average handle per user estimates: (i) a simple average across states; and (ii) a weighted average that has the effect of valuing the experience of larger states, or those that have been open for longer more highly.

- Fifth, we multiply this simple average handle per user by an assumed hold percentage of 8% initially to arrive at a GGR per active user in New York.

- Sixth, we take the mid-point of the estimates calculated using this approach from both FanDuel and DraftKings, to arrive at a central case estimate for GGR per active user.

It should be noted that these estimates of average revenues per active user are (i) sensitive; and (ii) specific to FanDuel and DraftKings. Since users 'multi-home', splitting their wallets between many operators in different proportions, the average revenue per user for larger operators such as FanDuel and DraftKings may be considerably different from the average revenue per user for an operator that is not typically a customer's preferred wagering operator.[26]

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2.3.3 NEW YORK WILL EXPERIENCE AN UPLIFT IN USER NUMBERS RELATIVE TO OTHER STATES

The ability of operators to attract and retain customers has varied over time and across states. Much of this is a function of the choices made by operators themselves in terms of how much they choose to spend in attracting these customers (discussed further in section 3). However, some variation can be attributed either to the characteristics of the state (e.g., geography and population demographics); the regulatory environment; or the evolution of the mobile sports wagering customer base over time. We discuss these external factors and apply these adjustments to the state of New York below.

To estimate the number of active users in New York, relative to other states, we have undertaken several steps.

Step 1: Take the number of monthly FanDuel and DraftKings active users across ten previously legalized multi-operator states.

Figure 19 and Figure 20 below show separately for DraftKings and FanDuel the total number of active users, by month since launch, across states that have legalized to date.

We observe two things:

- **States that legalized earlier, such as New Jersey and Pennsylvania, have grown more slowly and steadily.** Newer states such as Virginia and Michigan have grown much more quickly in terms of cumulative active users. There is some evidence that this rapid growth in newly legalized states is starting to tail off, but it is too early to tell.

- **There are significant variations in user numbers across states.** At month 10, some states, such as Illinois have almost double the amount of cumulative active users per population as others, such as Indiana. There are significant differences between states that are not explained by time since legalization or the general size of the adult population.

FIGURE 19 ███
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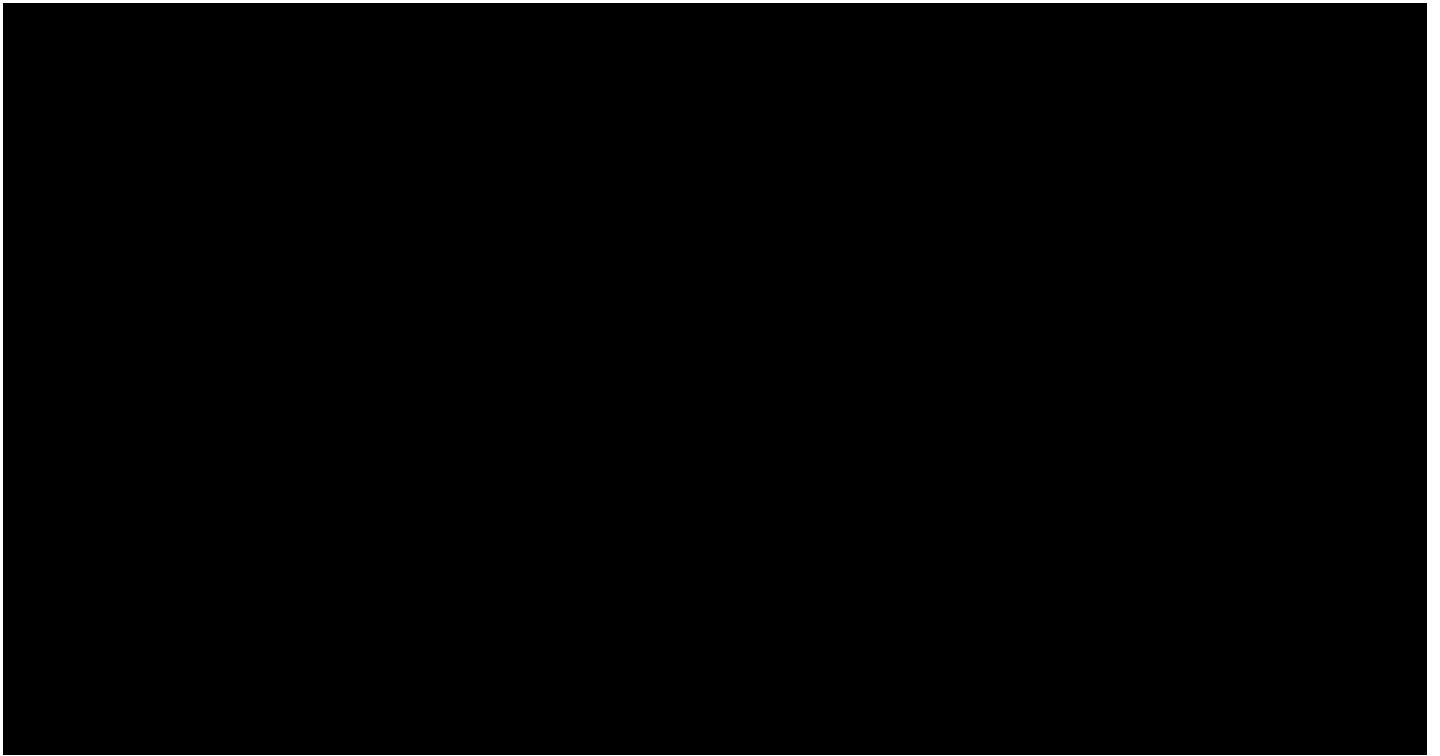
FIGURE 20

Step 2: Adjust for market shares

Next, we scale up DraftKings and FanDuel users by their market shares in each state, in each month. It should be noted that this *__will not__* allow us to estimate the total number of unique users in the state each month (due to the likely 'multi-homing' between FanDuel and DraftKings users).

This therefore results in an over-estimate of the number of unique users. However, since we later use actual FanDuel and DraftKings average handle per user, this multi-homing effect is balanced out later in our approach.

As such, scaling up FanDuel and DraftKings user numbers using market share based on handle remains a necessary approach to allow us to understand the likely market dynamics for user numbers in New York. To account for the small differences in doing this by using FanDuel vs. DraftKings numbers (both give very similar results), we average the market estimates using FanDuel and DraftKings data for each month across all states.

Step 3: Adjust for Covid, by excluding the months between March 2020-July 2020 inclusive

We have excluded the key Covid months of March 2020 to July 2020 in our calculations. For the states which had opened prior to and during this period, we replaced the data in these months with the average for the state since legalization. Because we smooth out the data over time and take an average trend, as we

will describe further down our methodology, this approach ensures that Covid effects do not drive our results in New York.

As a sensitivity, we have removed the observations in a Covid month, rather than replace them with the average, and our user numbers in Covid months change by less than 3% compared to the approach explained above. Therefore, our analysis is invariant to the exact way Covid months are accounted for.

Step 4: Create "New York adjusted" monthly users for each state to reflect the differences in demographics between states.

Table 22 shows the scaling factors we have used for each relevant demographic characteristic that is likely to influence the number of users of mobile sports wagering, as described in section 2.2. This translates the initial level and path of user growth over time of all previously legalized states to what they would have been if those states had characteristics similar to New York.

TABLE 22   STATE-LEVEL UPLIFTS TO CALCULATE 'NEW YORK EQUIVALIZED' USER NUMBERS

NEW YORK RELATIVE TO…	NJ	PA	WV	IN	CO	IL	IA	TN	MI	VA
Demographic adjustments	2.32x	1.63x	12.19x	3.00x	3.14x	1.55x	6.52x	2.93x	2.08x	2.28x
Adjusting for DFS prevalence	0.66x	0.74x	1.34x	0.86x	0.82x	0.83x	3.28x	1.18x	0.91x	1.04x
Cross-border mobile sports wagering adjustment	0.92x	0.88x	0.97x	0.99x	0.99x	0.95x	0.95x	0.97x	0.96x	0.93x
Sports viewership	1.10x	1.10x	1.10x	1.10x	1.10x	1.10x	1.10x	1.10x	1.10x	1.10x
Total adjustment	**1.6x**	**1.2x**	**17.3x**	**2.8x**	**2.8x**	**1.3x**	**22.3x**	**3.7x**	**2.0x**	**2.4x**

Source: Frontier analysis.

The table above is based on the following adjustments:

- **Demographic adjustments** are based on the relative share of the population aged between 20 and 44 years of age for each state, relative to New York. As shown below, this age demographic makes up more than 80% of mobile sports wagering users across all legalized states so far. If state demographics mean there are relatively more residents that make up the target demographic for mobile sports wagering, they are likely to see relatively more active users per month. As shown in 2.2.1, New York demographics are more closely aligned with the average mobile sports wagering user, meaning this adjustment will increase the user numbers for all previously legalized states to make them more similar to New York.

- **Adjusting for DFS prevalence** is based on the evidence, shown in the sections below, on the importance of an active DFS base in growing mobile sports wagering markets. We adjust each state by the relative share of its population which has been an active DFS user within the past year, relative to New York. This adjustment assumes that states with relatively larger DFS bases achieve

higher mobile sports wagering user numbers, holding constant the conversion rates from DFS to mobile sports wagering across states.

- **Cross-border mobile sports wagering adjustments** reflect the fact that mobile sports wagering in states that have legalized is not solely done by residents of that state. We adjust each state down according to the share of mobile sports wagering done by users outside of the state.

- **Presence of inward commuting** is based on evidence in section 2.2.4 suggesting more than 500,000 residents from other states commute into New York each day for work. Not all of these commuters will place a mobile sports wager in New York. We assume that around 2% of the population uses their mobile sports wagering account each month, equal to the number of active accounts relative to population in New Jersey, the place where most commuters come from. This assumption is conservative, since we also show in section 2.2.4 that commuters tend to be more affluent. Finally, we assume these commuters spend a third of their day in New York state (e.g., 8 hours) so we assume 33% of those with a mobile sports wagering account (e.g., 33% of the 2% of all commuters) will place a wager each month.

- **Uplifts in sports viewership** is based on evidence described in section 2.2.2 which shows that New York sports teams have on average 20% more viewers than teams from other states. Because a large portion of New York team supporters are based in New York, we expect larger sports viewership to lead to more mobile sports users if we assume every sport viewer is equally likely to place a mobile sports wager. We uplift the user numbers for each state by 10%, which assumes conservatively that only half of all viewers of New York sports teams reside in New York.

Step 5: Fit a linear trendline through each state-level New York adjusted series.

Once we have adjusted each state's data according to demographic and other factors to make them more similar to New York, we fit a linear trend across the time period we analyze. This smooths any month-on-month variation, especially for the more volatile first few months after launch.

We project our data forward using the linear trend we identified above. We gradually reduce the rate of monthly growth after 32 months, the latest data point available based on states that previously legalized. Beyond this point, we reduce the monthly rate of growth using an exponential decay function. This assumes that mobile sports wagering markets reach their maturity progressively after legalization. The decay function used assumes that the market reaches maturity at five years.

Step 6: Quantifying differences between newer and older states

This approach estimates ten different projections of New York mobile sports wagering users over time, one based on each multi-operator state which has legalized mobile sports wagering.

Even after adjusting for demographics, there remain significant differences between states based on when they legalized mobile sports betting. States that legalized later appear to show greater acceptance and customer willingness to use mobile sports wagering over time; a trend reinforced by the increased awareness created by the operators amongst customers, through their cross-state presence, pre-launch marketing, and other activities. States that legalized earlier (i.e., New Jersey, Pennsylvania, Indiana and West Virginia) started far lower, but have continued to grow steadily since.

To capture some of these dynamics, we compute separate projections for those states that legalized earlier and for those that legalized later. These projections allow us to put a range on the potential growth over time for New York.

- An **early legalizing states projection** which is based on the New York adjusted number of monthly users over time for New Jersey, Pennsylvania, Indiana and West Virginia. This projection reflects the experiences of these states which saw a progressive increase in users over time from a relatively low base at launch.

- A **later legalizing states projection** which is based on the New York adjusted number of monthly users over time for Tennessee, Colorado, Iowa, Virginia, Illinois and Michigan. This projection reflects the fact that these states saw a very large number of active users at launch but grew users slower than the states that legalized earlier. The number of months in which data is available for these states is 13 months, with half of these states not having more than 7 months of history. For this reason, we don't project users further than 13 months for these states. It would be inappropriate to estimate user growth beyond this point based on this early experience alone. This is especially true since other states, such as New Jersey, experience a dip in new monthly users around 12 months after legalization only to see users grow again in subsequent months.

- A **central projection** which is a simple average of all New York adjusted number of users per month across all states since legalization. This central average projection is based on fewer and fewer states as the projection goes further into the future and it reflect the trend of later legalising states after 13 months. This assumes that the central projection reflects the combined experiences of all states (New York adjusted) to determine the number of users at launch and a few months after. As our projections go further into the future, it follows the trend of the early legalizing states.

The central trend incorporates both views and acts as a central reference point, around which the earlier and later legalizing trends evolve. However, it will be important to consider whether customer acquisition and retention will look more like the later legalizing states than the earlier legalizing state in order to determine whether New York will evolve closer to the higher end of the range.

Table 23 shows a range of estimates for New York at launch year and the year after launch after applying the adjustments described above. The numbers are indexed to the total number of yearly users in the launch year for the central projection.

TABLE 23 TOTAL MONTHLY USERS ACROSS A YEAR – BY STATE, BY MONTHS SINCE LAUNCH (NEW YORK EQUIVALENT) – VALUES INDEXED TO CENTRAL PROJECTION IN LAUNCH YEAR

	EARLIER LEGALIZING STATES PROJECTION (NJ, PA, IN, WV)	CENTRAL PROJECTION	LATER LEGALIZING STATES PROJECTION (TN, CO, IA, VA, IL, MI)
Launch year	63	**100 (Index value)**	150
Year 1 after launch	135	135	

Source: Frontier analysis.

2.3.4 GROSS GAMING REVENUES IN NEW YORK LOOK SET TO EXCEED $1BN BY YEAR 3

Table 24 shows the results of our analysis described above.

- Our **central case estimate** sees New York state achieving a GGR of over $1bn by year 2, increasing to $1.9bn in year 5.

- Our estimate **based on only states that legalized early** represents a conservative lower bound on the potential New York market size. It starts from a lower GGR at launch but then grows quickly and ultimately sees New York GGR reach $1.6bn by year 5.

- The prediction **based only on states that legalized later** should be interpreted as an upper bound on market size in the first year. It reflects the growth trends of recently legalized states which saw very significant amounts of users at launch.

TABLE 24   NEW YORK GROSS GAMING REVENUES – BY YEARS SINCE LAUNCH ($M)

	YEARLY GROSS GAMING REVENUE (CENTRAL PROJECTION)	PROJECTION - ONLY STATES THAT LEGALIZED EARLY	PROJECTION – ONLY STATES THAT LEGALIZED LATER
Launch	**$759**	$400	$1,230
Year 2	**$1,044**	$809	
Year 3	**$1,470**	$1,230	
Year 4	**$1,759**	$1,514	
Year 5	**$1,876**	$1,625	

Source: Frontier analysis

As described in section 2.1.3, significant changes in regulation have been a key driver of growth over time in Iowa. Iowa mobile sports wagering has experienced a very rapid increase following the removal of in-person sign-up requirements in January 2021. To reflect this, we remove Iowa from our sample of states and recalculate our estimates. We do so to remove the potential inflation of user growth driven by changes to regulatory requirements rather than factors controlled by market operators. We show in Table 25 that our estimates are very similar for the central projection, with slower growth in the first three year since launch and a very similar market size in year 5. The projection for only states that legalized later is lower, with a projected market size at launch year of $864m. The reason for the drop is the exclusion of the large growth in users experienced by Iowa.

Illinois also experienced changes to the process of user sign-ups due to covid. FanDuel and DraftKings entered the market once the in-person sign-up requirement was dropped by the Governor of Illinois in August 2020. It was removed in April 2021, requiring in-person sign-ups. However, our analysis of Illinois user data shows very small changes in the number of users over time in the months after this change was introduced. It is, however, too early to tell whether this trend will continue.

We do not exclude Illinois from our sample of comparable states in order to retain the growth trends experienced during and after legalization, before this regulatory change of reintroduction of in-person sign-up requirements was re-introduced.[27]

TABLE 25   NEW YORK GROSS GAMING REVENUES (EX. IOWA) – BY YEARS SINCE LAUNCH ($M)

|	YEARLY GROSS GAMING REVENUE (CENTRAL PROJECTION)	PROJECTION - ONLY STATES THAT LEGALIZED EARLY	PROJECTION – ONLY STATES THAT LEGALIZED LATER
Launch	**$585**	$400	$864
Year 2	**$929**	$809	
Year 3	**$1,352**	$1,230	
Year 4	**$1,639**	$1,514	
Year 5	**$1,753**	$1,625	

Source: Frontier analysis

If user numbers are high, and those users are spending more than most previously legalized states when they do place a bet, then the market overall is likely to grow further and faster than others have done previously. Figure 21 shows how our scenarios compare, on a cumulative GGR per capita basis, with all previously legalized multi-operator states. Specifically, it shows how our scenarios differ in terms of the *speed* of growth.

Our central projection, excluding Iowa, suggests New York will grow faster than all other states. We estimate cumulative GGR per capita of around $60 in 12 months, which is roughly three times the GGR per capita that New Jersey achieved after 12 months. This is despite average incomes being lower in New York than they are in New Jersey, and mobile sports wagering tending to attract a more affluent bettor.

Our estimate based on states that legalized early, which is our lower bound estimate, given the adjustments we make for demographics and incomes, still suggests that New York will grow at least as fast as the states which legalized recently. However, our central case projection and the projection from only states that legalized later shows that, the market in New York will grow further and faster than any other multi-operator state legalized so far.

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[27] Excluding Illinois has very little impact on the results. The Year 5 value in our central projection is $1,737 and the projection in launch year for only states that legalized later is $890.

FIGURE 21   CUMULATIVE MOBILE SPORTS WAGERING GGR PER ADULT – BY MONTHS SINCE LAUNCH (NEW YORK PROJECTIONS VS. PREVIOUSLY LEGALIZED STATES (EXCL. IOWA)
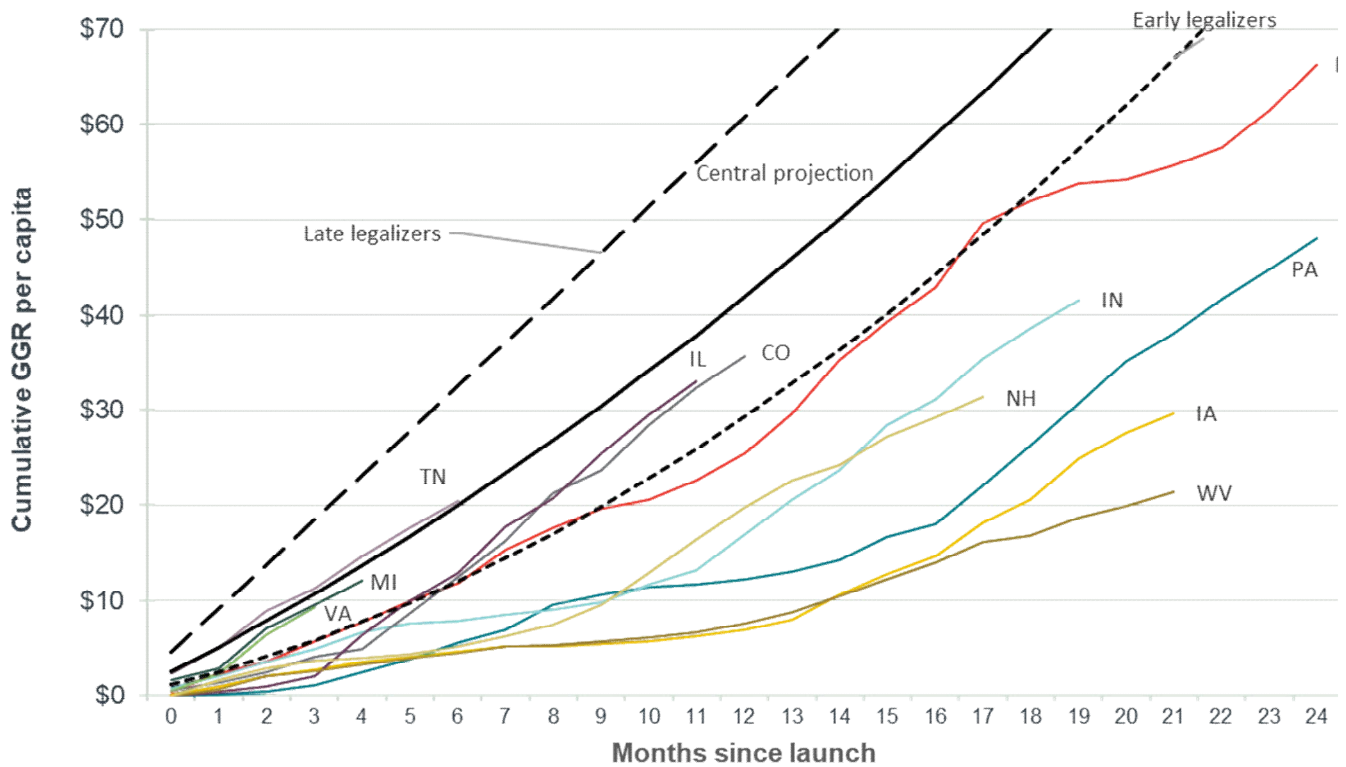
Source: Frontier analysis.

Both the number of active users, and the average revenue per active user will be affected by the commercial strategies of the operators that are present. Throughout this chapter we have identified several unknowns on which we have had to make assumptions. These assumptions affect both the number of active users and how much these users are likely to generate in gross gaming revenues – i.e., the taxable base for the state.

Whilst we may use previous states as a guide to what will occur in New York, one big uncertainty remains – which is how fierce the competition will be in New York, and which competitors will be (and should) be present to generate and sustain a competitive rivalry to grow the market in the interests of the state.

These questions are explored fully in the following two chapters of this report.

2.3.5   MARKET SHARES VARY ACROSS OPERATORS IN THIS BID CONSORTIUM

The operators in this bid consortium accept that market shares will not be distributed equally. DraftKings and FanDuel currently lead BetMGM nationally in market share terms with Bally Bet currently smaller. Also as described later in this report, the operators in this Application have differing structural advantages relative to their rivals in New York, such as:

▪   a strong presence in mobile sports wagering in the states that neighbor New York;

- the ability to leverage a leading existing DFS customer base;

- an established brand presence; and

- links to retail casinos in New York state and New Jersey.

Despite this, it is not possible to determine in advance what market share each operator in this Application will achieve in New York.

There are too many commercial and strategic decisions of which we are not aware, and which are even yet to be taken. We are in the middle of what economists would call a "repeated game". This license application process is still to be played out in most U.S. states, and it will be a similar set of operators looking to enter. An operator's choices on where, and how much to invest in a market such as New York (which will have a strong bearing on how much market share they will achieve) therefore depend on their broader national strategy across all 50 states. Understanding and incorporating the broader commercial and strategic goals of the operators in this Application across all 50 states is far beyond the scope of our report.

However, we understand that the New York Gaming Commission would like some estimates of the operators' likely market share in New York. Given the evidence presented later in Chapter 4, and in discussions with the operators, we believe it is reasonable to expect the following market shares for each operator in this Application.

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We have based these estimates on data from Eilers and Krejcik[28], and reweighted after taking out the assumed Bally's share to reflect the relative market share split between FanDuel, DraftKings and BetMGM.

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[28] "Eilers & Krejcik Gaming, LLC, "U.S. Sports Betting Market Monitor – Monthly (May 2021)"

3 EFFECTIVE OPERATORS INCREASE OVERALL STATE REVENUES

The drivers of state revenue, as discussed in section 1.2 are not entirely independent. Market size (handle), hold percentages, and tax rates are all outcomes affected by choices made by the operators competing in that market.

In this section, we demonstrate the successive links between market structure, the resulting competitive intensity, and each of these outcomes. We conclude that:

- the presence of effective competitors in the market is important to deliver value to the state, by increasing customer numbers and driving up their spend; and

- moving beyond the four operators in this Application may deliver additional tax revenues for the state, but only if the tax rate falls substantially and all operators have the confidence to invest in promotional and marketing spend.

3.1 THE MORE EFFECTIVE OPERATORS THERE ARE, THE GREATER THE COMPETITIVE INTENSITY AND THE MORE CUSTOMERS WILL BENEFIT (UP TO A POINT)

We start by looking at the link between the number of operators, the effectiveness of those operators, and the extent to which that creates competitive rivalry that ultimately benefits customers.

The threat of missing out on a prospective new customer or losing a profitable customer to a rival motivates a company to lower its prices or spend more to improve other elements of its offer. Mobile sports wagering markets have many features that help create and sustain this competitive rivalry between operators. It is relatively easy for customers to switch between mobile sports wagering operators, prices and promotions are highly visible, and the widespread availability of third-party software means competitors face few barriers to entry.

Competitive rivalry benefits customers, as economic rents (or excess profit) that would have been captured by the operators in the market – or in this case by the state – are returned to customers in the form of better odds, better promotions, and/or better products and customer service.

The evidence in this section has been drawn from the Applicants, and publicly available evidence on sports betting markets worldwide, as well as the emerging evidence base in the U.S. as successive states have legalized mobile sports wagering markets.

3.1.1 HOLD PERCENTAGES TEND TO BE LOWER WHEN THERE IS STRONG COMPETITION

Before we begin this section, there is an important distinction to make between hold percentages, and price. Prices are very visible in mobile sports wagering markets, and differences in the overround (or 'vigorish') across competitors can be readily observed. However, whilst the overround may be visible to customers, it does not relate directly to revenues for the state of New York.

As we will explain later in this report, it is possible to be competitive in observable customer pricing (i.e., lower overrounds) whilst simultaneously achieving higher hold percentages and thereby increasing the taxable base of gross gaming revenues for the state.

In legalized sports wagering states, hold percentages are volatile from month to month, but tend to be lower when there are more competitors present in a market

Emerging evidence from recently legalized states in the U.S. shows that the presence of multiple operators can lower the overall hold percentages achieved in the market, when compared to states that have chosen to pursue a monopoly model.

Figure 22 shows that in 2020, hold percentages were highest in the District of Columbia, Rhode Island, Tennessee, Oregon, and New Hampshire – four of which have pursued a monopoly model.[29] Hold percentages were lowest in Pennsylvania, West Virginia, Colorado and New Jersey, which by the end of 2020 had 12, 5, 17 and 19 mobile sports wagering operators respectively in the market. It seems therefore that the large number of mobile operators (particularly in Pennsylvania, Colorado and New Jersey), may have placed downward pressure on hold percentages across the state.

FIGURE 22 MOBILE SPORTS WAGERING HOLD PERCENTAGES IN 2020 (RANKED)
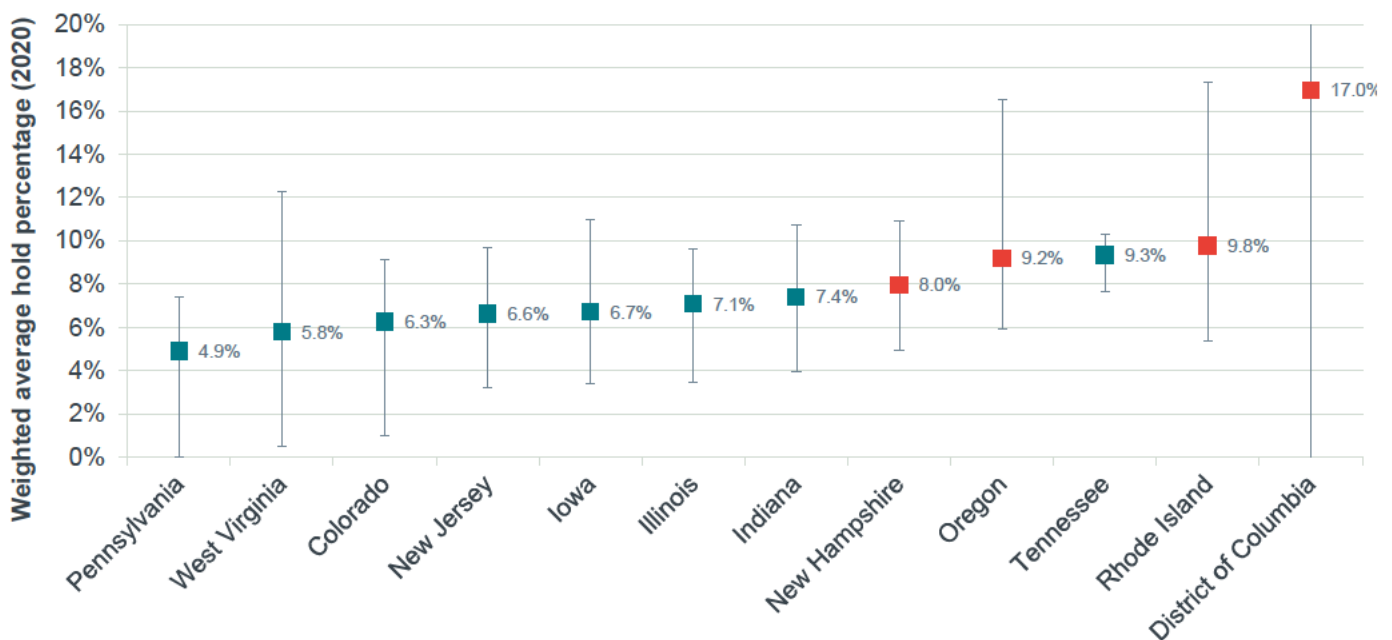
Source: Frontier analysis of data collected from state gaming regulators.

Note: In Colorado, Illinois, Tennessee and DC, there has been less than 12 months of available data. the figures in this chart are therefore based on 8 months of data for Colorado and DC, 7 months of data for Illinois, and 2 months of data for Tennessee. Figures are presented as weighted averages for 2020. The bars indicate the highest and lowest hold mobile sports hold percentages observed in the state 2020.

The sustained effect of major competitor entry on hold percentages cannot be distinguished from the month-to-month variation across competitors

In the states below, we describe and analyze what effect (if any) significant market entries appear to have had on headline hold percentages of other established competitors.

■ **West Virginia:** In West Virginia, both FanDuel and DraftKings were present in the market at launch in August 2019. Two new rivals, Betly and William Hill entered in August 2020 and September

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[29] It should be noted that the next highest hold percentage is in Tennessee, where pay-out requirements are regulated by the state, and as such may be artificially inflated.

2020 respectively. They both remain small, with a combined share of handle in May 2021 of 5%. Their entry does not appear to have placed a constraint on the hold percentages achieved by DraftKings or FanDuel/MGM.

■   **Indiana:** Despite both FanDuel and DraftKings entering in October 2019, five months before BetMGM in February 2020, BetMGM has provided a strong challenge, growing its share of handle to 12.8% in May 2021 from a standing start. Prior to that, the largest competitor, behind FanDuel and DraftKings in the state was BetRivers. As shown in Figure 23, there is no clear evidence of a shift in the hold percentages of FanDuel or DraftKings following the entry and expansion of BetMGM, although DraftKings has appeared to achieve lower hold percentages than its rivals throughout 2021.

FIGURE 23   HOLD PERCENTAGES IN INDIANA OVER TIME – FANDUEL, DRAFTKINGS AND KEY COMPETITORS
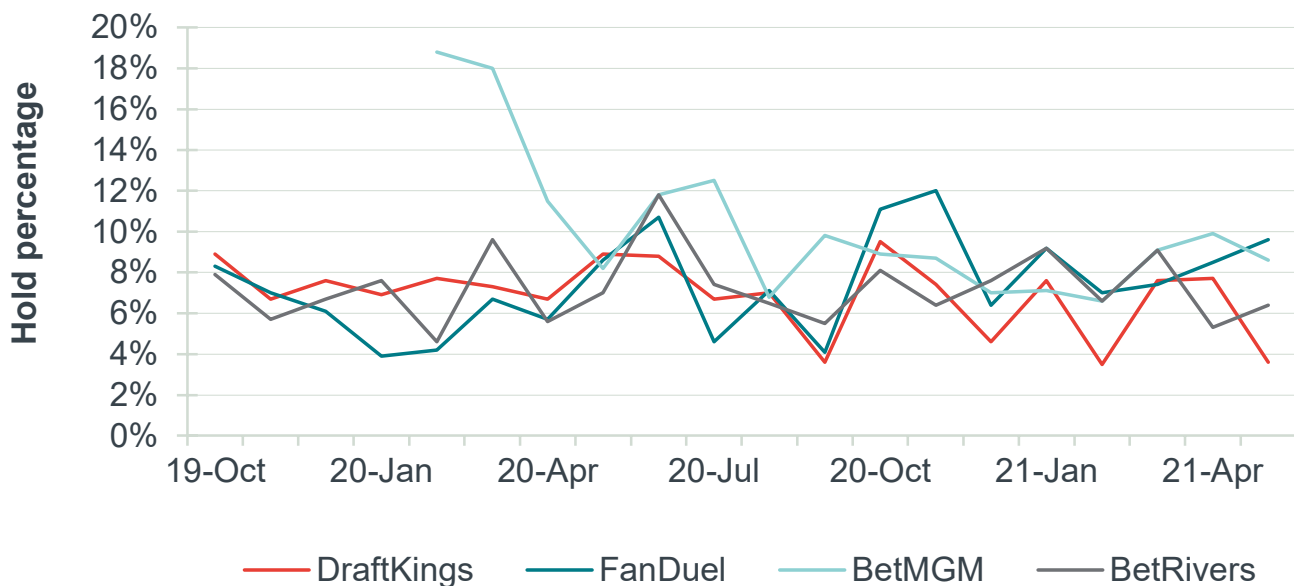
Source: Frontier analysis of data collected from state gaming regulators.
Note: Data shows mobile hold percentages.

■   **Pennsylvania:** In Pennsylvania, several strong competitors entered the market early – FanDuel, DraftKings, BetRivers, FoxBet, Parx, Unibet and Twinspires were all present when the market first opened in late 2019. Only Barstool in September 2020, and BetMGM in December 2020 have added significantly to the competitor set since then. As shown in Figure 24, it is not obvious that either competitor is consistently undercutting the major incumbents in terms of their headline hold percentage.

FIGURE 24   HOLD PERCENTAGES IN PENNSYLVANIA OVER TIME – FANDUEL, DRAFTKINGS AND KEY COMPETITORS

Source: Frontier analysis of data collected from state gaming regulators.
Note: Data shows mobile hold percentages.

- **Illinois:** Here, FanDuel, DraftKings, BetRivers, PointsBet and William Hill entered close to each other, from June to September 2020. The only disruptor is Barstool, which entered in March 2021. The hold percentages achieved by Barstool have been volatile, and there is no clear evidence so far that the entry of Barstool is placing any greater constraint on headline hold percentages than was present previously.

- **Iowa:** In Iowa, the market evolution is very different. After not being present when mobile sports wagering was first permitted in August 2019, both DraftKings (in February 2020) and FanDuel (in September 2020) entered far later than others, most notably William Hill. As shown in Figure 25, following both FanDuel and DraftKings' entry, DraftKings reported a lower hold percentage than William Hill from September 2020-February 2021. This has since reversed, with William Hill now achieving lower hold percentages than either FanDuel or DraftKings from March 2021-May 2021.

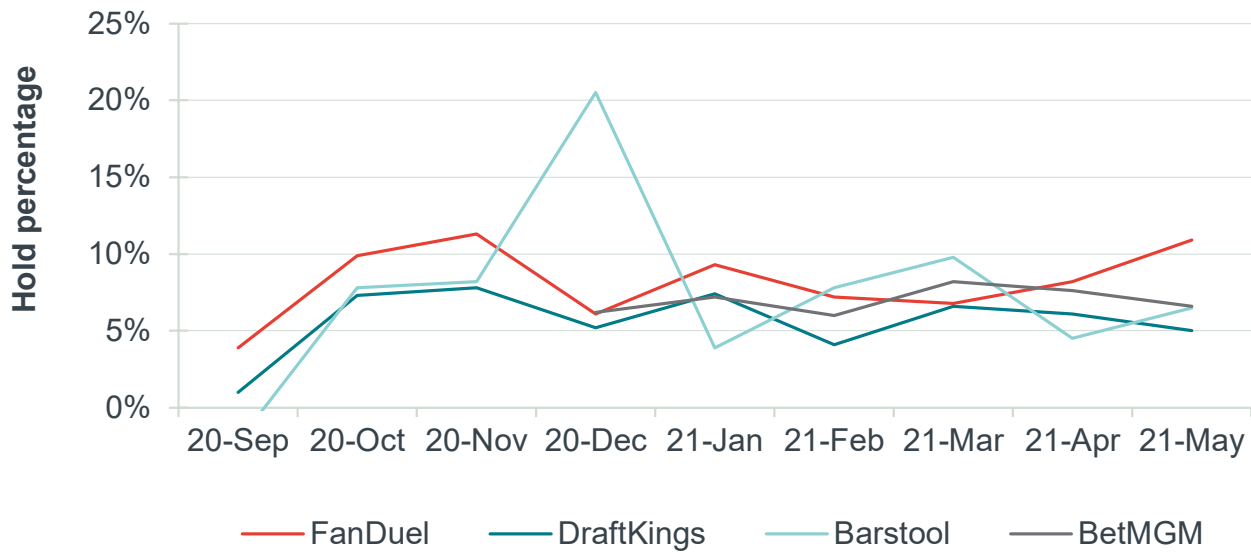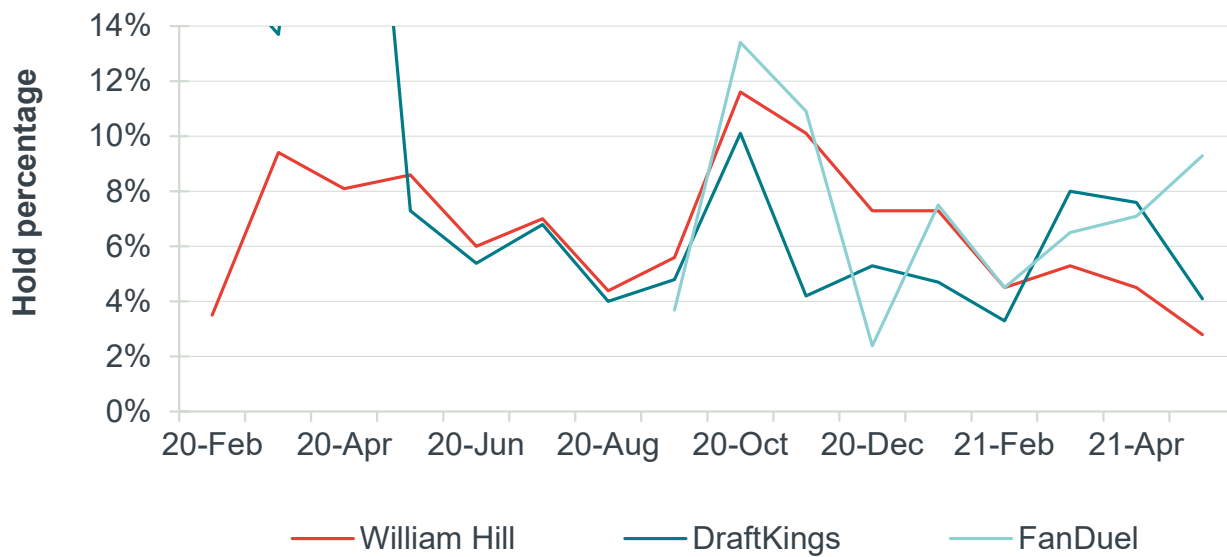**FIGURE 25   HOLD PERCENTAGES IN IOWA OVER TIME – FANDUEL, DRAFTKINGS AND WILLIAM HILL**

Source: Frontier analysis of data collected from state gaming regulators.
Note: Data shows mobile hold percentages.

▪   **Washington DC:** Finally, we consider how hold percentages have evolved in DC. As noted earlier, hold percentages in DC were the highest in 2020 across all legalized states. However, despite its online sportsbook monopoly status, the overall share of online and retail handle for GambetDC, the monopoly provider, continues to fall. This has coincided with the increased handle being generated by William Hill from its retail sportsbook located at the Capital One Arena.[30] Over time, despite being significantly outcompeted by William Hill, GambetDC's hold percentages have not fallen markedly.[31]

[30] See for example Legal Sports Report, October 15, 2020, "Retail still king in sports betting thanks to Intralot Gambet". https://www.legalsportsreport.com/44907/retail-still-king-in-dc-sports-betting-thanks-to-intralot-gambet/

[31] Legal Sports Report, March 18, 2021, "DC sports betting trends in February another bad sign for GambetDC". https://www.legalsportsreport.com/49555/gambet-dc-sports-betting-trends-february-2021/

FIGURE 26   HOLD PERCENTAGES IN DC OVER TIME– GAMBETDC AND WILLIAM HILL

Source: Frontier analysis of data collected from state gaming regulators.
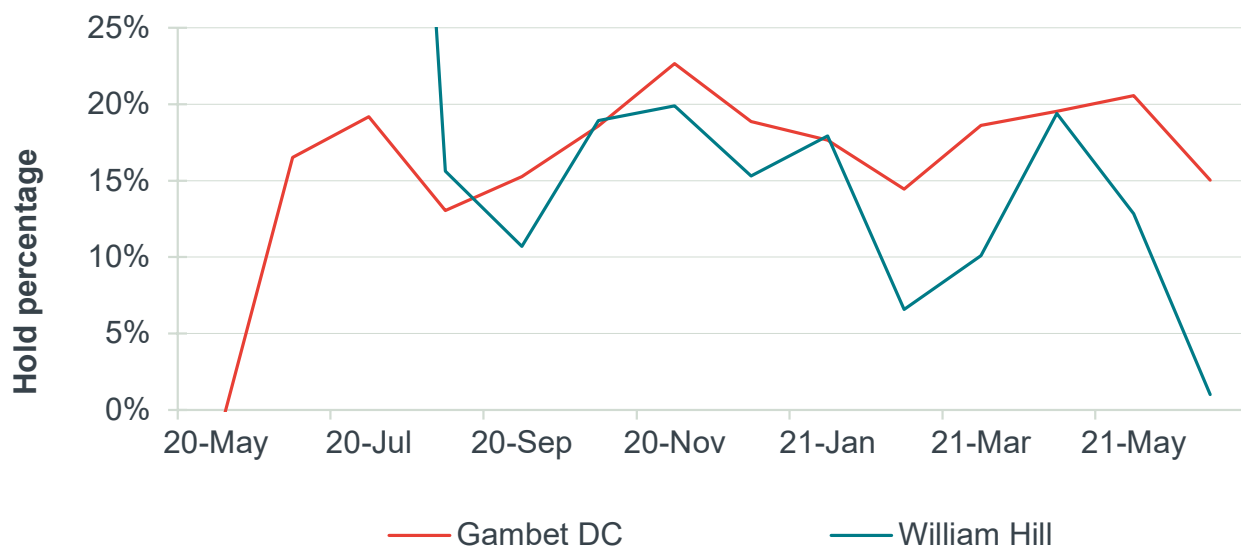*Note: Data for GambetDC show mobile hold percentages, data for William Hill show retail hold percentages.*

Strong competitor entry has lowered overrounds over time in mature European markets

Competition has helped reduce observable sports wagering prices in international markets. Che et al. (2017) show that traditional bookmaker overrounds have fallen over time in the UK, and that this appears to be linked to the emergence and growth of Betfair, a new and effective competitor.[32] Casadesus-Masanell and Campbell (2018) in their Harvard Business School working paper show a similar effect of the entry of Betfair in the UK in late 2000, noting that William Hill's gross hold percentage fell substantially from 20.7% in 2001, to 6.6% by 2007.[33]

Gomez-Gonzalez and del Corral (2018) show the evolution of the overround for European soccer markets, by bookmaker between 2001 and 2017. The drivers of overround are complex, and competition will be just one factor that influences them over time. However, as shown in Figure 27, in all examples overrounds have fallen as competition has strengthened during that period.[34]

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[32] Che, Feddersen and Humphreys (2017), "Price setting and competition in fixed odds betting markets".

[33] Casadesus-Masanell and Campbell (2018), "Platform Competition: Betfair and the U.K. Market for Sports Betting".

[34] Gomez-Gonzalez and del Corral (2018), "The betting market over time: Overround and surebets in European football".

FIGURE 27 AVERAGE OVERROUNDS BY BOOKMAKER AND MARKET OVER TIME – EUROPEAN FOOTBALL
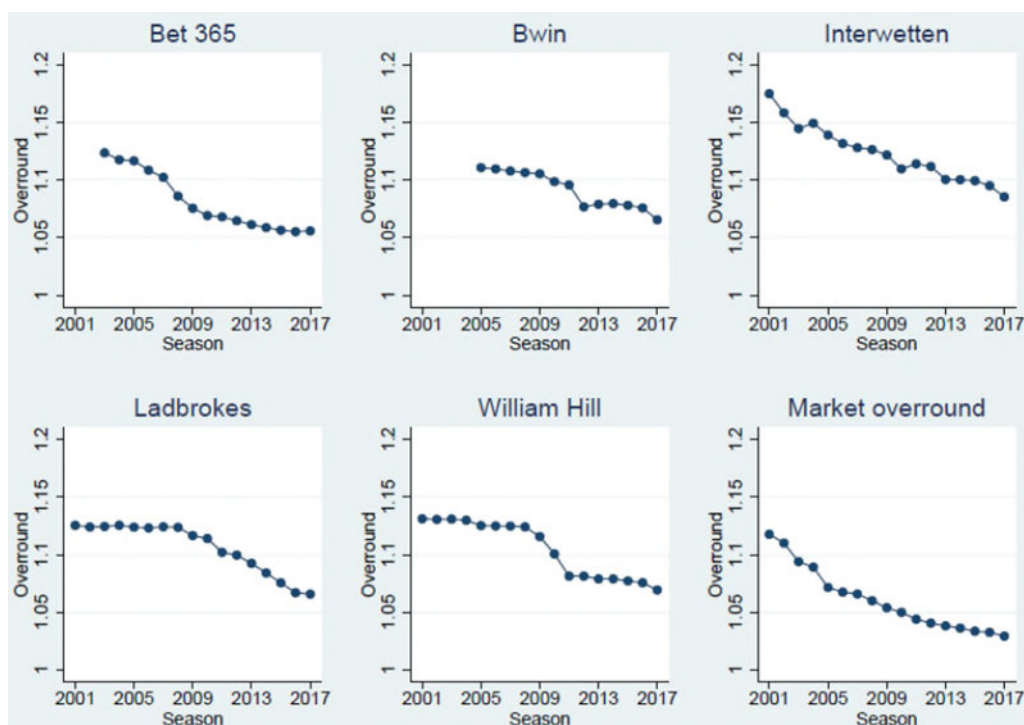
Source: Gomez-Gonzalez and del Corral (2018), "The betting market over time: Overround and surebets in European football", Figure 1.

3.1.2 PROMOTIONAL ACTIVITY TENDS TO INCREASE WHEN THERE IS STRONG COMPETITION

Gaming markets worldwide are characterized by an extensive use of promotions to acquire, retain and re-activate customers. Commonly, these promotions involve (i) 'freeplays' (offering bonus deposits to customer accounts or free opportunities to bet or game with the company); and (ii) 'cashbacks' (offering customers some or all their losses back, either as cash or as restricted bonus funds which can only be used for further gaming). Promotions may be further segmented into those offered to new customers for the purposes of acquisition, and those offered to existing customers in order to retain their custom.

Promotions are an important part of a mobile sports operator's competitive strategy

This extensive use of promotions means there can be a considerable difference between the Gross Gaming Revenue ("GGR") of an operator (i.e., the handle minus the amount paid out for winning bets), and the Net Gaming Revenue ("NGR") – the gross gaming revenue minus the amount given out in the form of promotions or other giveaways.

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The size of this difference in GGR and NGR can be seen in Pennsylvania, where unlike most states taxes are levied on a basis more akin to the NGR (i.e., gross gaming revenues *after* promotional spend has been deducted). The difference between state-wide hold percentages pre-promotion and post-promotion has been reported in Pennsylvania since June 2019. Figure 28 shows that hold percentages are typically around

1.5% to 2.5% lower each month after promotional spend is deducted. On average, this was 2.3% of overall state handle in the period, or $171m in total over the last two years.

FIGURE 28 DIFFERENCES IN HOLD PERCENTAGES PRE- AND POST-PROMOS - PENNSYLVANIA
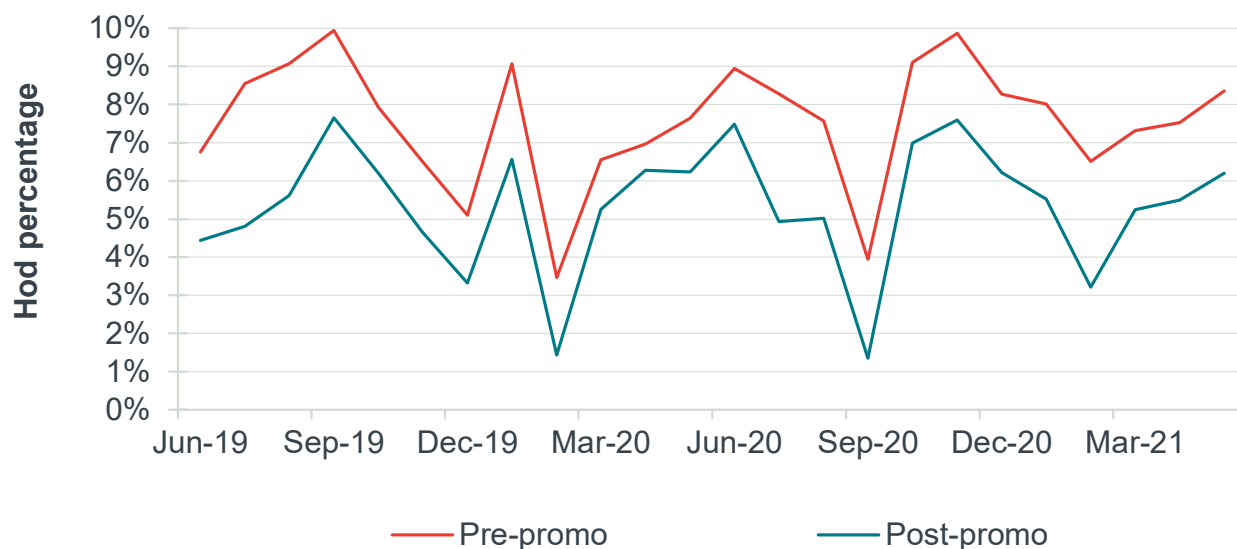
Source: Frontier analysis of data collected from state gaming regulators.
Note: 'Pre-promo' refers to the hold percentages achieved before promotional credits are deducted. "Post-promo" hold percentages subtract these credits.

The UK's competition regulator, the Competition and Markets Authority ("CMA") also recognizes the link between competition and promotional activity in gaming markets. In its assessment of the proposed merger between Flutter Entertainment plc and The Stars Group Inc. in 2020, the CMA noted that:

> *"Evidence analysed by the CMA indicates that the online betting market is characterised by relatively high levels of customer churn. This churn is driven by generous sign-up offers, which often mean customers face negative switching costs, the use of odds comparison sites and the ease (including speed) of opening new accounts with alternative providers. This dynamic enhances competitive rivalry between sportsbook operators as they must strive to acquire, retain and reacquire customers through promotional strategies, a strong product offering and website/app quality."*[35]

Competition between operators has (and continues to) drive DFS customer promotions

Regulators in the U.S. have also previously recognized the link between effective competition and promotional activity. For example, in its administrative complaint against the proposed merger between Draft Kings and FanDuel in 2017, the FTC acknowledged the role of competition in driving promotional activity in fantasy sports.

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[35] CMA (2020), "Anticipated merger of Flutter Entertainment plc and The Stars Group Inc. Decision on relevant merger situation and substantial lessening of competition", paragraph 91.

"Respondents also compete on price by providing discounts to users. Both Respondents offer cash bonuses to new and returning users to acquire and retain these users' business. These acquisition and retention bonuses reduce the effective prices that users pay to enter contests.

DraftKings and FanDuel attempt to match or beat each other's acquisition and retention bonuses with the goal of attracting users (particularly professional users) away from each other. For example:

> *a. In June 2015, FanDuel's Chief Marketing Officer expressed concern about "going into football with [ ] DK is out there with [ ] (much clearer now) and still has [ ] on site. We need to be testing here." He testified that [ ]" ."*

> *b. Also in June 2015, [ ] budgeted [ ] for "individual offers designed to win wallet share from players we know split play between DK and FD."*

> *c. DraftKings' VIP Relationship Manager expressed concern in June 2015 that FanDuel was "giving [ ] in [ ] away to our mutual VIP customers to steal their [ ] . . . . I think we need to be willing to take some risk with these [ ] to make sure we don't lose any ground." He later wrote, "[W]e're going to be matching fanduels [sic] offer to our VIPs which is [ ] per day they play in entry fees. . . . We should ignore the [ ] in terms of the value of running the contest as the theory is we're going to get our value back on the incremental action and [ ]." DraftKings' Chief Revenue Officer responded, "[W]e definitely need to ensure we continue to have a more attractive promotions mix for VIPs than Fanduel."*

> *d. An October 2015 [ ] presentation outlined strategies to "Win the NBA Wallet Share Battle," including "[i]dentify[ing] [ ] players and mak[ing] aggressive offers to attract them to our contests."*[36]

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Evidence from the Applicants in legalized states shows that promotional spending remains high as mobile sports wagering markets mature

The way in which operators target their promotional spend changes as markets mature. However, operators continue to spend significant amounts in promotional giveaways to customers in all legalized states to date.

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FIGURE 29 ██

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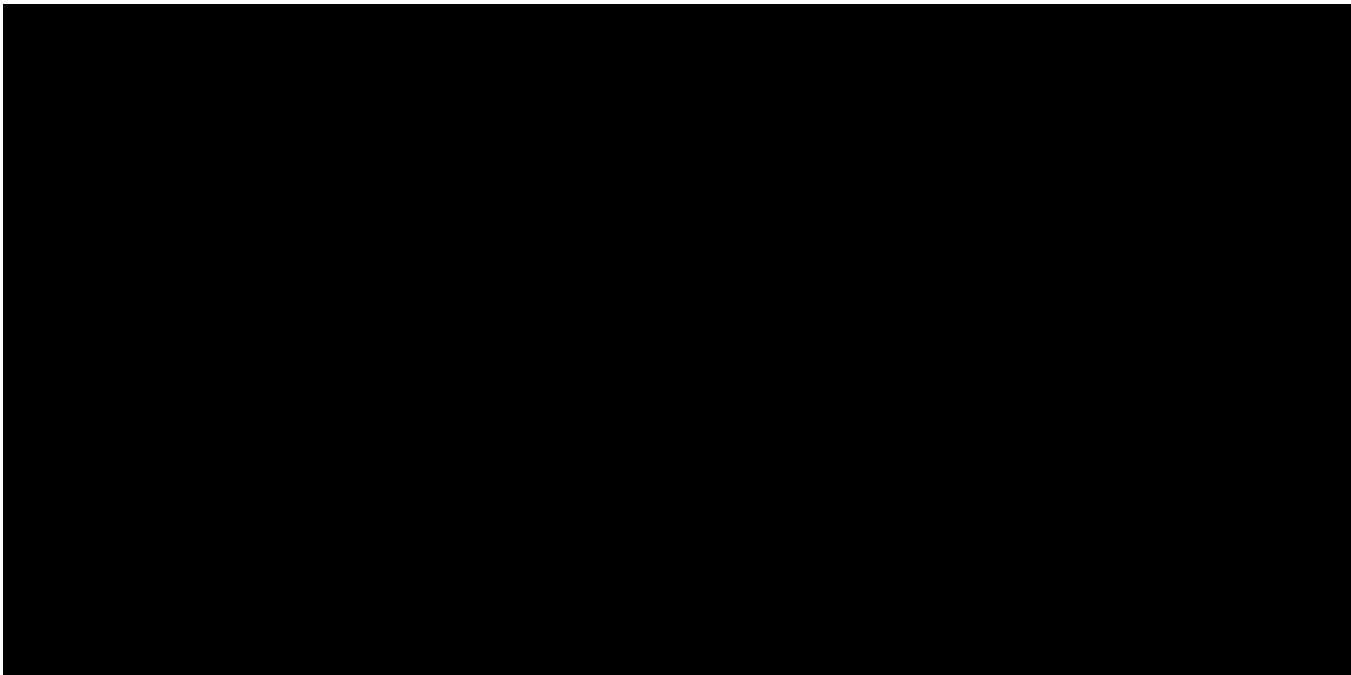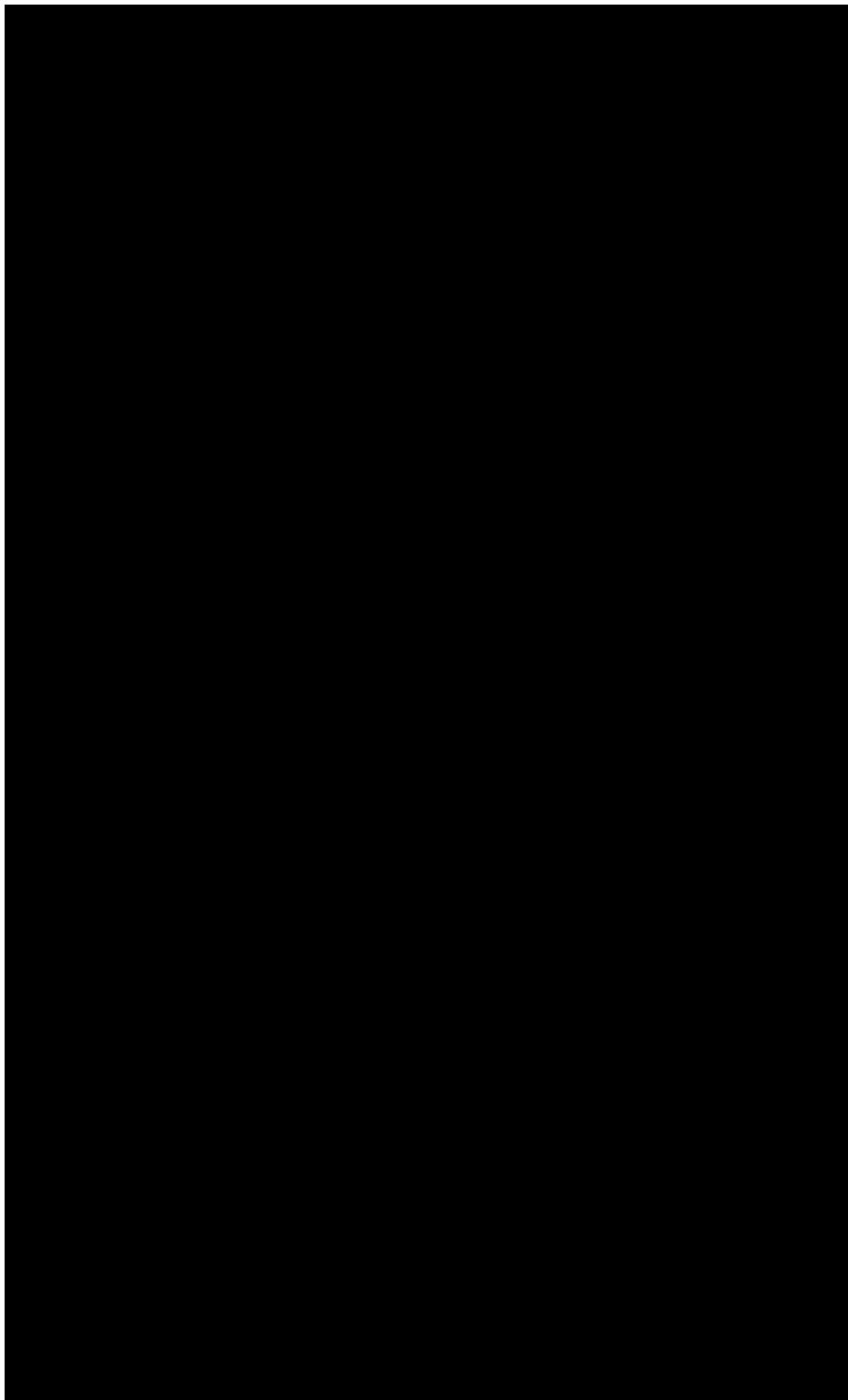
FIGURE 31
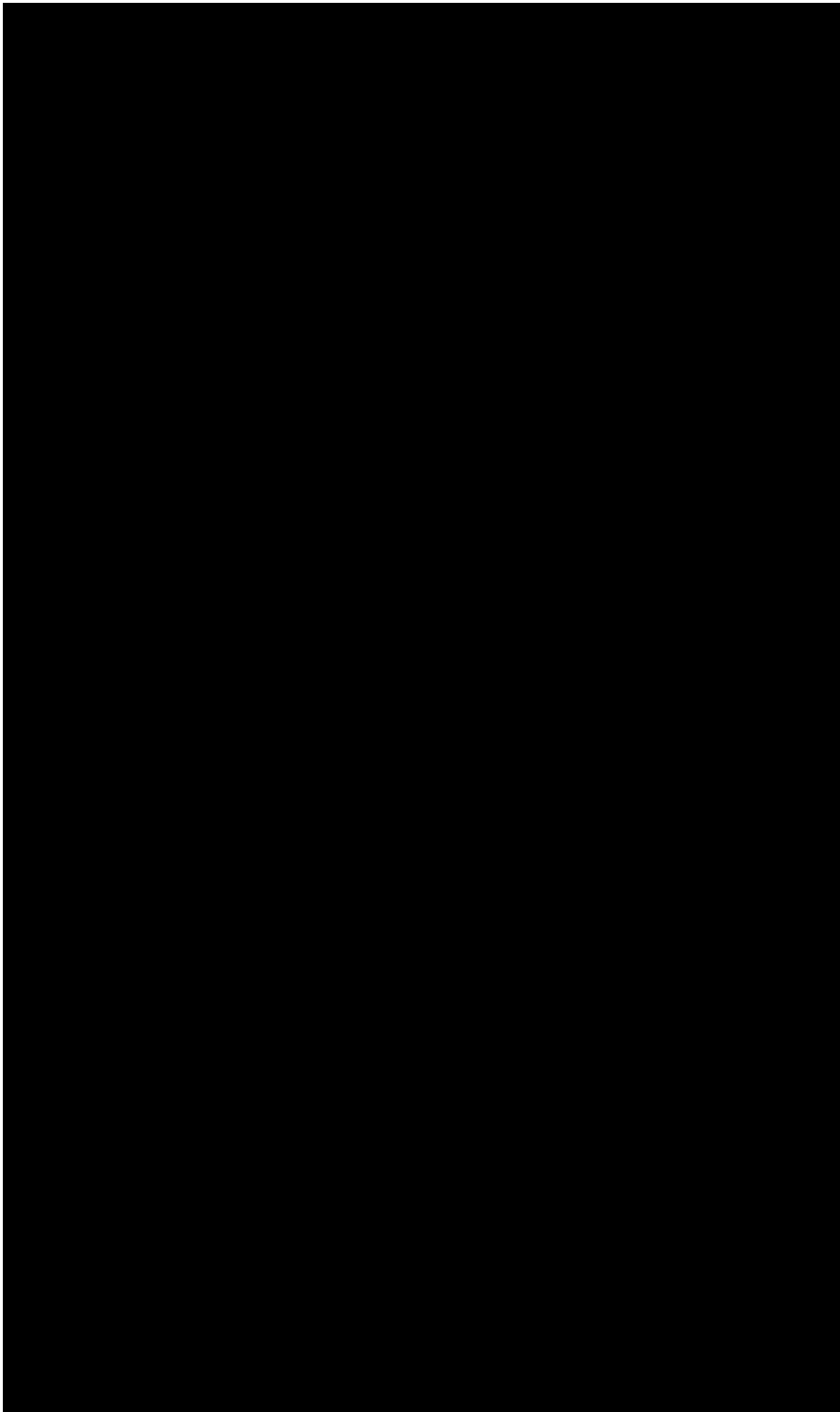
Promotional and marketing activity appears to increase prior to, and as new competitive threats emerge

Whilst for FanDuel and DraftKings most acquisition and retention promotions are offered nationally, the take-up of those national offers can be driven by a specific change in the degree of competition that each operator faces.

In section 3.1.1, we noted the situations where the entry of a rival may have increased the strength of the competitive constraint faced by both DraftKings and FanDuel. In each case, we have examined FanDuel and DraftKings data to understand how these entry events affected promotional costs. These entry examples included:

- **West Virginia:** The entry of Betly and William Hill in August 2020 and September 2020 respectively.

- **Indiana:** The entry of BetMGM in March 2020.

- **Pennsylvania:** The entry of Barstool in September 2020, and BetMGM in December 2020.

- **Iowa:** FanDuel's entry in September 2020.

- **Illinois:** Barstool's entry in March 2021.
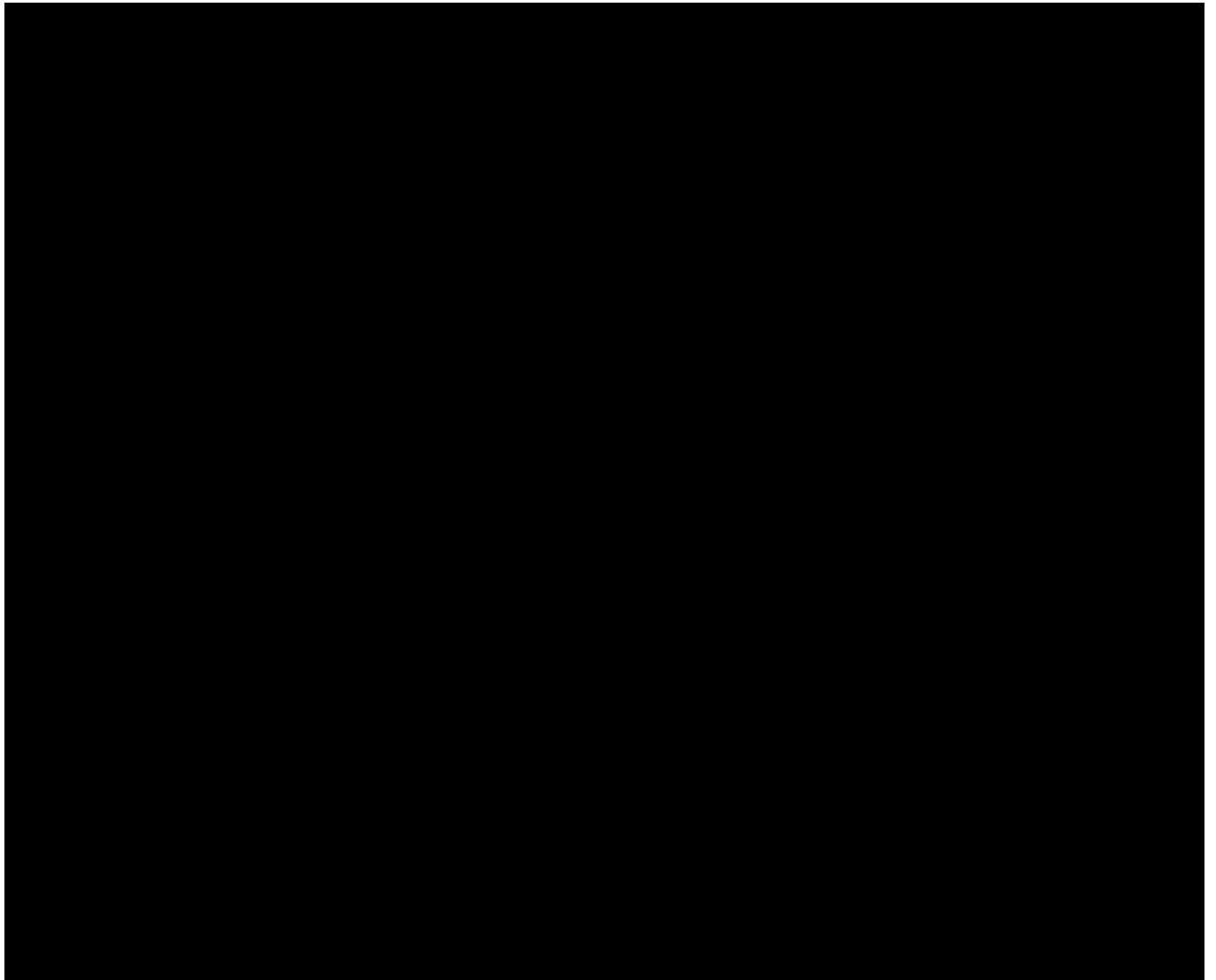
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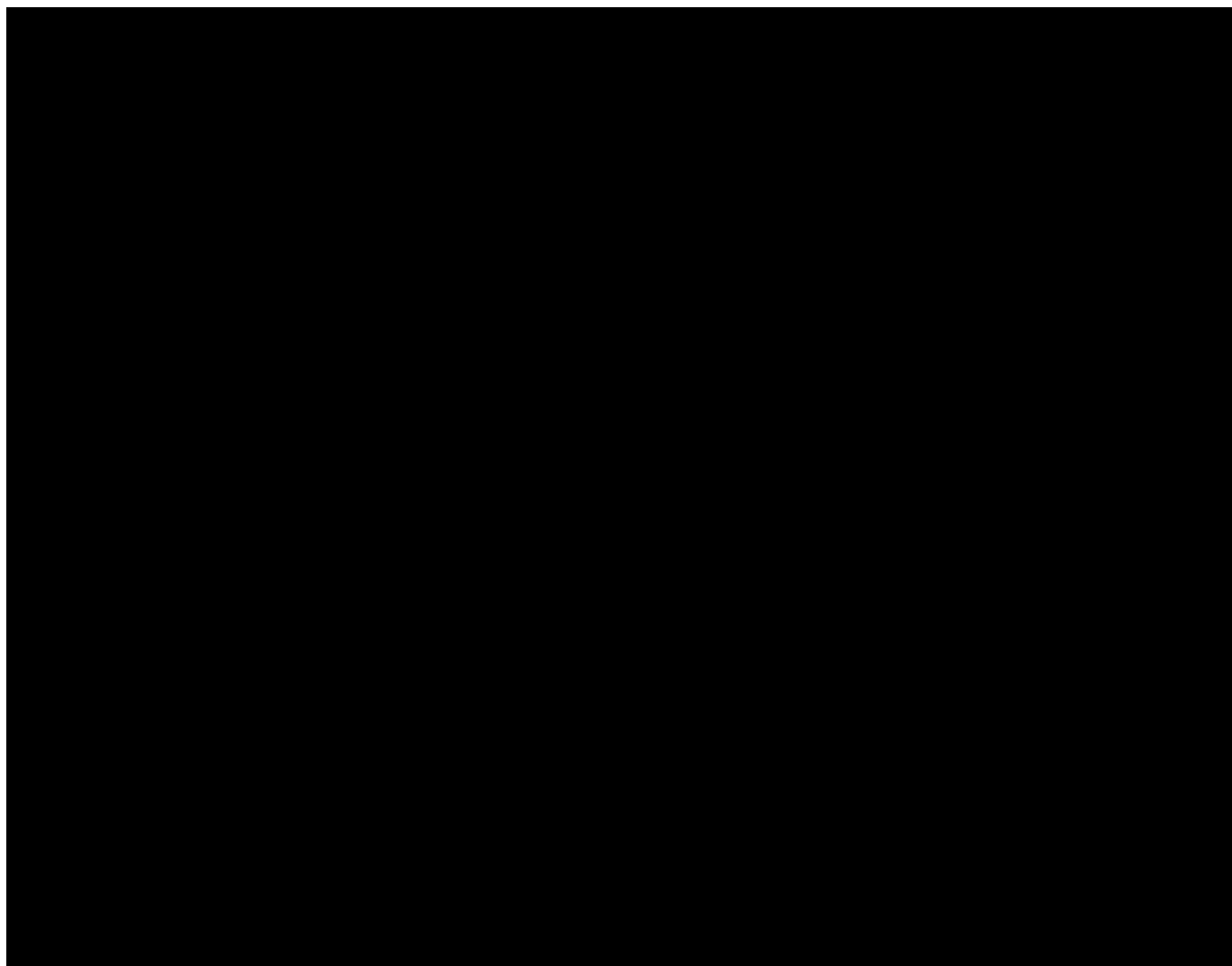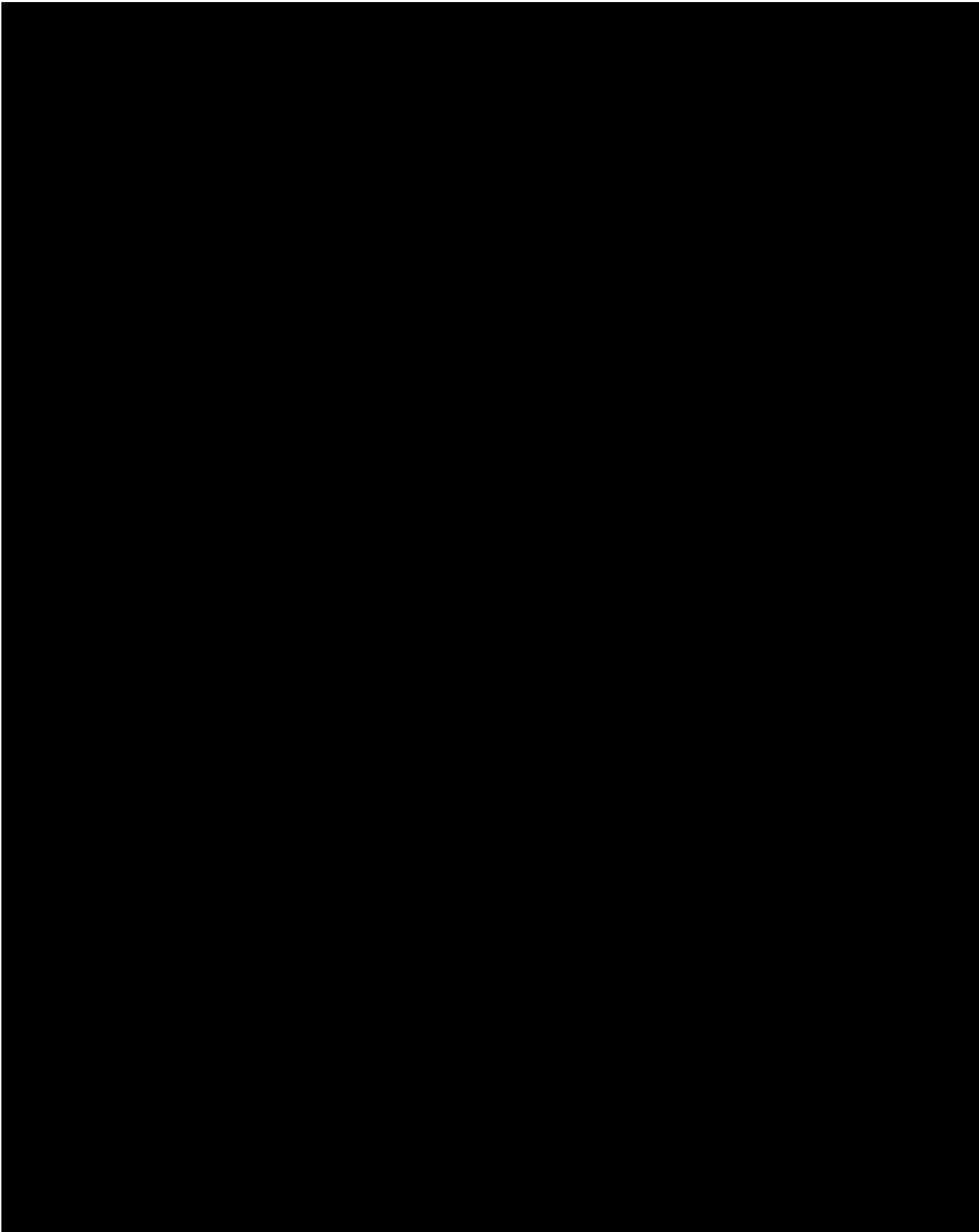
The use of odds comparison websites may increase as competition develops

An alternative way to look at how promotional activity is affected by entry and the presence of strong competitors is to consider evidence from odds comparison websites. Odds comparison websites are a feature of gaming markets worldwide. They benefit customers by making it easier to compare both the headline odds of a sporting event, but also by summarizing the promotional offers available at the time, across the leading operators.

The website OddsChecker was launched in the UK in 1999 and was acquired by The Stars Group in 2018, which was subsequently acquired by Flutter plc in 2020. OddsChecker describes itself as the *"leading odds comparison site"*, and its offer as follows:

> *"What we offer*
>
> *Sports Betting Odds: Real-time prices from all the top bookmakers. If a sportsbook has odds on an event, you're likely to find them here. We've got every sport under the sun covered!*
>
> *Betting Offers: All the best promotions, including great sign-up offers for new customers, and exciting promotions open to all punters."*[39]

The following screenshot emphasizes how the use of sites such as this can lead customers towards redeeming an offer. We would expect the use of such sites to expand as competition increases.

FIGURE 34 PROMOTIONAL OFFERS ON ODDSCHECKER.COM
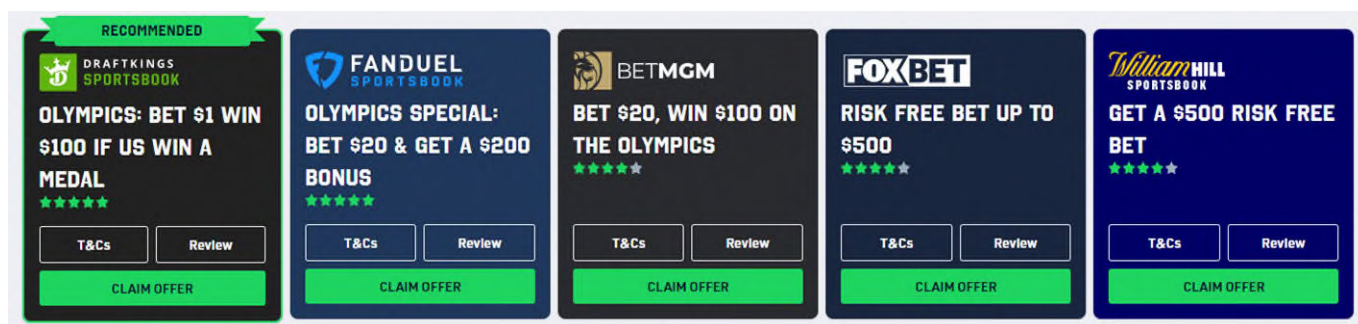
Source: Screenshot taken from https://www.oddschecker.com/us/free-bets on 25 July 2021.

3.1.3 INNOVATION AND PRODUCT QUALITY IMPROVEMENTS ARE DRIVEN FORWARD BY STRONG COMPETITION

Maintaining and improving product quality is important to retain customers

Large mobile sports wagering operators have focused on securing market access in recently legalized states. However, external customer surveys have demonstrated that developing and maintaining a high quality, easy to use app is important to grow and maintain market share.

As such, operators have made measurable improvements to the quality of the product offered, and the range of bets possible, since they first launched in the U.S.

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[39] https://www.oddschecker.com/us/about-us

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Based on data from a survey of 114 active sports bettors in March 2021, carried out by Betting Hero[40], a promotion was the most cited reason for choosing to register with a site, as shown in Figure 35. Interestingly, the survey suggested FanDuel and DraftKings need to rely on promotions less than their main rivals. As we have seen in the previous section, promotional spending represents a significant cost for a mobile sports gaming operator, and by being able to rely on promotions less than their rivals in order to attract customers, FanDuel and DraftKings benefit from being able to allocate their marketing dollars elsewhere.

FIGURE 35 REASONS CUSTOMERS CHOOSE TO REGISTER WITH A SITE
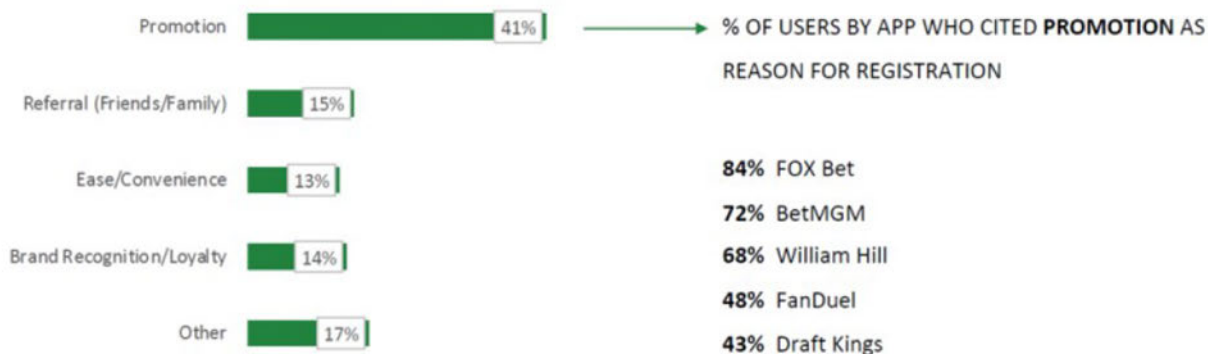
Source: Betting Hero

Source: Morgan Stanley Research, July 13, 2021.

Promotions are just one lever available to operators to help them retain customers. Betting Hero also asked customers what may cause them to switch. Here, as shown in Figure 36 a slow withdrawal process and app crashes were the most often cited reasons for looking to try another platform.

FIGURE 36 FACTORS COMPELLING CUSTOMERS TO TRY ANOTHER PLATFORM
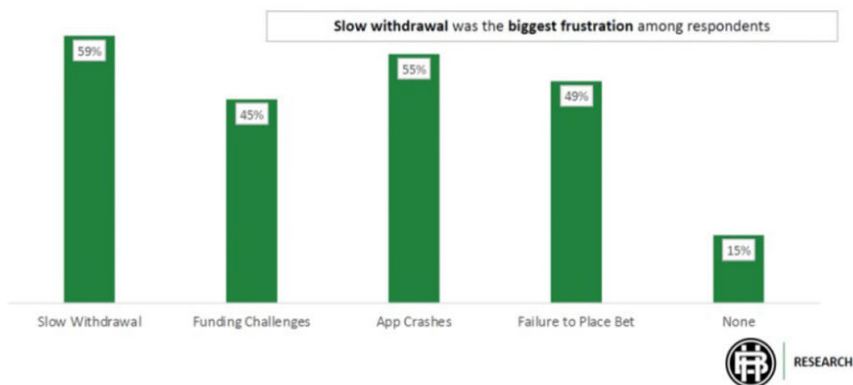
Source: Betting Hero

Source: Morgan Stanley Research, July 13, 2021.

The Applicants receive surveys from external providers that track and monitor how their app compares to that of their rivals. In a June 2021 Eilers and Krejcik survey, FanDuel's app was rated #1 overall, and DraftKings rated #2 overall, across a total of 30 apps tested, with BetMGM also featuring in the Top 5.[41] FanDuel rated highest for its user experience and betting interface, Bet365 was rated highest for its features and aesthetics, and BetRivers highest for its 'core' (i.e., account management features).[42]

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[41] Eilers and Krejcik Gaming, "Product Analysis: Testing, Scoring, And Ranking U.S. Sports Betting Apps", June 2021.

[42] Ibid.

FIGURE 37 ██

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FIGURE 38 ████████████████████████

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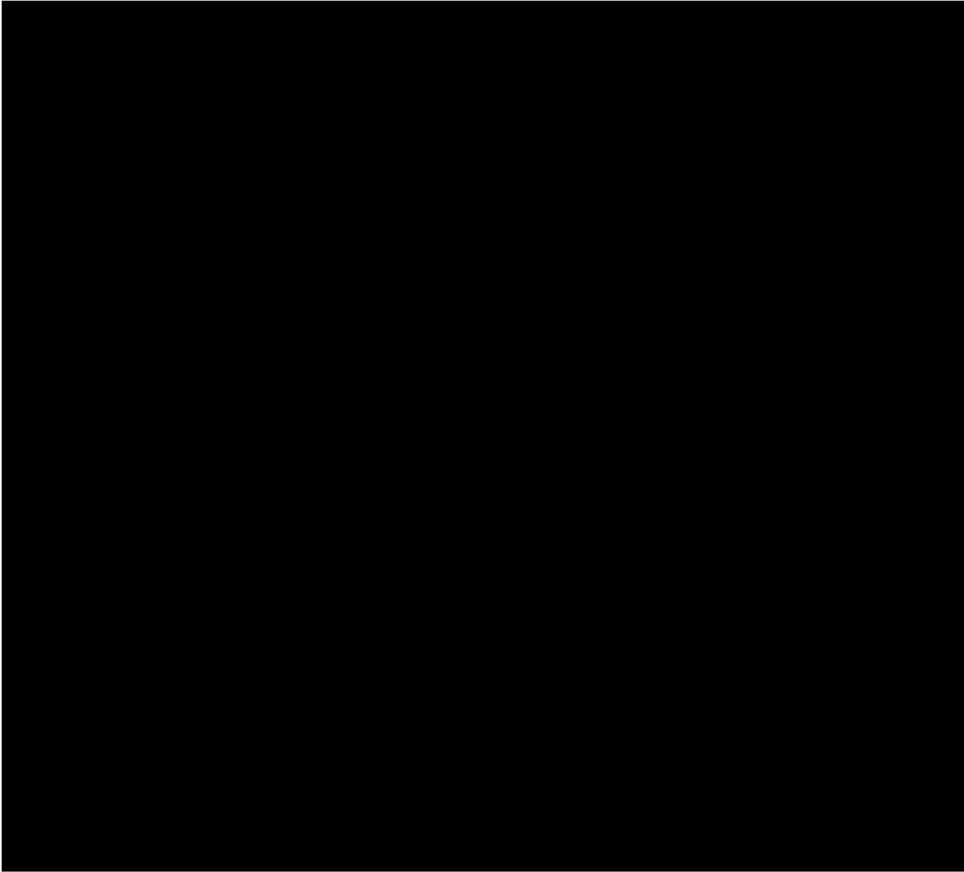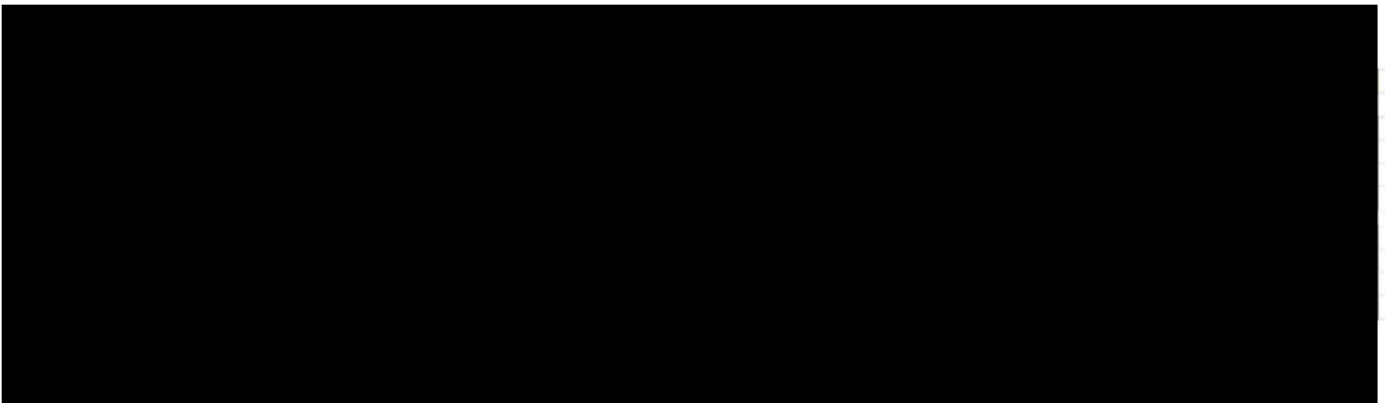
Operators continue to evolve their mobile sports product to protect and grow share

As sports betting markets in the U.S. are establishing, the way in which operators compete is also evolving. For example, when asked about the role of product innovation in driving competition, Kip Levin, President and Chief Operating Officer of FanDuel Group responded:

> *"I think it's going to be critical long-term. This is why you see a mix of platform providers on this call along with operators.*
>
> *"It's complex right now, a lot of our product investment is in launching new markets today, but if we could choose we would have a lot more invested in core innovation. Once we get through this early wave of rapidly expanding into new markets, then [product innovation] will become critical.*
>
> *[…]*
>
> *"I do think [product innovation] will be core and ultimately the people with the biggest market share 5-10 years from now will be heavily correlated with the companies that have invested the most in their products."[44]*

Key developments include the evolving ability to bet on the performance or statistics achieved by an individual player (rather than by a team). For example:

> *"We are constantly developing and enhancing it to refine the user experience – we view the development of a sportsbook as never complete," says Simon Noy, head of trading at Kambi.*

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[44] https://sbcamericas.com/2020/12/02/bosa-digital-product-will-ultimately-win-the-day-long-term-in-us-sports-betting-market/

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"American football is a hugely important sport for us in terms of resources and we have worked - hard to expand our offering by increasing the number of player props available and investing in the combinability in these markets," he adds. *"The same goes for all major US sports, including baseball, hockey and basketball, as well as other sports that drive significant US engagement such as golf.*[45]

Regulators have recognized the role of competition in driving product innovation in DFS

The FTC acknowledged when considering the proposed merger between Draft Kings and FanDuel in 2017 the important role that competition plays in driving innovation and product quality in the DFS segment. They state:

"Throughout their history, Respondents have competed aggressively against each other on price and non-price factors to win and retain users. FanDuel entered the DFS market in 2009. DraftKings did not enter until 2012, but it spent heavily on marketing, product innovation, and large prize pools in an effort to catch and surpass FanDuel. FanDuel responded to DraftKings' challenge by increasing its marketing spend, improving its product, and increasing the size of its prize pools."[46]

The FTC goes on to conclude when looking at the DFS segment that, given the role of DraftKings and FanDuel in driving forward product innovation, the merger should be blocked.

"Respondents regularly monitor each other's new product features. DraftKings [ ] specifically to monitor FanDuel's product improvements. FanDuel, for its part, [ ]. Respondents do this to compare their products and see which features their offerings lack. They also use such comparisons to prioritize product areas to develop to maintain a product-feature lead or to reduce or close a feature gap. Ultimately, Respondents prioritize developing and improving specific product features to increase and maintain their respective market shares.

Respondents do not regularly monitor the product features of other DFS providers apart from each other, and no other provider offers a comparable range and quality of product features. Thus, the Merger would eliminate important competition on product features among DFS providers that benefits users, and the post-Merger company would have reduced incentive to innovate."[47]

3.2 AS CUSTOMER BENEFITS INCREASE, THE MARKET MAY EXPAND (ALTHOUGH THE EFFECTS ARE UNCERTAIN)

The previous section described the effect that strong effective competition has on operators' competitive offers to customers. This section discusses how that improved customer offer may translate to bigger markets. We cover:

- the link between promotions, customer retention and handle (**section 3.2.1**)

- the effect of price reductions on mobile sports wagering market size (**section 3.2.2**)

- how an improved customer offer can help bring offshore wagering back onshore (**section 3.2.3)**

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[45] https://igamingbusiness.com/path-to-profitability-us-betting-product-goes-through-the-gears/

[46] FTC (2017), "Administrative Complaint [Redacted Public Version]", paragraph 52.

[47] Ibid. paragraph 74.

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3.2.1 EFFECTIVE PROMOTIONS CAN INCREASE THE NUMBER OF MOBILE SPORTS WAGERING CUSTOMERS

As set out in section 3.1.2, promotions are an integral part of a mobile sports wagering operator's customer proposition. They are highly visible to customers, and highly valued by them. Without a strong promotional strategy, and in the presence of at least one other credible competitor, an operator will suffer. Promotions are an important commercial tool that can and will grow revenues for the state of New York.

However, the evidence we have seen from the operators in this Application lends support to the view that as the number of operators in the market increases, the customers that take up a promotional offer to place their first mobile sports wager are increasingly those that would have placed a wager anyway, even in the absence of a promotional offer.

If this is indeed true for some, if not most promotional spending, then these promotions become increasingly ineffective at growing overall market size as the number of competitors expands. Each individual new entrant must invest in a strong promotional strategy to gain a foothold in the market, but the number of 'new customers' added with each successive entrant becomes less and less.
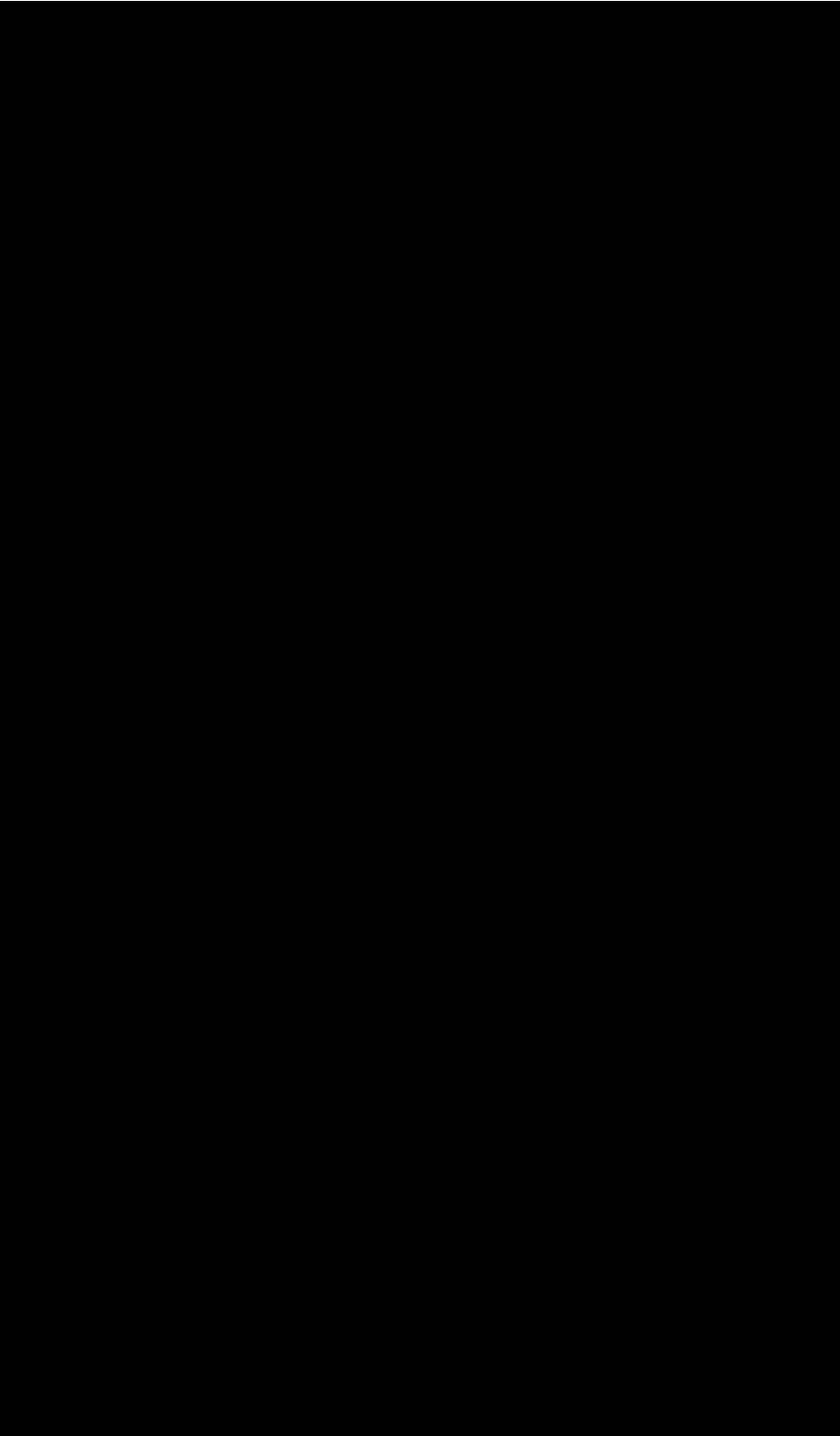
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FIGURE 40 ██
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FIGURE 41
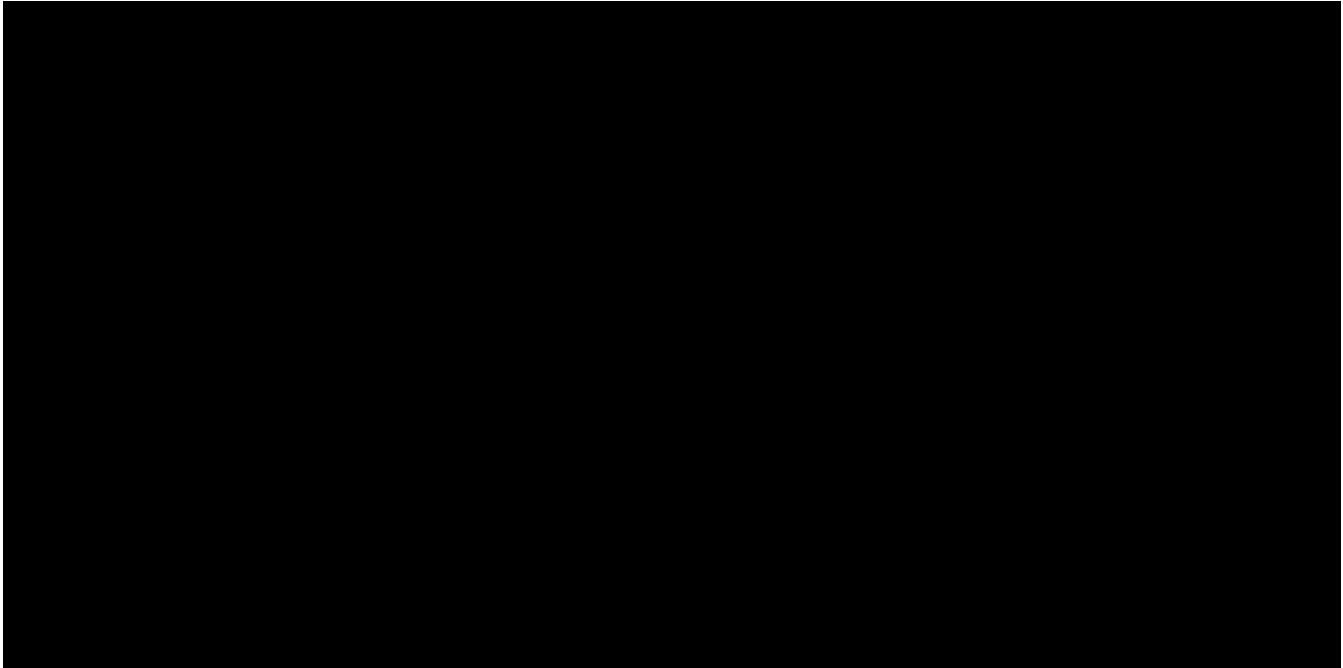
3.2.2 HEADLINE PRICE REDUCTIONS ARE LIKELY TO INCREASE MOBILE SPORTS WAGERING HANDLE, BUT NOT NECESSARILY GGR

Measuring the customer demand response to a price change in gaming has historically been difficult to estimate, as Frontier Economics have noted previously.[50] This is partly a result of measurement difficulties, where the data available to researchers will often not be able to capture promotional activity, with a focus instead on the headline amount returned to players before promotional activity is considered. It is also a result of a more fundamental problem, relating to difficulties in estimating the true effect of price changes, rather than changes in customer preferences over time.

Despite this, it is generally accepted that the lower the price in remote betting markets, the greater the amount staked. In economic terms, mobile sports wagering is a 'normal good'.

Furthermore, Frontier Economics have previously suggested that the demand for 'remote betting' is likely to be 'inelastic'. We estimated (noting the data challenges), our preferred price elasticity of demand estimate for 'remote betting' of -0.5, meaning that for every 1% decrease in price, the amount bet increased by 0.5%.

Putting this estimate in the current context, a decrease in hold percentages, whilst they may increase handle, _**will not increase GGR**_ (if the demand is inelastic) across the market.

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[50] See "The UK betting and gaming market: estimating price elasticities of demand and understanding the use of promotions, A report prepared for HM Revenue and Customers in the UK" by Frontier Economics.
https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/322845/report313.pdf

3.2.3 STRONG COMPETITION IS NECESSARY TO LOWER THE USE OF OFFSHORE AND OTHER ILLEGAL GAMING SITES

A report in 2020, based on a survey of 3,451 national sports bettors and commissioned by the American Gaming Association ("AGA"), showed that the illegal market remains widespread. The headlines from the survey were as follows.

■ 52% of sports bettors participate in the illegal market.[51] This has meant that spending with offshore online sportsbooks grew in 2020.

■ Offshore online sportsbooks grew at 3% in 2020 in states where sports betting was legalized and grew at 24% in states where sports betting was not yet legal.[52]

■ Customers expressed a preference in principle to use only legal sportsbooks, with 74% of those surveyed saying it was important to only use legal sportsbooks.[53]

The survey went on to explore the most popular reasons provided by customers for their shift from illegal to legal betting. Several of these reasons are likely to be correlated to an increase in competitive intensity.

For example, consumers may be more likely to encounter a *"promotional (free-to-play option) by regulated operators"* if there are more competitors in the market, however the presence of FanDuel, DraftKings, BetMGM and Bally Bet should be sufficient to ensure strong promotional offers are available, as set out and evidenced in section 3.1.2.

Similarly, *"news regarding legal sports betting"* or being *"made aware"* is likely to increase as a new competitor spends marketing dollars to enter the market, increases its share of voice on TV and other media, and generally enacts plans to increase customer awareness of its offer.

FIGURE 42 TOP REASONS FOR SHIFTING TO LEGAL BETTING – AGA, 2020

Source: Survey conducted by Heart +_Mind Strategies, and reported by the American Gaming Association, https://www.americangaming.org/wp-content/uploads/2020/07/Sports-Betting-Placemat-Final.pdf

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[51] https://www.americangaming.org/wp-content/uploads/2020/07/Sports-Betting-Placemat-Final.pdf

[52] Ibid.

[53] Ibid.

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TABLE 27   ██

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TABLE 28   ██

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International evidence supports the view that effective competition helps reduce the prevalence of offshore gaming

The presence of stricter regulatory and licencing requirements tends to create more barriers to the entry and expansion of a broad range of competitors. The international evidence shows that markets that are more open and have fewer regulatory obligations have smaller black markets than those with more restrictions.

Drawing on data compiled by PwC in 2019, Figure 43 shows that countries with more open competition regimes where market entry is relatively easier (as in the UK and Denmark) tend to be associated with lower use of offshore gaming sites. At the other end of the scale, the most restrictive regimes (in Norway and France) tend to be associated with extensive use of offshore gaming sites.[54]

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[54] PwC (2021), 'Review of unlicensed online gambling in the UK', page 59

FIGURE 43 INTERNATIONAL VARIATION IN THE PREVALENCE OF OFFSHORE GAMING
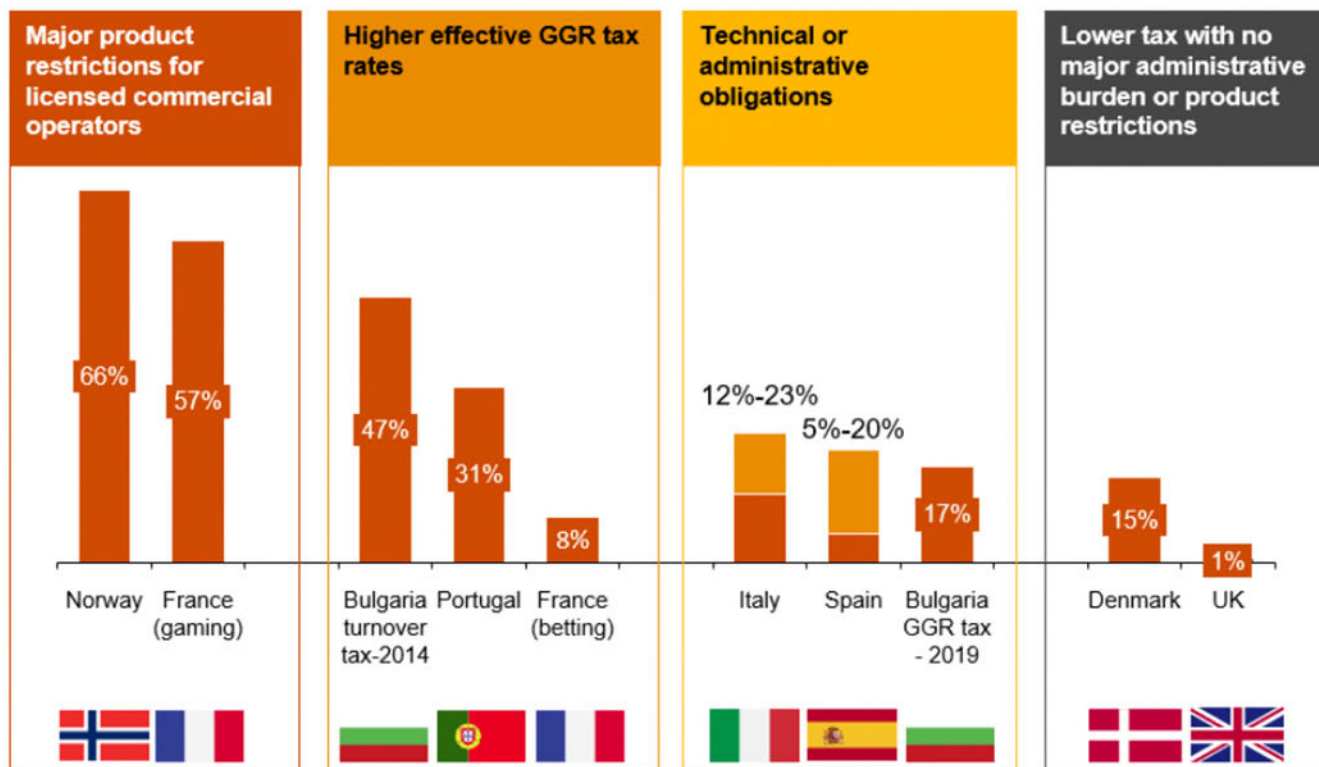
Source: European Commission, H2 Gambling Capital, PwC Survey 2020

Source: PwC (2021), 'Review of unlicensed online gambling in the UK', page 59
Note: Estimates relate to the offshore share of GGR for interactive gambling.

The same study also confirms that, at least in the UK, unlicensed operators have a strong competitive offer. Figure 44 shows the unlicensed operators outperform major licensed operators across all the key criteria customers value when choosing where to place their bets. As such, we believe that in the U.S. the presence of a licensed operator alone is insufficient to bring offshore bettors back onshore – only the strongest operator or operators will be able to do this.

FIGURE 44 CUSTOMER PERCEPTIONS OF LICENSED VS. UNLICENSED OPERATORS IN THE UK
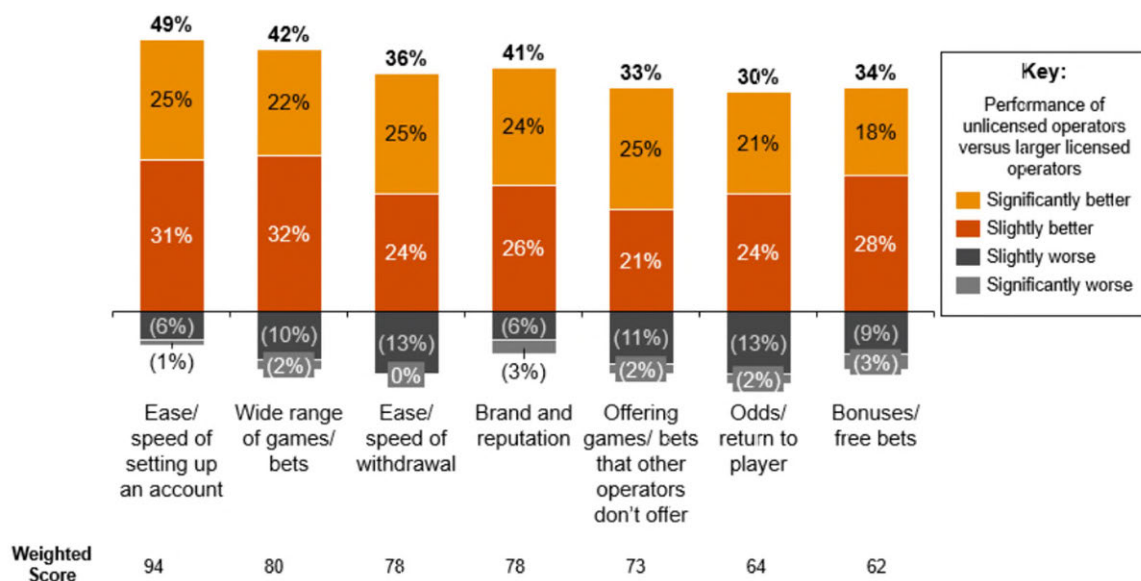
Source: PwC (2021), 'Review of unlicensed online gambling in the UK', Figure 5.29

Note: Based on 2,363 responses in December 2010 to the question "When thinking about the following key purchase criteria, how do the following operators compare versus larger well-known operators such as William Hill, Ladbrokes, Paddy Power, Betfair, SkyBet and Bet365?"

3.3 MARGINS ARE TIGHT EVEN FOR THE LEADING MOBILE SPORTSBOOK OPERATORS AT A 50% TAX RATE

Below, we describe and present examples of the costs likely to be incurred by those both inside and outside this bid consortium. This demonstrates clearly that at a 50% tax rate, there is substantial pressure on even a leading operator to break even in a mature mobile sports wagering market.

We note that whilst the requested 50% rate is challenging already in a four-operator model, it is simply unsustainable in a scenario where more than the four operators in this bid consortium are competing for broadly similar customers in New York. Add to this the significant marketing cost inflation created by including more competitors competing for the same customer eyeballs, and the economic model of all operators starts to break down.

3.3.1 A 50% TAX RATE IN A MULTI-OPERATOR STATE IS UNPRECEDENTED, AND THE PRESSURE IT PLACES ON EVEN THE LEADING OPERATORS IS SIGNIFICANT

The requested tax rate on GGR in New York is higher than in any multi-operator state that has legalized to date, in all cases much higher. Only in states where a single operator has been licensed has the state taken 50% of an operator's gross gaming revenue.

TABLE 29   MOBILE SPORTS WAGERING TAX RATES IN MULTI-OPERATOR STATES

STATE	MOBILE SPORTS WAGERING TAX RATE	NOTES *TAX LEVIED ON GROSS GAMING REVENUE UNLESS OTHERWISE STATED*
New Jersey	14.25%	
West Virginia	10.00%	

Pennsylvania	36.00%	Tax levied on gross gaming revenue less any promotional credits and federal excise tax. Includes 2% tax levied by casino partner township
Colorado	10.00%	Tax levied on gross gaming revenue less any promotional credits and federal excise tax
Iowa	6.75%	
Indiana	9.50%	
Illinois	15.00%	
Tennessee	20.00%	
Michigan	8.40%	Tax levied on gross gaming revenue less any promotional credits. An additional 1.25% fee may be applied by local city where operator additionally holds a casino licence in that city
Virginia	15.00%	Tax levied on gross gaming revenue less any promotional credits, federal excise tax and losses carried forward

Source: Frontier.

Below, we discuss the key aspects of the economics of the operators in this Application which means that this bid, and this bid alone, is best placed to sustain a tax rate of 50% with four operators.

This bid consortium's required variable and other fixed costs, marketing and promotional spend will leave them close to break even, even at market maturity

Starting with just 50% of gross gaming revenues (compared to the 90% or more in some multi-operator states), operators in New York will still be required to incur substantial costs to effectively serve their customers.

First, variable costs make up an estimated ▮▮ of GGR for leading operators such as those in this bid consortium. These costs typically vary with gross gaming revenues, and revenue shares can be agreed as part of longer terms contracts (e.g., with technology providers). These variable costs will vary by operator and include, but are not limited to:

- the federal handle tax;

- payment processing fees;

- compliance costs through digital verification and authentication providers (e.g., IDology);

- geolocation security costs;

- fees paid to data providers;

- league fees;

- revenues shared with third-party technology partners; and

■ payments made to tribal partners.

Notable fixed costs associated with an application for a mobile license fee in New York include license fees and server fees, which together are estimated at a further 2% of GGR for those in this bid consortium (amortising the license fees over 10 years).

These costs already leave an operator with no more than a third of their initial GGR to spend on the marketing and promotion that will attract customers, and retain them as profitable customers for longer.
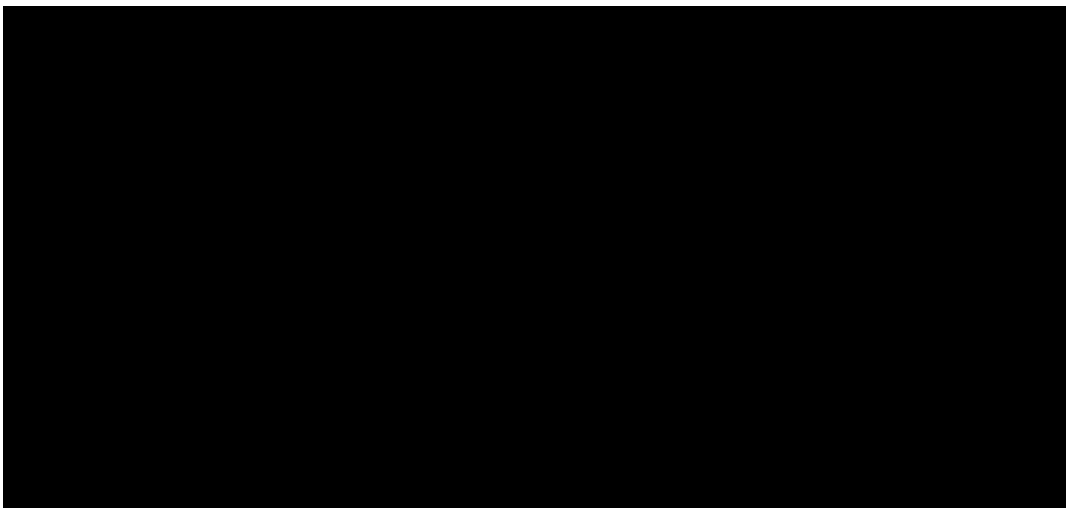
In a mature, but still fiercely competitive market, leading operators can reasonably be expected to spend at least ██ of the GGR they generate on promotional spend. This is based on our analysis of evidence from DraftKings and FanDuel that shows this is still below the share of GGR currently spent on promotions in all other previously legalized states where FanDuel and DraftKings operate.

It should be noted that the estimated ███ spent on promotions in the example below considers the level of spending in a market at maturity. Although mobile sports wagering in New Jersey has been legalized for nearly three years, growth continues, and gross gaming revenues have still not reached a 'steady state'. In immature markets, initial risk-free bets and other generous customer sign up offers will tend to inflate the promotional spend of operators as a proportion of GGR. As the blend of new and existing customers changes, promotional spend as a percentage of GGR is likely to fall.

We have demonstrated earlier the significant spending by operators on state level marketing (excluding national marketing and investment in neighboring states). In a four-operator market, the cost of the necessary marketing spend is already high, and places further pressure on an operator's bottom line. We conservatively estimate this will account for a further ██ of GGR in a four-operator model.

Taken together, this implies that even a leading operator will make a small loss at maturity with a 50% tax rate (note, we take our estimated market-wide Year 5 GGR as the starting point for this analysis).

TABLE 30 ████████████████████████████████████

The current licensing process in New York is however set to be played out in more than 30 states. These states include those that are comparable in population terms to New York, including California, Texas and Florida.

Marketing dollars spent in New York to strengthen and promote brand awareness will benefit multi-state operators such as FanDuel, DraftKings, BetMGM and Bally's in all states where they currently have a mobile sports wagering presence, or expect to have one soon. The net effect of these synergies across all currently legalized and the soon to be legalized states is likely to increase the overall small gain for the operators in this Application.

Other operators are likely to be less efficient; more reliant on promotions to gain share; and will be less able to leverage New York investment in existing legalized states

The economics of a standalone operator in New York without the broad national presence and multi-state, multi-channel capabilities of FanDuel, DraftKings, BetMGM and Bally's could look very different.

The leading operators in this Application are potentially far more efficient than other less established mobile sports wagering operators. As noted earlier, many compliance and technology costs are linked to GGR directly, and locked into contracts negotiated with third parties. Leading operators believe their scale and experience will mean they negotiate no worse than, and potentially far better than their rivals when agreeing these fees.

Operators not included in this Application do not possess the same operational scale, and cannot spread product and technology investments; or other operational functions required to run an effective mobile sports wagering product (e.g., risk and trading functions) across such a broad customer base. The incremental cost of doing business in New York for operators outside this Application will be higher.

If other operators did possess an underlying cost advantage, we would expect them to be systematically taking share away from the leading operators. In practice, and as shown later in this report, other operators have not been able to systematically grow at the expense of the leading operators in this Application.

The operators in this Application can leverage broad existing customer bases to grow user numbers (and state-wide GGR) in New York. These include large DFS customer databases for FanDuel and DraftKings; and the millions of New Yorkers signed up to the M life loyalty programme for BetMGM. Bally Bet's potential reach has been similarly boosted significantly following the Sinclair rebranding as Bally Sports in March 2021 that gives Bally's the capability to reach millions of New York potential sports bettors daily, including 10 local New York stations (Buffalo, Rochester, Albany, and Syracuse) and further supported through their DFS and physical casino database. These capabilities are explained further later in this report.

Without these significant assets and capabilities, we believe that other operators will need to rely more heavily on blunter tools to attract the same customer base as the operators in this Application. In practice, that is likely to mean a greater share of GGR spent on promotions and marketing in order to replicate the same levels of GGR that the leading operators expect to deliver.

With the potentially higher variable cost base, and potentially increased marketing and promotional spend, a 50% tax rate would leave operators outside this bid consortium with an even greater financial challenge to break even in the long-term. This challenge poses a potential threat to the ongoing viability of mobile sports wagering in New York – if the tax rates prove unsustainable for the chosen operators and they are forced to exit.

3.3.2 WITH MORE THAN FOUR COMPETITORS, SIGNIFICANT MARKETING COST INFLATION MAKES A 50% TAX RATE UNSUSTAINABLE FOR ALL OPERATORS – LONG-TERM REVENUES FOR THE STATE WILL SUFFER

In this section, we note and evidence our firm belief that adding more competitors beyond the four operators in this Application, **_at a 50% tax rate or higher_**, will not create sustainable long-term value for the state.

This is for the following reasons.

- Credible and effective competitors do exist outside the operators in this Application, and were they to enter, they could reasonably expect to gain market share, at least in the short-term.

- The cost of attracting and retaining a customer goes up significantly, as more operators competing for the same limited number of slots push up marketing costs to unsustainable levels.

- As prices go up, marketing volumes or promotional spending must fall – otherwise the economic model of even the leading operators will not work.

- With a deteriorated customer offer driven by lower volumes of promotional and marketing spend, fewer customers are attracted and retained, and the market size falls, lowering long-term revenues for the state. Revenues the state may otherwise have held on to in a four-operator model are more likely to continue to flow offshore and across state lines to New Jersey and Pennsylvania.

Credible operators not included in this Application may take share from the leading operators

Despite the widespread presence across multiple states of FanDuel, DraftKings, BetMGM and Bally's, there are other operators with significant ambitions to expand and grow in newly legalizing mobile sports wagering markets nationwide. William Hill, BetRivers, PointsBet, TwinSpires and Wynn Bet currently operate mobile sports wagering products in more than five different states already.

With these operators present in the market, some spending (and so market share) will move away from FanDuel, DraftKings, BetMGM and Bally's to other competing brands. As we will demonstrate later in this report, this does _not_ mean customers will remain with these competing brands, and favor them over those in this Application. Sports bettors in the U.S. have been found to have up to 2.8 mobile sports wagering apps on their devices on average[55], and customers can and do split their 'wallets' across rival operators.

The second reason we would expect additional operators to gain market share is because promotional cycles are not perfectly aligned between operators. In some cases, they will largely move together, such as in July 2020 when live sports returned, and operators responded with promotional offers; or at the start of a new sports season. However, promotions will never perfectly align and in some weeks neither FanDuel, DraftKings, BetMGM nor Bally's will be the most attractive customer promotion on offer for a new customer.

Finally, a savvy customer will 'multi-home' to start with. Initial sign-up offers are likely to be the most generous, compared to those targeted at retaining existing customers. This pattern of behavior, supported

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[55] Morgan Stanley Research Note, July 13 2021.

by odds and promotion comparison websites will result in rivals stealing share from those in this bid consortium, at least in the short run.

The presence of additional mobile sports wagering operators raises the <u>price</u> of media buys, and puts at risk the sustainable economic model of all potential operators

There is a limited amount of advertising space already available for mobile sports wagering operators. First, the sports leagues themselves impose restrictions on both the level, and timing of mobile sports wagering advertising. For example, FanDuel notes the NFL; NBA; PGA; MLB and NCAA all apply some form of advertising limits or restrictions on mobile sports wagering. Strong local and national advertisers are also competing for the same premium inventory, as shown in the example below.

This creates a premium on mobile sports wagering advertising, which is high with just four operators competing for the same slots, and increasingly unsustainable as the number of competitors moves beyond four. Marketing spend goes up for everyone, even if the volume of marketing does not. No additional reach is achieved, and there is no additional benefit to the state. Adding more competitors in this scenario is value-destroying.

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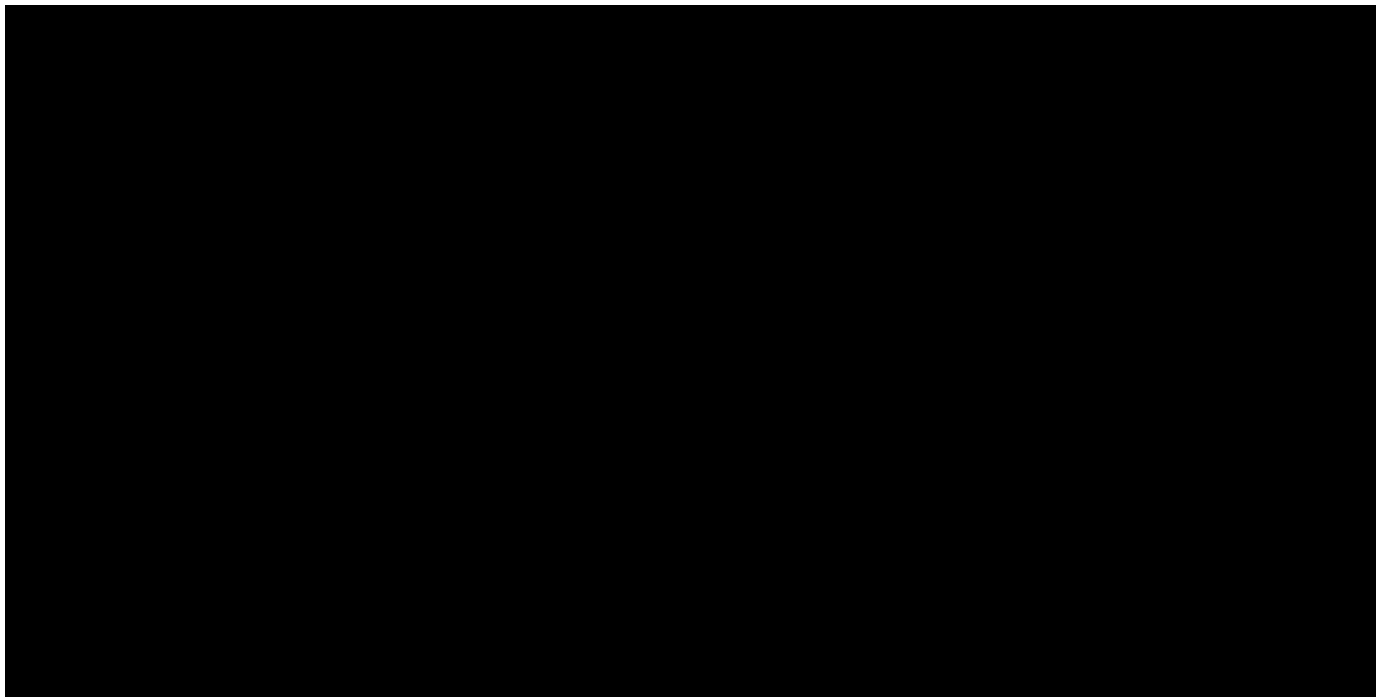
FIGURE 45 ██

FIGURE 46
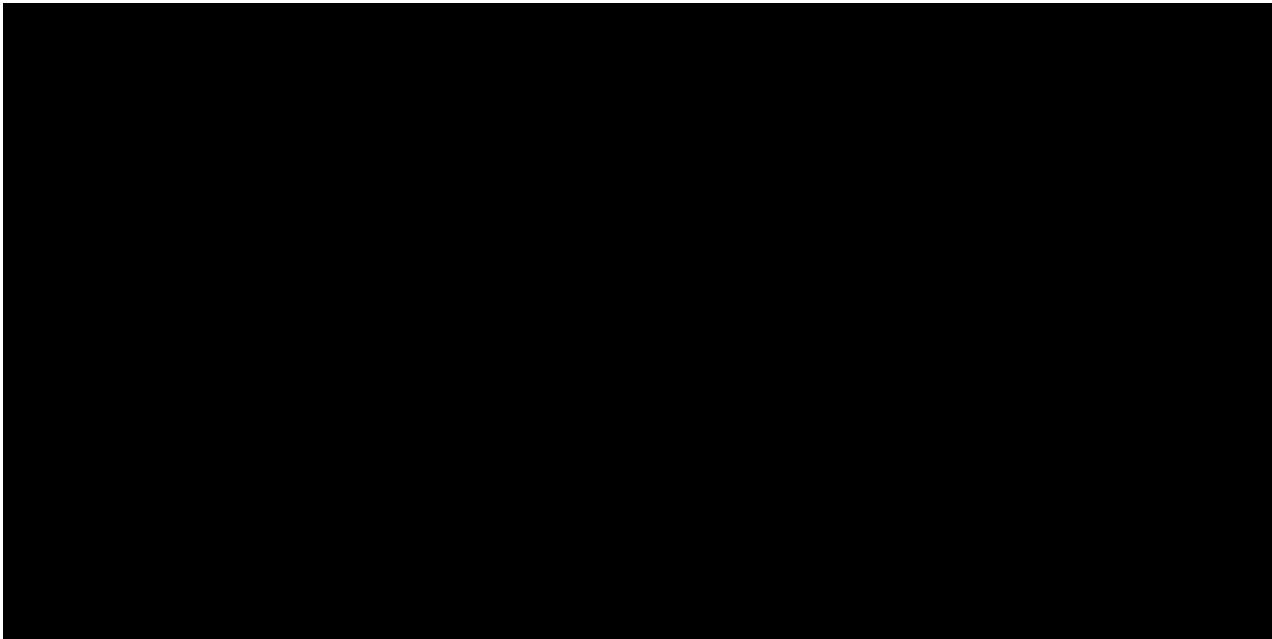
Leading operators cannot sustain the same volume of investment with more than four operators present

The requirement to offer a 50% tax rate in a multi-operator model in New York is unprecedented. There is no case study or example that shows how leading operators will react when faced with intense competition from other strong operators and a punitive tax rate.

The evidence we rely on here is therefore based on our discussions with the leading operators in the mobile sports wagering market. What is clear from those discussions is that:

- whilst *small profits or losses in a four-operator model* can be sustained based on the efficiency benefits this will provide across a broader nationwide offer; but

- *larger losses in a multi-operator model* cannot be sustained, and cost savings need to be made.

If this is true for the leading operators, we expect it will also be true for other operators. Leading operators can spread the cost of things such as ongoing research and product development across a broader base in multiple markets. A standalone New York operator will not benefit from the same cost synergies. The question operators face with more competitors and a punitive tax rate is which cost lines to cut. There are no good options at this point.

Cutting variable costs is simply not possible without compromising other essential activities of a mobile sports wagering operator. Whilst all operators will continue to seek incremental improvements, there is not the potential to make large and widespread cuts to this part of the cost base in response to financial pressure. Tax payments, ID checks, location verification, payments to sports leagues, payments providers and technological partners must all continue.

Something must give – and we expect this to come through cuts to marketing spend or the generosity of promotional offers. The decision to cut marketing and promotional spend may be taken prior to launch in

New York, once the number and identity of other competing operators is revealed later in the year. It may not even happen straight away, as operators may hope that weakest operators simply exit the market when faced with strong and sustained competition. These commercial strategies are decisions for operators, and are out of scope of this report.

Ongoing and sustained cuts will worsen customer acquisition and retention as the market matures. As the market matures, activities to re-activate those that registered at or close to launch but have since lapsed will suffer.

The experience of mature wagering markets worldwide has shown that marketing drives attraction, retention and re-activation, and is key to ongoing sustainable success. The UK Gambling Commission, in its research on how consumers engage with gambling markets, shows that advertising and promotional spend is just as important a commercial lever to retain and reactivate customers in a mature market, as it is to encourage new customer sign-ups.

TABLE 31   UK CONSUMER SURVEY ON HOW SEEING DIFFERENT TYPES OF ADVERTS AFFECTED GAMBLING BEHAVIOR (2020)

	ADVERTS ON SOCIAL MEDIA	ADVERTISING (NON-SOCIAL MEDIA)	SPONSORSHIP OF A SPORTS EVENT OR TEAM	FREE BETS OR MONEY TO SPEND	DIRECT AD VIA EMAIL, TEXT MESSAGE OR APP PUSH NOTIFICATION
It prompted me to restart gambling after taking a break from gambling	15%	15%	14%	19%	20%
It prompted me to increase the amount that I gamble	20%	16%	19%	18%	22%
It prompted me to start gambling for the first time	21%	13%	19%	26%	14%
It prompted me to change what I gamble on, or to try a new form of gambling	9%	10%	14%	13%	11%
It didn't change the amount that I gamble	45%	53%	42%	35%	44%

Source: UK Gambling Commission - Understanding how consumers engaged with gambling advertising in 2020 - https://www.gamblingcommission.gov.uk/statistics-and-research/publication/understanding-how-consumers-engaged-with-gambling-advertising-in-2020

Note: Analysis based on survey of 6,000 UK adults, weighted for age, gender, region, social grade, tenure and working status. Data was collected in March, June, September and December 2020.

A poor customer offer has been shown to not be in the best long-term interests of the state

frontier economics

The costs to the state of a low-quality offer to customers can be seen most clearly in Washington D.C.

Intralot, the chosen operator of mobile sports wagering in Washington DC has faced a significant challenge from a physical sportsbook operated by William Hill at Capital One Arena.[56] More recent commentary on the evolution of the sports wagering market in Washington DC has highlighted the significant shortfall between the $22.6m initially forecast to be transferred to the District in the fiscal year 2021; the revised forecast expected of $6.2m; and the actual amount delivered in the first 8 months of the year of $230,000.[57]

There have also been several articles outlining how Intralot have been unable to achieve the outcomes desired by the District. For example, the Washington Post noted that it was not meeting its requirements for local spending.[58]

Bidders that do not act rationally could expose the state to a 'winner's curse'

An often-cited problem (widely discussed in the academic literature) for a winning bidder in a market where the value of the item being auctioned is only revealed later is the "winner's curse". It has been discussed in theory and in practice, see for example Thaler (1988).[59], who notes amongst other things that (i) there are different variants of a "winner's curse"; (ii) a winner's curse cannot occur if all the bidders are rational; and (iii) that acting rationally in a common value auction can be difficult.

It is not correct to say that whoever the winning bidder is in New York, they will have overbid. A rational bidder will be aware of the danger of over-bidding, and as such should adjust their bid downwards to account for this. However, the rationality of all bidders is not an absolute guarantee, and as Thaler identifies there are behavioral and psychological issues at work, such that a *"cognitive illusion"* exists, and therefore there exists *"the possibility that market outcomes will diverge from the predictions of economic theory".*[60]

3.4 A LOWER TAX RATE IS NEEDED WITH MORE COMPETITORS TO ALLOW OPERATORS TO SUSTAINABLY INVEST

If the state chooses to include additional competitors beyond the four operators in this Application, then proposed GGR tax rates must necessarily fall for the reasons outlined in the previous section. The operators in this Application have submitted a pricing matrix that accompanies this report, setting out how their proposed GGR tax commitments change as more competitors are added to the market.

The following section discussed the expected response of the operators in this Application to a fall in the tax rate (and an increase in the number of rival operators).

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[56] See for example Legal Sports Report, October 15, 2020, "Retail still king in sports betting thanks to Intralot Gambet". https://www.legalsportsreport.com/44907/retail-still-king-in-dc-sports-betting-thanks-to-intralot-gambet/

[57] See Legal Sports Report, June 21, 2021, "Latest DC sports betting update does not bode well for GambetDC". https://www.legalsportsreport.com/53344/latest-dc-sports-betting-update-does-not-bode-well-for-gambetdc/

[58] The Washington Post, 7 July 2021, "Auditor: D.C.'s sports betting company is far behind on requirement to hire locally":

[59] Thaler (1998), "Anomalies: The Winner's Curse"

[60] Ibid.

3.4.1 A 30.5% TAX CAN BE SUSTAINED WITH NO MORE THAN EIGHT OPERATORS PRESENT IN THE MARKET

We consider a scenario that increases the number of operators present in the market to between five and eight – i.e., FanDuel, DraftKings, BetMGM, Bally Bet, and 1-3 additional operators; and reduces the proposed GGR tax rate to 30.5%.

We model a scenario that holds two factors constant, compared to a four-operator model at a 50% tax rate.

- *State revenues.* First, we assume an overall market size that is ███████████████████████████ model at a 50% tax rate discussed earlier. With this level of market expansion, the state is just as well off in a more than four operator model at a 30.5% tax rate, as it is with a four-operator model at a 50% tax rate.

- *Overall GGR achieved by the bid consortium.* Second, we assume that this bid consortium achieves the same absolute level of GGR in a more than four operator model than it would have done in a four-operator model. This therefore conservatively assumes that the bid consortium would be able to achieve a collective market share of ████ in an expanded more than four operator model.

However, in a more than four operator, 30.5% GGR tax scenario, there are some differences compared to the previous four-operator model that are relevant for the bid consortium.

- First, the lower tax rate reduces the total amount of tax paid by the bid consortium by █████.

- Second, marketing asset prices will again inflate due to the increased competition for available slots. We conservatively assume this will add an additional ████ to marketing spend, with no additional volume, increasing overall consortium marketing spend by █████.

- Third, since the tax reduction still outweighs the marketing asset inflation, this relieves some of the financial pressure on the bid consortium, who we then model will choose to re-invest this in increased promotional and marketing spend (given the competitive market), increasing overall promotional spend across the bid consortium by ████████████████████████████████████ █████████████████████████████████████.

- Fourth, although we expect variable costs and promotional spend to remain unchanged, we model a slight reduction in operating costs of ██████, as the server fee in New York is spread across more licensed competitors.

The combined effects of the tax reduction and spending changes in this example leaves the operators in this Application with a small, but positive level of retained profit.

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frontier economics

3.4.2 INCREASED SPENDING BY THIS BID CONSORTIUM AND INCREMENTAL GGR FROM OTHERS CAN SUSTAINABLY SUPPORT STATE REVENUES WITH A 30.5% TAX RATE

We have shown in the examples above that if more competitors are licensed in New York, beyond those in this Application, then committed GGR tax must necessarily fall.

For the state of New York, the question is whether those additional competitors, plus the increased investment undertaken by leading operators such as those in this Application as financial pressures are relieved slightly, <u>can</u> expand the market sufficiently such that the state is better off with more than four competitors than it is with just the four operators in this Application.

The market expansion effects modelled in the examples in the previous section can come through two complementary routes:

- First, the extent to which additional entrants bring with them *unique customers* that the operators in this Application would otherwise not have been able to attract.

- Second, the extent to which additional entrants and a lower tax rate change the *competitive intensity* faced by all operators, but relieve some of the financial pressure of a 50% tax rate, and lead to improvements in the customer offer and an overall expanded market.

We explore the impact of these two effects in the examples below.

Increased promotional and marketing spending by the leading operators in this Application can drive customer numbers even higher for the bid consortium. To model the potential market expansion effects of increased spending by the operators in this Application, we apply a simple three-step approach.

- First, we consider the return to marketing and promotional spend that operators expect to achieve in a four-operator model.

- Second, we assume that customers become increasingly hard to reach with each incremental marketing dollar spent. Specifically, we conservatively assume that each incremental marketing and promotional dollar will be ███ as effective as previous spending.

- Third, we calculate the market expansion driven simply by the increased investment by operators in this bid consortium.

The tables below outline this incremental market expansion from the operators in this Application, based on this approach.

TABLE 33 ██

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Additional competitors will therefore need to bring far fewer unique customers to achieve the modelled market expansion
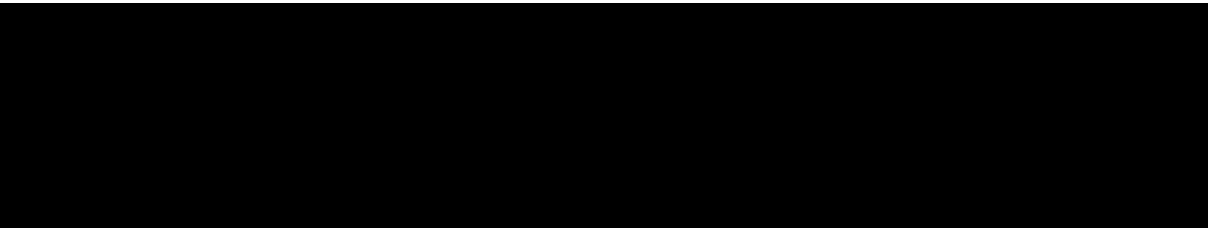
The remaining market expansion effect will come from the addition of four further competitors, competing alongside those in this bid consortium. As outlined earlier in this section, there are strong and credible operators not included in this Application with the potential to expand the market.

However, as with the operators in the Application, additional competitors will only be able to take advantages of the opportunity they have to grow the market if the conditions are in place in New York for them to also grow and invest sustainably – i.e., the tax rate is far lower than 50%.

Based on the example above, the necessary incremental market expansion effect from the inclusion of more operators is set out in the table below.

TABLE 34 ███████████████████████████████████████

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A strong operator with an ability to uniquely access a new and different customer base could potentially increase the overall market size beyond that which the operators in this Application can achieve. Should the state decide to include more operators at a lower tax rate, it is possible to achieve an overall market expansion that would leave the state no worse off in a more than four operator model at a 30.5% tax rate, than it would be in a four-operator model at a 50% tax rate.

4 THE OPERATORS IN THIS APPLICATION WILL MAXIMIZE VALUE FOR THE STATE

Economics is rooted in the concept of scarcity. In a world of finite resources, value comes from having something that another party does not. The same is true in markets, where having a skill or capability that others do not is more often referred to as a competitive advantage.

This chapter outlines the competitive advantage of the operators included in this Application. We have broadly divided these advantages into two:

■ **underlying strengths and competitive advantages,** that are not unique to New York, but instead are a broader reflection of the capabilities, skills and expertise that the operators in this Application have developed over time; and

■ **specific competitive advantages in the state of New York** that no other operator or group of operators can replicate.

First, we demonstrate the key role the operators in this Application have played so far in the development and growth of mobile sports wagering markets in other U.S. states (**section 4.1**).

Second, we explain and provide evidence for the underlying strengths and capabilities of the operators that have helped achieve this (**section 4.2**).

Third we discuss the specific competitive advantage enjoyed by the operators in this Application that will serve them particularly well in New York (**section 4.3**).

Finally, we bring this together to show that based on the incremental value provided by potential additional operators, going beyond the four operators included in this Application may expand the market were the tax rate to fall, allowing operators to sustainably invest (**section 4.4**).

4.1 THE OPERATORS IN THIS APPLICATION HAVE CAUSED MARKETS TO EXPAND

In this section, we provide evidence on how the operators in this Application, and in particular DraftKings and FanDuel, have helped other states to sustainably grow state-wide handle, and gross gaming revenues. In legalized states so far, both DraftKings and FanDuel (and now BetMGM) typically enter early, and have grown the market, leveraging their underlying strong commercial models and effective customer offer to grow handle and GGR for each successive state that has opened up to mobile sports wagering.

4.1.1 FANDUEL, DRAFTKINGS AND MORE RECENTLY BETMGM HAVE ENTERED QUICKLY TO GROW MARKETS FROM AN EARLY STAGE

FanDuel and DraftKings are the only operators present in all the 10 states that have currently opened up to multiple sports betting operators since 2018.[61] BetMGM is the third most widely present operator, active in 9 states while Bally Bet is currently present in two states and Bally's technology is powering the operations of theScore and Elite Sportsbook in two more states. In total, 19 operator brands are present in more than one state. There are, in addition a further 21 single-state brands not listed in Table 35.

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[61] These states are New Jersey, West Virginia, Pennsylvania, Colorado, Iowa, Indiana, Illinois, Tennessee, Michigan and Virginia. DraftKings also offers a mobile sports wagering product in New Hampshire, where it is the exclusive mobile sports wagering operator.

TABLE 35 MOBILE SPORTS OPERATOR PRESENCE IN MULTI-OPERATOR STATES

	TOTAL	NEW JERSEY	PENNSYLVANIA	WEST VIRGINIA	IOWA	INDIANA	COLORADO	ILLINOIS	TENNESSEE	MICHIGAN	VIRGINIA
DraftKings	10	Aug-18	Nov-19	Aug-19	Feb-20	Oct-19	May-20	Aug-20	Nov-20	Jan-21	Jan-21
FanDuel	10	Sep-18	Jul-19	Aug-19	Sep-20	Oct-19	May-20	Aug-20	Nov-20	Jan-21	Jan-21
BETMGM	9	Sep-19	Dec-20	Jan-20	Jan-21	Feb-20	May-20		Nov-20	Jan-21	Jan-21
William Hill	9	Sep-18		Sep-20	Aug-19	Oct-20	Sep-20	Sep-20	Mar-21	Jan-21	Feb-21
BetRivers	7		Jun-19		Oct-20	Oct-19	May-20	Jun-20		Jan-21	Jan-21
PointsBet	6	Dec-18			Nov-19	Feb-20	Nov-20	Sep-20		Jan-21	
TwinSpires/Bet America	6	Feb-19	Dec-19			Dec-19	Apr-21		Mar-21	Jan-21	
WynnBet (WSI)	6	Aug-20				Mar-21	Dec-20		Apr-21	Jan-21	Mar-21
Barstool	4		Sep-20			May-21		Mar-21		Feb-21	
Caesars	3	Aug-18	May-20			May-20					
FoxBet (The Stars Group)	4	Sep-19	Sep-19				May-20			Jan-21	
Betfred (WindCreek in PA)	3		Dec-20		Jul-20		Sep-20				
Betway	3		Jun-21			Jun-21	Apr-21				
theScore*	3	Aug-19				Sep-20	Sep-20				
Unibet	3	Sep-19	Nov-19			Jul-20					
Elite Sportsbook*	2				Aug-19		Aug-20				
Golden Nugget	2	Feb-19								Jan-21	
Hard Rock	2	Jan-19			Dec-19						
Play Sugar House	2	Aug-18	May-19								
Bally Bet	2				Jun-21		May-21				

Source: FanDuel. Note: theScore; Elite Sportsbook and Bally Bet are all powered by Bet.Works technology from Bally's.

In addition to being the most widely present operators, FanDuel and DraftKings are also amongst the earliest entrants. In 7 of 10 states, DraftKings entered in the same month as the earliest entrant. In 6 of 10 states, FanDuel entered in the same month as the earliest entrant. And in the four most recently legalized states, BetMGM entered in the same month as the first entrant.

TABLE 36 MOBILE SPORTS OPERATOR (RELATIVE) SPEED OF ENTRY (1 = FIRST ENTRANT)

	NEW JERSEY	PENNSYLVANIA	WEST VIRGINIA	IOWA	INDIANA	COLORADO	ILLINOIS	TENNESSEE	MICHIGAN	VIRGINIA
DraftKings	1=	6=	1=	6	1=	1=	2=	1=	1=	1=
FanDuel	4=	4	1=	8	1=	1=	2=	1=	1=	1=
BETMGM	15=	11	3	10	5=	1=		1=	1=	1=
William Hill	4=		5	1=	10	12	4=	5=	1=	
BetRivers		2=		9	1=	1=	1		1=	1=
PointsBet	7			3=	5=	16	4=		1=	
TwinSpires/Bet America	10=	8			4	21		5=	1=	
WynnBet (WSI)	18				11	17		7	1=	6
Barstool		10			12		6		11=	
Caesars	1=	9			7					5
FoxBet (The Stars Group)	15=	5				1=			1=	

Source: FanDuel

Note: We do not distinguish here between operators based on the date of entry only by the month in which they entered.

4.1.2 OBSERVED GROSS GAMING REVENUES HAVE GROWN SIGNIFICANTLY FOLLOWING ENTRY BY THE OPERATORS IN THIS APPLICATION

Since FanDuel and DraftKings are present in all states allowing multiple sports wagering operators, there is no counterfactual against which to observe how handle and GGR would grow in a situation where neither FanDuel nor DraftKings were present.

We can however observe the effect that the entry of different competitors over time has had on the growth rates of handle and GGR.

As shown in Table 36 both FanDuel and DraftKings were present at a very early stage in 8 of the 10 states that currently permit multiple mobile sports wagering operators. However, in Iowa and Pennsylvania, FanDuel and DraftKings both entered later than some of their smaller rivals, and their entry did not come at the same time. In Pennsylvania, DraftKings entered four months later than FanDuel, whilst in Iowa, FanDuel entered seven months later than DraftKings.

In these states, it is interesting to observe the effect that the FanDuel and/or DraftKings entry did have on the overall market growth.

Figure 47 compares the cumulative online handle per adult six months from launch in New Jersey, Colorado, Illinois, West Virginia, Iowa, Pennsylvania. It shows that the speed of market growth in states where FanDuel and DraftKings were present early was generally faster than in other states.

FIGURE 47   MARKET CUMULATIVE ONLINE HANDLE PER ADULT SIX MONTHS FROM LAUNCH BY STATE

Source: Frontier analysis of data collected from state gaming regulators.

In Iowa (further affected by onerous in-person registration requirements) and Pennsylvania growth rates in handle were initially slower but following FanDuel / DraftKings entry there appears to be a sustained increase in market growth and an equalisation in cumulative handle per adult with the states where FanDuel/DraftKings entered earlier (i.e., West Virginia).

FIGURE 48   MARKET CUMULATIVE ONLINE HANDLE PER ADULT SIX MONTHS FROM LAUNCH BY STATE
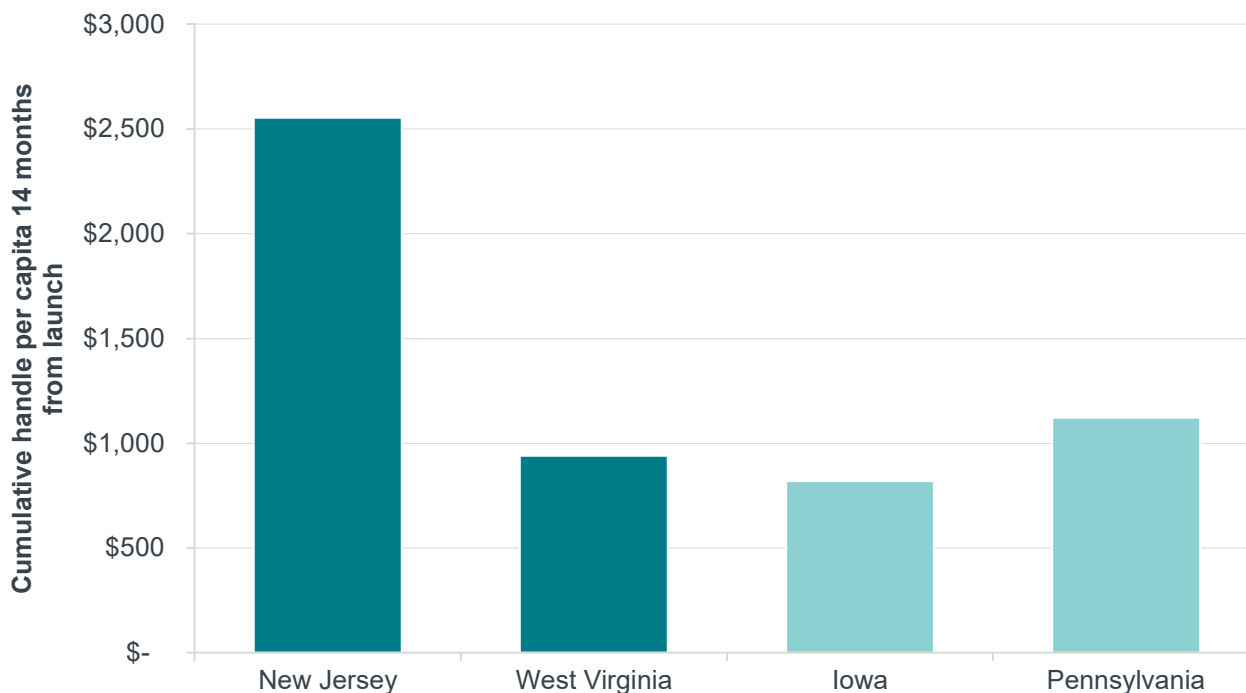
Source: Frontier analysis of data collected from state gaming regulators.
Note: Colorado and Illinois were excluded from the sample because in these states online wagering has been legalized for less than 14 months.

This therefore provides support for the view that the presence of FanDuel and/or DraftKings can help to grow these nascent markets at a faster rate than would otherwise be the case.

4.2   THE OPERATORS IN THIS APPLICATION ARE THE MOST EFFECTIVE MOBILE SPORTS WAGERING OPERATORS

FanDuel, DraftKings, BetMGM and Bally's are highly effective mobile sports wagering operators. They have invested extensively in their business, and refined their commercial models to develop the capabilities, personnel and experience that is required to reach the strong position they are in today, across all multi-operator states.

Here, we provide evidence of the capabilities that have allowed them to grow markets sustainably, and in a value-creating rather than value destroying way. In particular, we provide evidence on the operators':

- competitive pricing model;

- recognized and established national brands;

- broad customer appeal;

- effective promotional strategies; and

- extensive product range and continued product development.

Whilst other operators may seek to replicate the growth of the operators in this Application in states that are yet to legalize, they will not be doing so from a position of strength stemming from their underlying business model. It is possible that in order to compete, they will need to attempt to match FanDuel,

DraftKings, BetMGM and Bally's in blunter and more transparent ways. If this can only be achieved by significant reductions in the hold percentages, then this will ultimately not benefit the state as much as an operator who can similarly grow the market, but not at the cost of significantly reducing gross gaming revenue.

4.2.1 THE OPERATORS IN THIS APPLICATION PROVIDE FAIR HEADLINE PRICES TO CUSTOMERS, WITHOUT SACRIFICING VALUE

FanDuel, DraftKings, BetMGM and Bally's recognize that it is not value-creating for the state to simply promise the lowest headline prices of all potential competitors. Value to the state comes from sustainably growing gross gaming revenues, not from maximizing handle at all costs.

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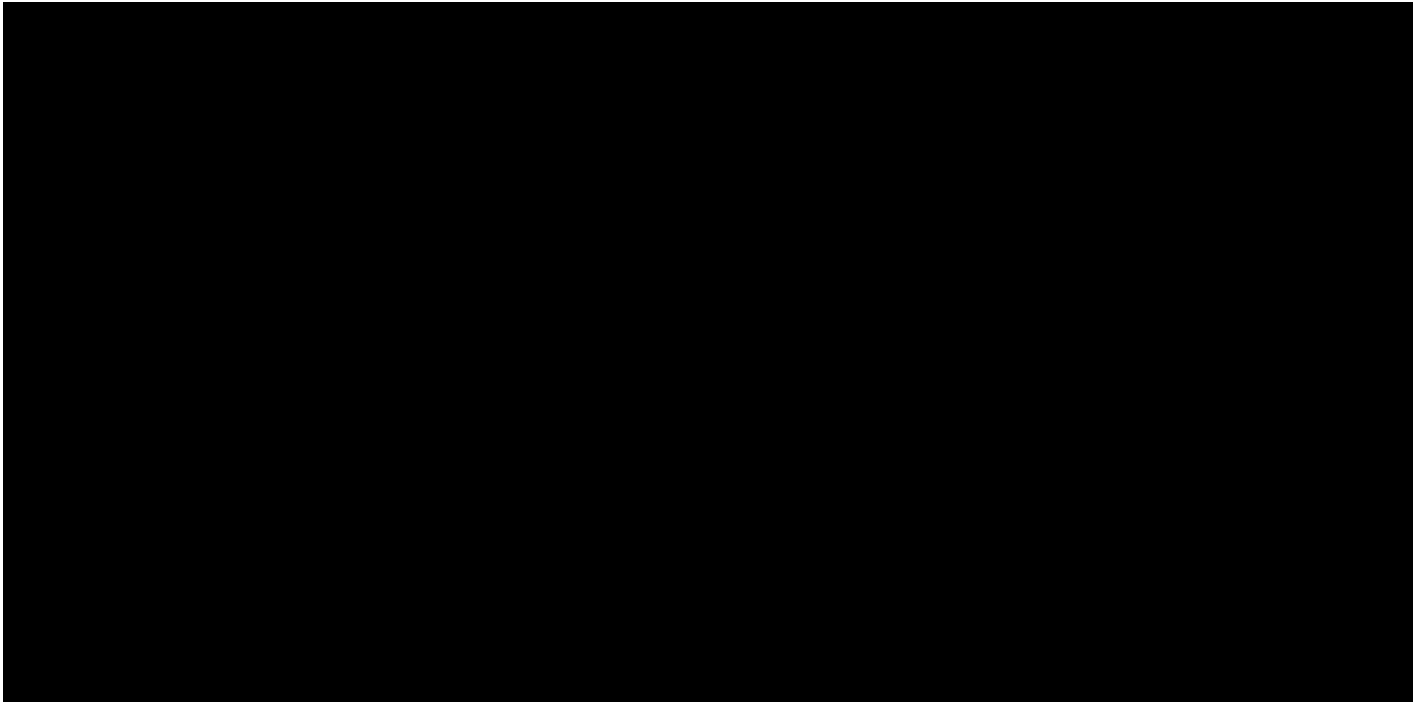
4.2.2   THE OPERATORS IN THIS APPLICATION HAVE RECOGNIZED AND ESTABLISHED NATIONAL BRANDS

The operators in this Application consist of the most recognized and fastest growing national brands. FanDuel and DraftKings are again unrivalled in terms of brand awareness across mobile sports wagering operators, consistently ranking as the top two in the market.

BetMGM and Bally's also have a broader nationwide appeal and widespread brand recognition. ███████
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██████████████, whilst Bally's has an established national recognition through the broader family of Bally's activities across retail casino's, media and other partnerships.

Whilst the strength of the FanDuel, DraftKings and BetMGM mobile sports wagering brands is sometimes reported publicly, as shown below, it is also widely tracked internally by FanDuel, DraftKings, through extensive and frequent surveys of actual and potential customers.

A nationwide survey in September 2020 over 6,771 U.S. adults run by Civic Science[68] shows that FanDuel and DraftKings are the two leading companies and are known by around 40% of American adults over 21.

FIGURE 50   NATIONWIDE AWARENESS OF SPORTS BETTING APPS, SEPTEMBER 2020

Popular Sports Betting Apps ranked by *Nationwide awareness*
(among U.S. adults age 21 and older)

App	Aware of app	Unaware of app
DRAFTKINGS SPORTSBOOK	41%	59%
FANDUEL SPORTSBOOK	38%	62%
BARSTOOL SPORTSBOOK	27%	73%
FOX BET SPORTSBOOK	25%	75%
BETRIVERS SPORTSBOOK	22%	78%
POINTSBET	22%	78%

● Aware of app   ● Unaware of app

6,771 responses, weighted by U.S. Census 18+
Survey Dates: 9/28/20 to 9/30/20
© CivicScience 2020

CIVIC SCIENCE

Source: https://civicscience.com/sportsbook-apps-jostling-for-elbow-room-as-more-states-legalize-sports-betting/
Note: 6,771 responses, weighted by U.S. Census 18+. Survey Dates: 9/28/20 to 9/30/20

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[68] https://civicscience.com/sportsbook-apps-jostling-for-elbow-room-as-more-states-legalize-sports-betting/

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FIGURE 51 ████████████████████████████████

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FIGURE 52 ███████████████████████████████████

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[72] https://www.prnewswire.com/news-releases/ballys-and-sinclair-broadcast-group-announce-transformational-long-term-sports-betting-and-igaming-strategic-partnership-301176590 html

FIGURE 53 ████████████████████████████████████

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FIGURE 55 ███

4.2.3 THE OPERATORS IN THIS APPLICATION APPEAL TO A BROAD CUSTOMER BASE

FanDuel, DraftKings, BetMGM and Bally's are used by all types of customer. Given the potential diversity of players and incomes likely to be present in New York, this is an important capability.

This broad customer appeal covers several dimensions:

- **preferred wagering sport:** those seeking to bet only on less mainstream sports are well catered for by all operators in this Application.

- **level of wagering activity:** gaming markets worldwide are heavily skewed towards a small number of high value customers – all the operators in this Application are well placed and well-resourced to serve all players, from VIPs to the most casual bettors.

- **age, gender, household income and other customer demographics.**

A further way in which we have been able to understand the broad appeal of FanDuel, DraftKings, BetMGM and Bally's is to consider the group of current 'non-bettors' with the brand. Here, evidence shows that even for customers not currently using mobile sports wagering products, the brands are still considered strongly, and are considered more than other brands.

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4.2.4   THE OPERATORS IN THIS APPLICATION ARE PERCEIVED BY CUSTOMERS TO OFFER THE BEST PROMOTIONS

The operators in this Application are more effective in their promotional strategy than their rivals whilst remaining competitive on price.
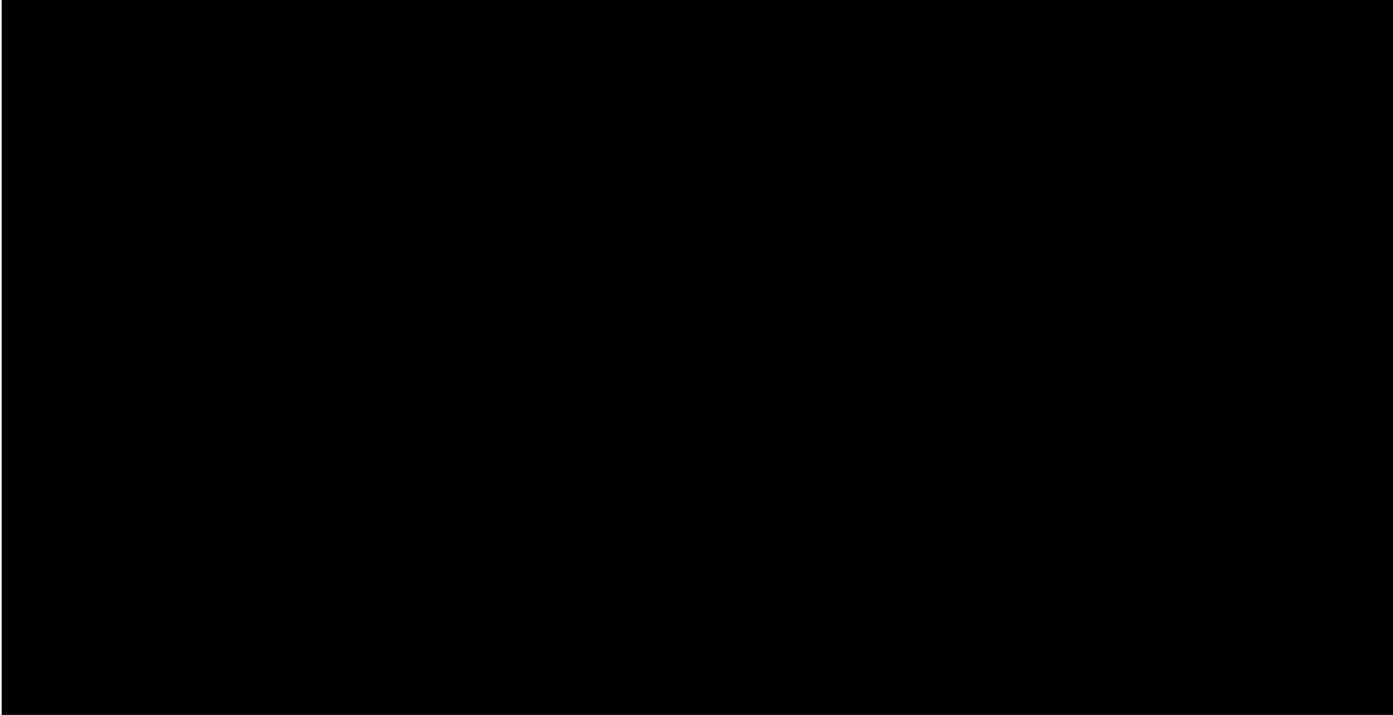
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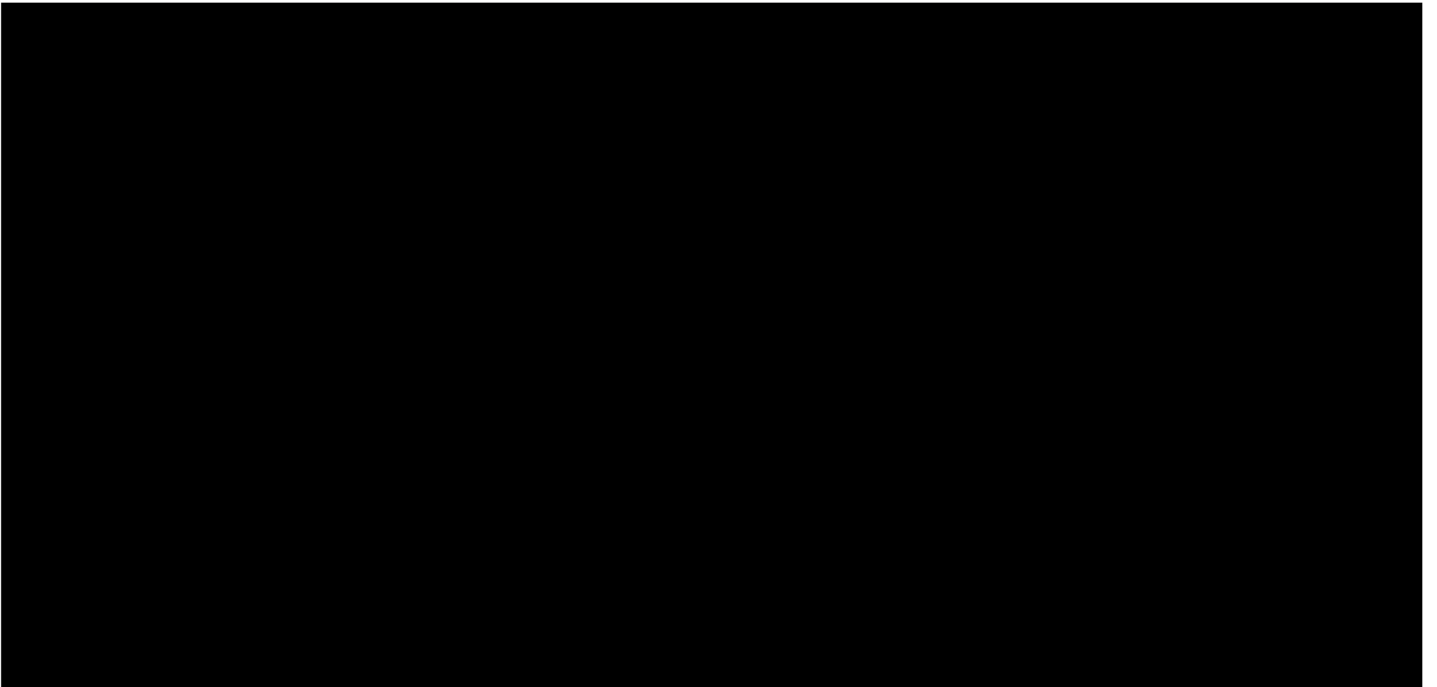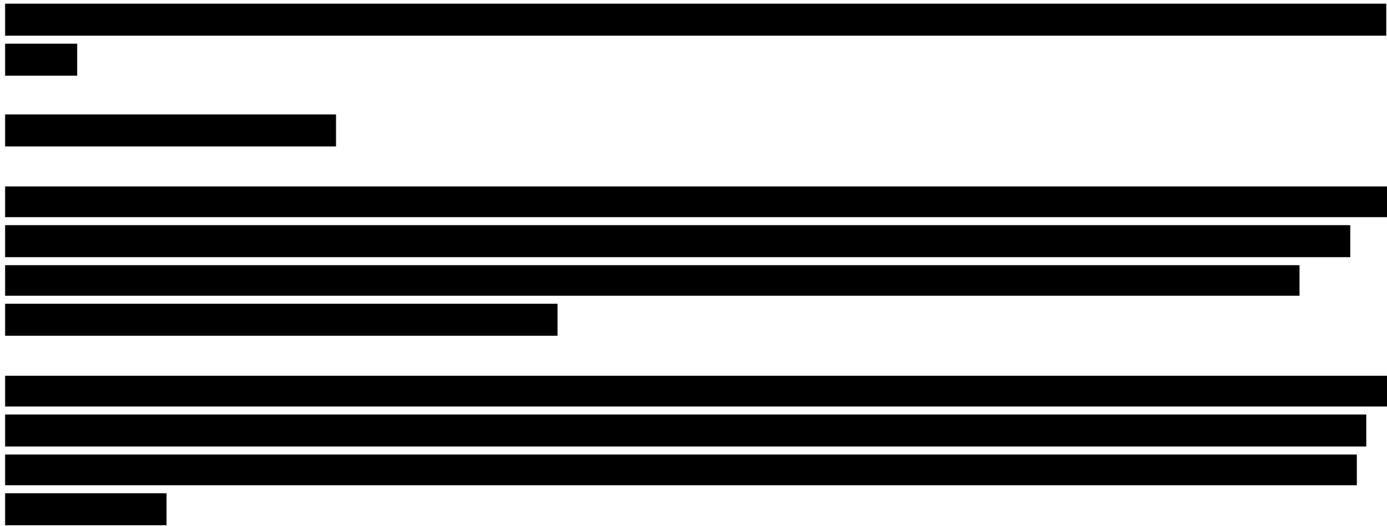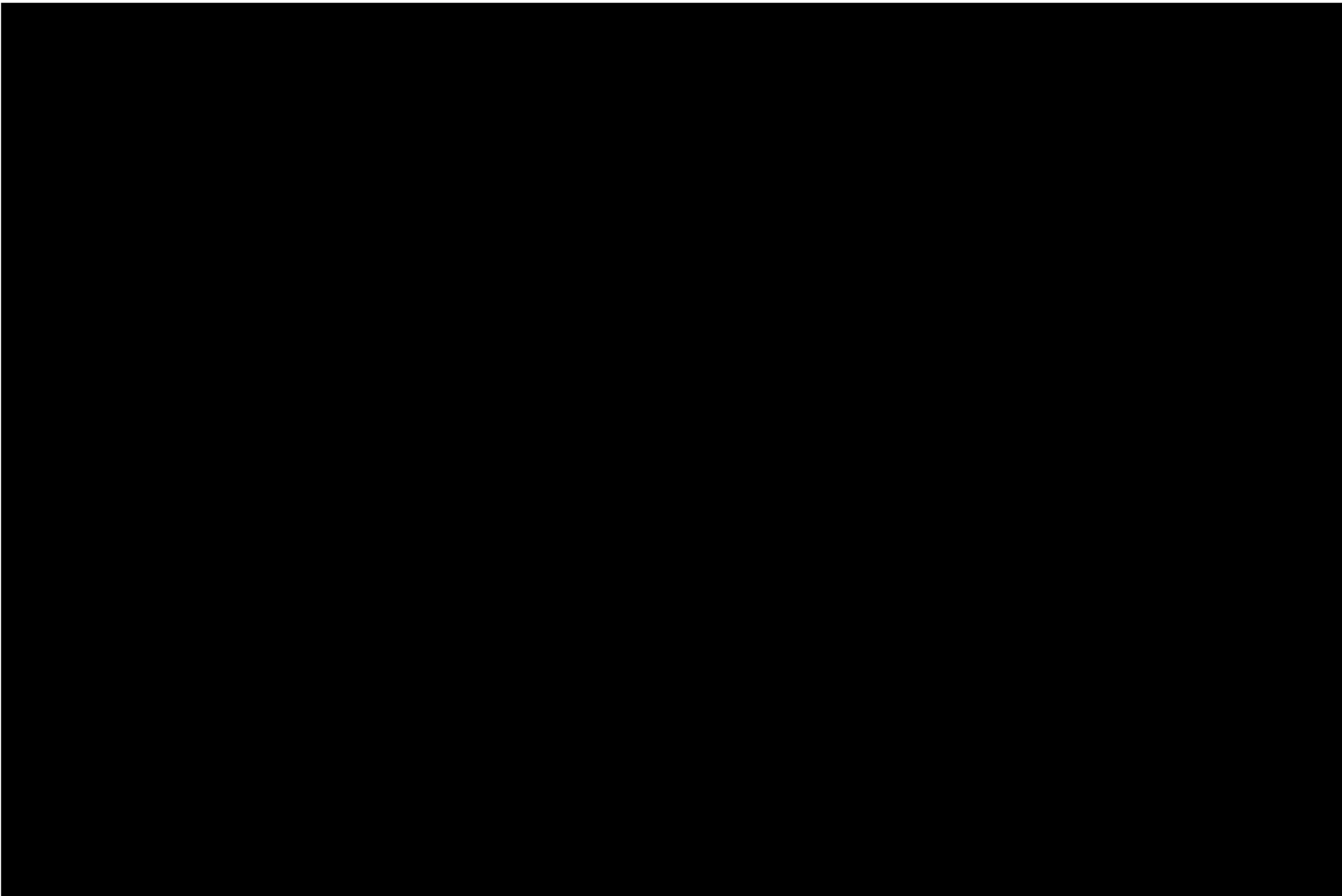
4.2.5 THE OPERATORS IN THIS APPLICATION OFFER THE GREATEST PRODUCT RANGE, COMPARED TO THEIR RIVALS

FanDuel and DraftKings typically offer consumers a greater range and variety of wagers than their rivals. This is confirmed and evidenced below based on detailed survey evidence and analysis from FanDuel and DraftKings.

More anecdotally, and taking the July 17, 2021 Milwaukee Bucks at Phoenix Suns game as an example, we looked at data from the website OddsChecker for New Jersey bettors, which appears to show that FanDuel and DraftKings together offered the most ways to wager on this game, offering customers a greater choice than their rivals:

- **Half time / full time combinations:** Offered by: FanDuel; BetMGM; FoxBet; PointsBet and resortscasino.com[77]

- **Point spreads:** Offered by DraftKings; Unibet, BetMGM, and Sugar House comprehensively, and to a more limited extent by Borgata Online

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[77] Note: William Hill and PointsBet offer bets based on who leads at half time, but not the half time / full time combination.

- **Total points:** Offered by many, but with **DraftKings** and **FanDuel** offering the greatest number of alternative bets

- **Second half result:** Only offered by **FanDuel** and BetMGM

- **Total points odd/even:** Offered by **DraftKings**; **FanDuel**; BetMGM; FoxBet; William Hill; Unibet; Sugar House and resortscasino.com

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FIGURE 60 ███

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FIGURE 61 █████████████████████████████████████

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TABLE 41 ███

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4.2.6 CUSTOMERS DO 'MULTI-HOME', BUT THEIR OVERARCHING PREFERENCE FOR THE OPERATORS IN THIS APPLICATION REMAINS

'Multi-homing' is common already in mobile sports wagering markets in the U.S., and the evidence in this section shows that customers in states with multiple operators will often seek to 'try out' a different operator for a period. However, the data also shows strongly that customers who do try out other mobile sports wagering apps tend not to stick with them – and that they will ultimately return voluntarily (or be recaptured) by the operators in this Application, in particular FanDuel or DraftKings.

This extensive customer switching may benefit customers temporarily, but it does not benefit the state in the long run. It is likely to be to a large extent the same customers moving between operators to take advantage of a promotion (and ultimately largely returning to FanDuel, DraftKings and now BetMGM) – they are not expanding the market. This in turn leads all operators to spending more "wooden dollars" – i.e., marketing and promotional dollars that will not sustainably grow value for the state.

This additional spend therefore means all operators must propose a lower GGR tax rate as more competitors are added, despite a strong belief (and evidence to support that belief) from the operators in this Application that they have a stronger competitive proposition than their rivals.

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4.2.7 THE OPERATORS IN THIS APPLICATION HAVE OUTCOMPETED RIVALS, EVEN IN STATES WHERE THEIR STRUCTURAL ADVANTAGES HAVE BEEN SMALLER

Perhaps the clearest example of the underlying customer appeal of the operators in this Application, in particular FanDuel and DraftKings, comes from Iowa. Iowa is an atypical state in two key respects:

■ DFS was prohibited in Iowa until the second half of 2019 – operators could not leverage this to grow quickly, as they have done in other states.

■ The state operated an in-person sign up requirement until January 2021, which gave two operators, William Hill and Elite a considerable head start of 6 months over DraftKings and 13 months over FanDuel and BetMGM in which to grow and establish themselves as incumbent mobile sports operators.

However, the experience in Iowa since DraftKings entered in February 2020, and FanDuel and BetMGM entered in September 2020 has demonstrated that even without a DFS advantage, or an advantage from being in the market earlier than others, FanDuel and DraftKings have grown quickly and expanded their market shares from month-to-month, as the market share of William Hill has declined.

FIGURE 64 ONLINE MOBILE SPORTS WAGERING SHARE OF HANDLE IN IOWA
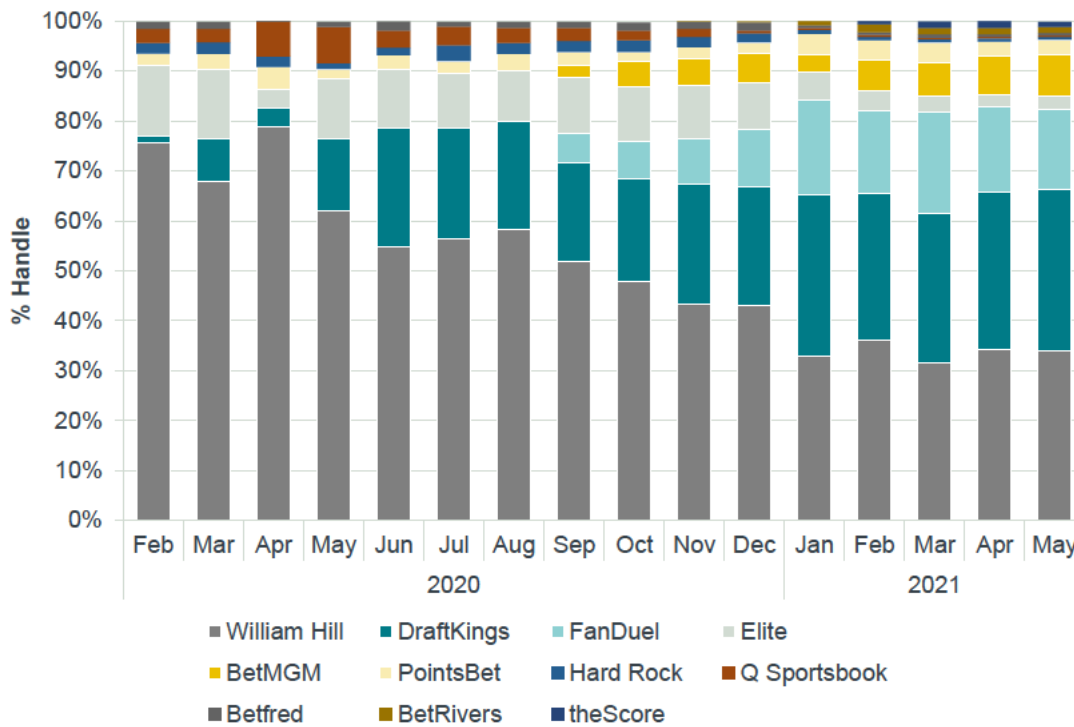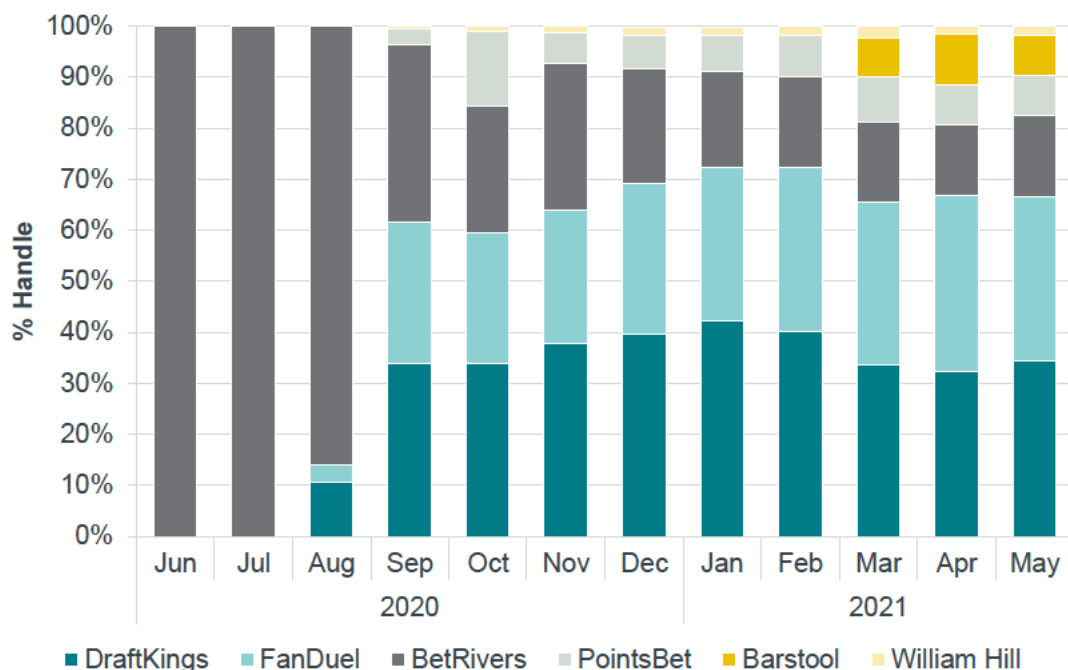

Source: Frontier analysis of data collected from state gaming regulators.

A similar picture emerges in Illinois, where FanDuel and DraftKings entered after BetRivers. FanDuel and DraftKings are now the market share leaders, whilst BetRivers' market share has fallen:

- from 100% in June 2020;

- to 35% in September 2020 (after FanDuel and DraftKings had entered); and

- to 16% in May 2021.

FIGURE 65 SHARE OF ONLINE MOBILE SPORTS WAGERING HANDLE IN ILLINOIS

Source: Frontier analysis of data collected from state gaming regulators.

4.3 THE OPERATORS IN THIS APPLICATION CAN EXPAND THE NEW YORK MARKET FURTHER AND FASTER THAN OTHERS

When thinking about the future of the New York online sports wagering market, the state must consider which combination of players will be able to grow the New York market further and faster than others (recognizing that simply adding more weaker operators may reduce its overall tax take).

The operators in this Application benefit from a structural competitive position in New York that no other combination of bidders can offer. This is on top of the other skills and capabilities that these operators have generally, and which we have set out in detail in section 4.2.

The operators in this Application together bring with them three main structural advantages in New York:

- Leadership in the online sport wagering markets of neighboring states. (**Section 4.3.1**).

- A large existing customer base in related products, particularly daily fantasy sports ("DFS"). (**section 4.3.2**) that will mean they are especially well placed to grow quickly in New York (**section 4.2.3**).

- A physical presence in New York casinos and casinos of neighboring states (**Section 4.3.4**).

The following sections explain how these characteristics will enable them to grow the market further and faster than others.

4.3.1 FANDUEL, DRAFTKINGS AND BETMGM HAVE AN UNRIVALLED MOBILE SPORTS BETTING CUSTOMER BASE IN NEIGHBORING STATES

New Jersey (August 2018) and Pennsylvania (July 2019) both legalized mobile sports wagering relatively early. FanDuel is the market share leader in both states, closely followed by DraftKings. BetMGM has entered these markets after FanDuel and DraftKings (New Jersey in September 2019 and Pennsylvania in December 2020) and therefore currently has a lower GGR share, although this is growing quickly. Bally Bet does not operate in the two states. The cumulative market share of FanDuel, DraftKings and BetMGM is significant as shown below.

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TABLE 46 ██
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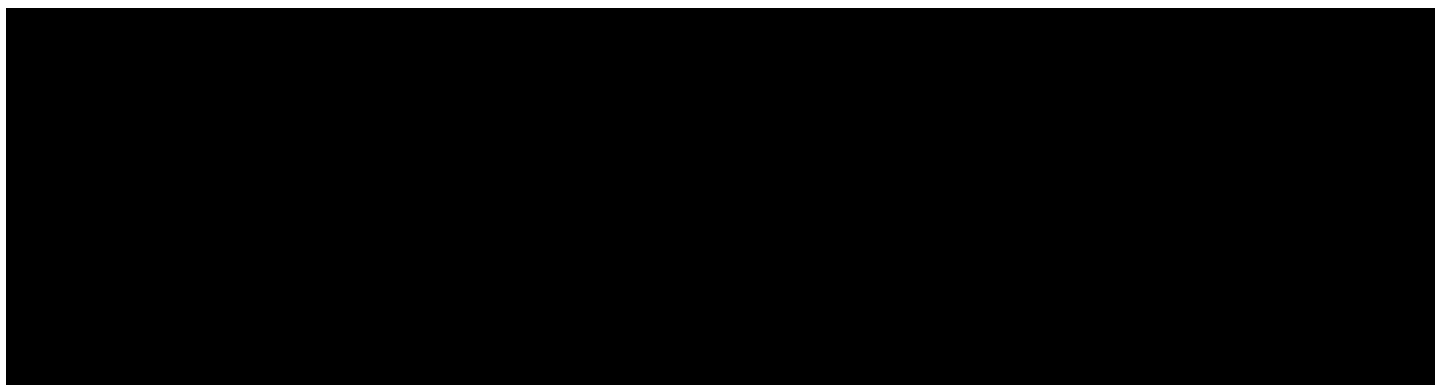
The strong FanDuel, DraftKings and BetMGM presence in the states that border New York is important for two main reasons:

- **Customers can and do cross state lines in order to place mobile sports wagers** – they are more likely to bring spend back to New York if they can remain with the same operator.

- **FanDuel, DraftKings and BetMGM's existing (and expected future) presence in neighboring states gives them the ability to spend marketing dollars more effectively than their rivals** – anything that is spent has the potential to deliver a benefit across a wider area and becomes more cost effective.

Furthermore, we note that the availability of the FanDuel, DraftKings and BetMGM mobile sports wagering products in New Jersey and Pennsylvania mean that the same competitive offer, attractive promotions, and high-quality offer are likely to be expected by customers in New York. This will help ensure that the advantages of competition currently seen by customers in New Jersey and Pennsylvania also translate to New York.

Customers can and do cross state lines when placing bets

New York state shares a border with New Jersey, Pennsylvania, Connecticut, Massachusetts and Vermont. The most significant population overlap however is with New Jersey, given the location of major population centres either side of the state border.

To scale the size and importance of the overlap with different states, we used Zip Code data and U.S. 2020 Census for Population data to calculate the number of people who live in an un-legalized sports betting state within a 30-minute drive of a legalized state's border. This analysis, summarized in Table 47, highlights the importance of cross-border trade for both New Jersey and New Hampshire. Both states can effectively double the number of potential bettors in the state if they can persuade those living less than half an hour from the border in Massachusetts and New York respectively to cross the border and place a bet.

TABLE 47   POPULATION LIVING WITHIN 30 MINUTES FROM THE BORDER IN UN-LEGALIZED STATES

STATE	BORDERING STATES WHERE ONLINE SPORTS BETTING IS PROHIBITEDO	POPULATION LIVING LESS THAN A 30 MINUTE HOUR DRIVE FROM THE BORDER IN UN-LEGALIZED STATES...	...AS A % OF STATE POPULATION
New Hampshire	Maine, Vermont, Massachusetts	1.2m	90%
Oregon	California, Washington, Idaho	0.5m	14%
Michigan	Wisconsin, Ohio	0.6m	6%
Illinois	Wisconsin, Missouri, Kentucky	2.0m	16%
Pennsylvania	Ohio, Maryland, New York, Delaware	2.0m	16%
New Jersey	New York, Maryland	9.3m	106%
Virginia	North Carolina, Kentucky	1.7m	21%
West Virginia	Kentucky, Ohio, Maryland	0.7m	40%
Iowa	South Dakota, Minnesota, Wisconsin, Missouri, Nebraska	1.1m	37%
Indiana	Kentucky, Ohio	1.8m	28%
Tennessee	Kentucky, North Carolina, Georgia, Alabama, Mississippi, Arkansas, Missouri	1.2m	18%
Colorado	Arizona, Utah, Wyoming, Nebraska, Kansas, Oklahoma, New Mexico	0.1m	2%

Source: FanDuel for state profiles, U.S. 2010 Census for population by Zip-Code and population by state, Open Source Routing Machine for drivetimes

Figure 66 maps those population centres within a 30 minute or 1 hour drive from the New Jersey state border.

FIGURE 66 POPULATION CENTRES IN NEW YORK AND MARYLAND WITHIN A 30 MINUTE DRIVE FROM THE NEW JERSEY STATE BORDER
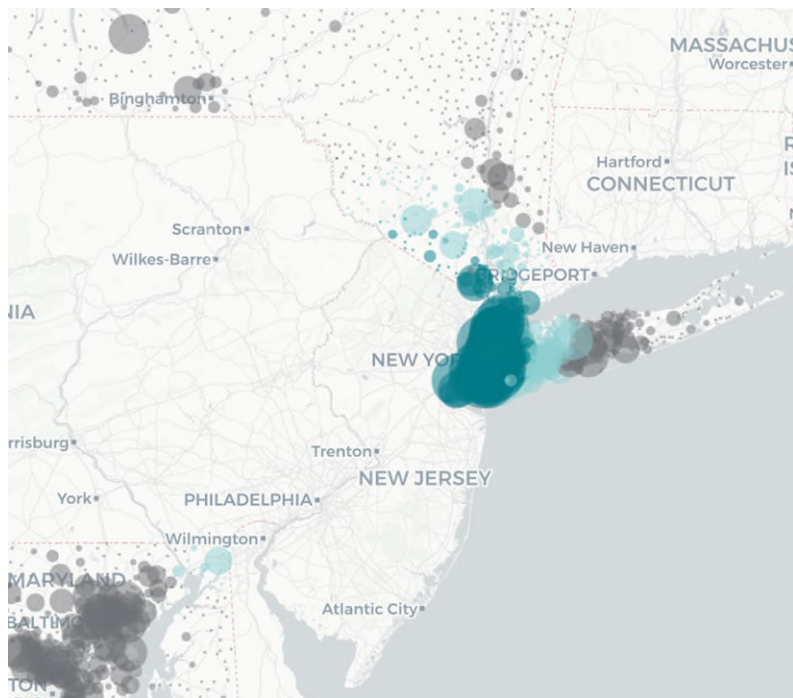
Source: Frontier analysis using FanDuel for state profiles, US 2010 Census for population by Zip Code and population by state, Open Source Routing Machine for drivetimes

Note: New York and Maryland are un-legalized states surrounding New Jersey. Each point is centre of zip-code region weighted by population. Dark blue points are population centroids within a 30 min drive of the border and light blue, within a 1-hour drive

The potential to cross state lines in order to place a bet has been widely referenced. For example, Kip Levin, President and COO of FanDuel group stated in his May 2019 testimony to the New York Senate that *"It is easy for New Yorkers to go to New Jersey to bet on sports. And they have. One quarter of FanDuel's wagering activity in New Jersey is from New York residents who have made the short trip over the state line."*[81]

However, the practice of crossing state lines to place a bet is more than a possibility, it can be observed in practice. The operators in this Application are uniquely placed to assist the state in helping scale this effect – the evidence for which is provided below.
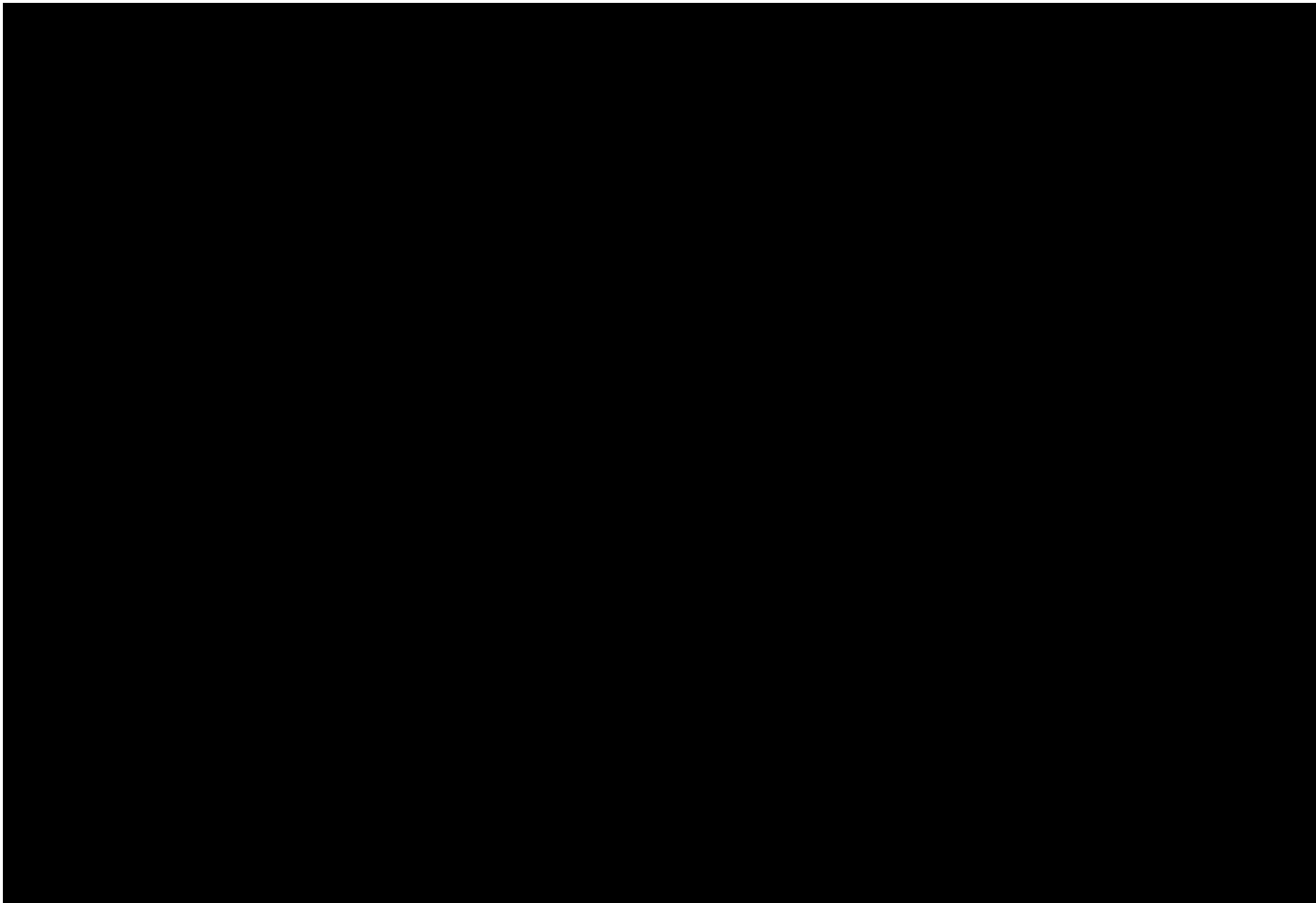
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[81] Written Testimony of FanDuel Group Kip Levin, President and COO, Senate Standing Committee on Racing, Gaming and Wagering Hearing on Senate Bill S17A, May 8, 2019. ([https://www.nysenate.gov/sites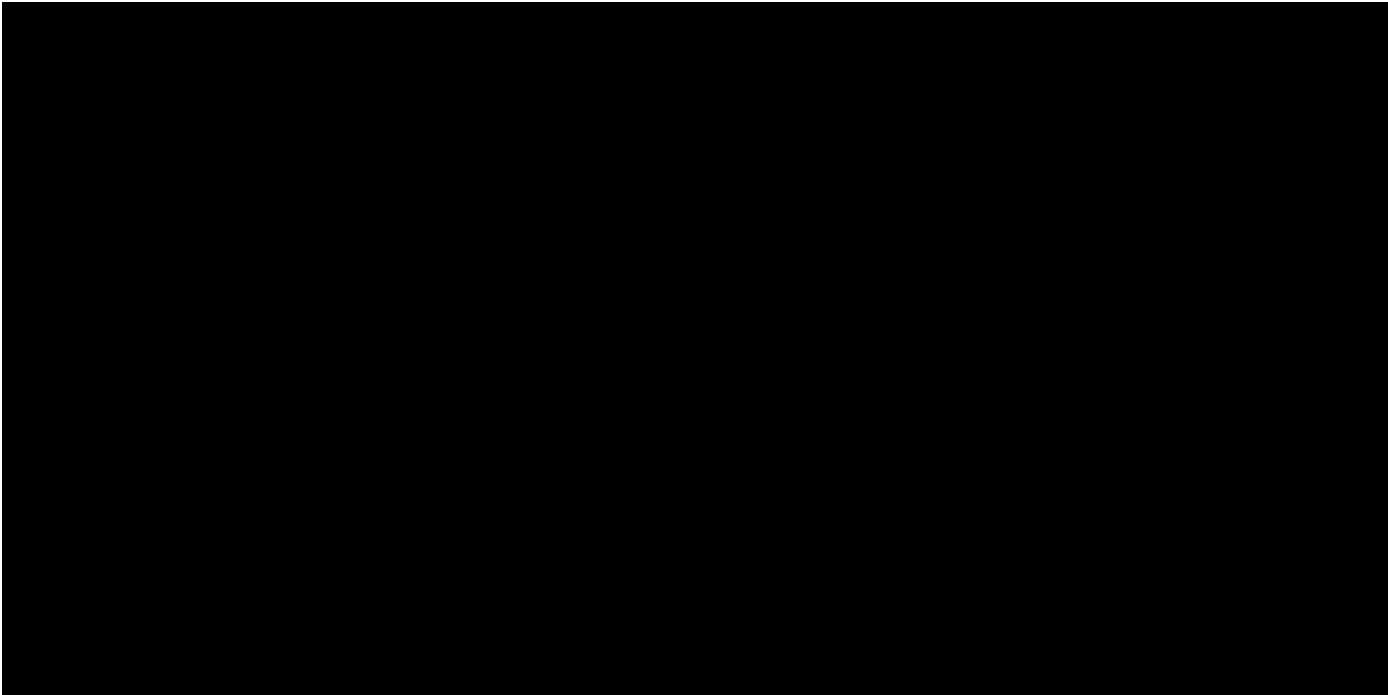/default/files/levin_fanduel_testimony_-_ny_5-8-19final.pdf](https://www.nysenate.gov/sites/default/files/levin_fanduel_testimony_-_ny_5-8-19final.pdf))

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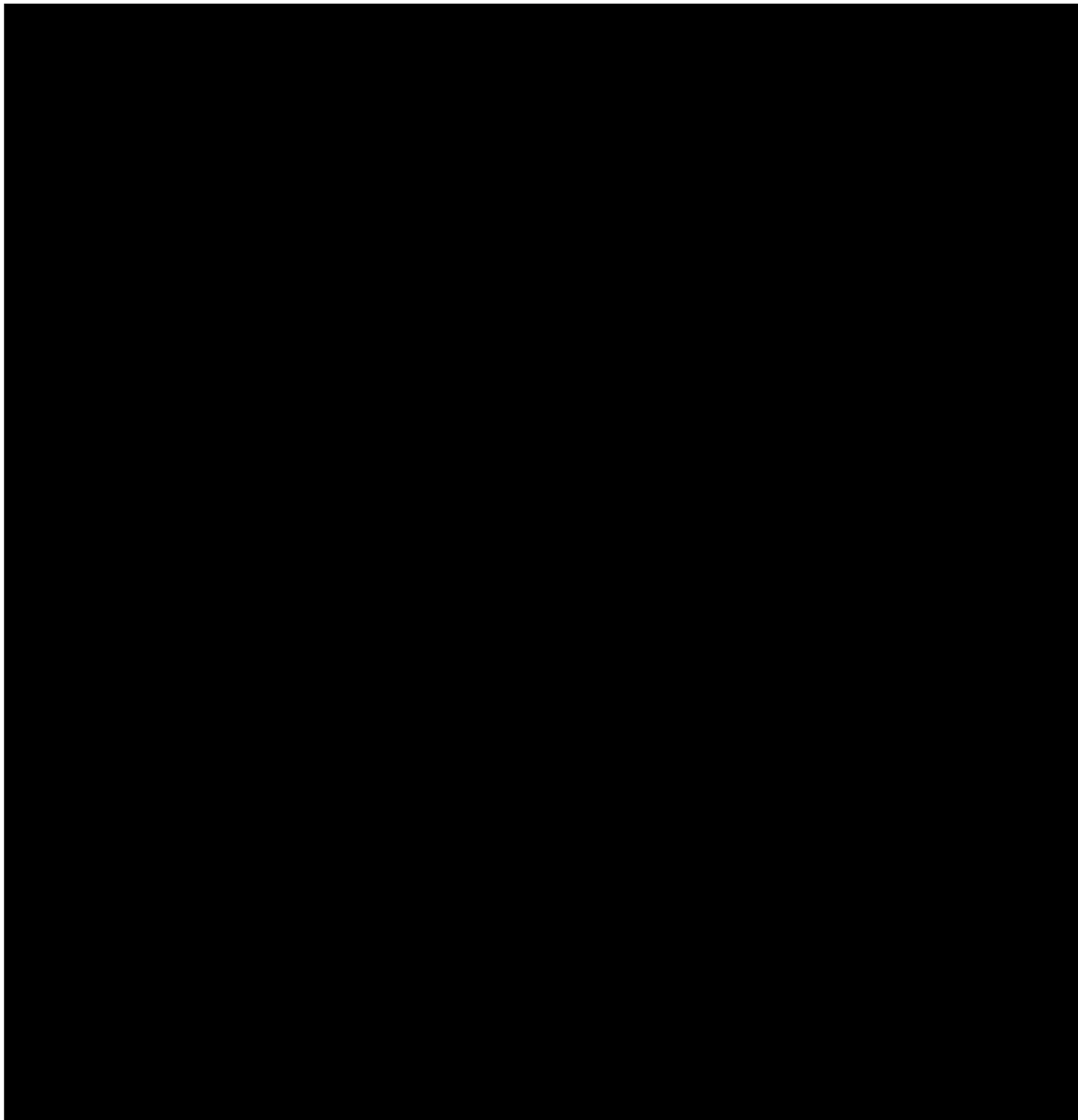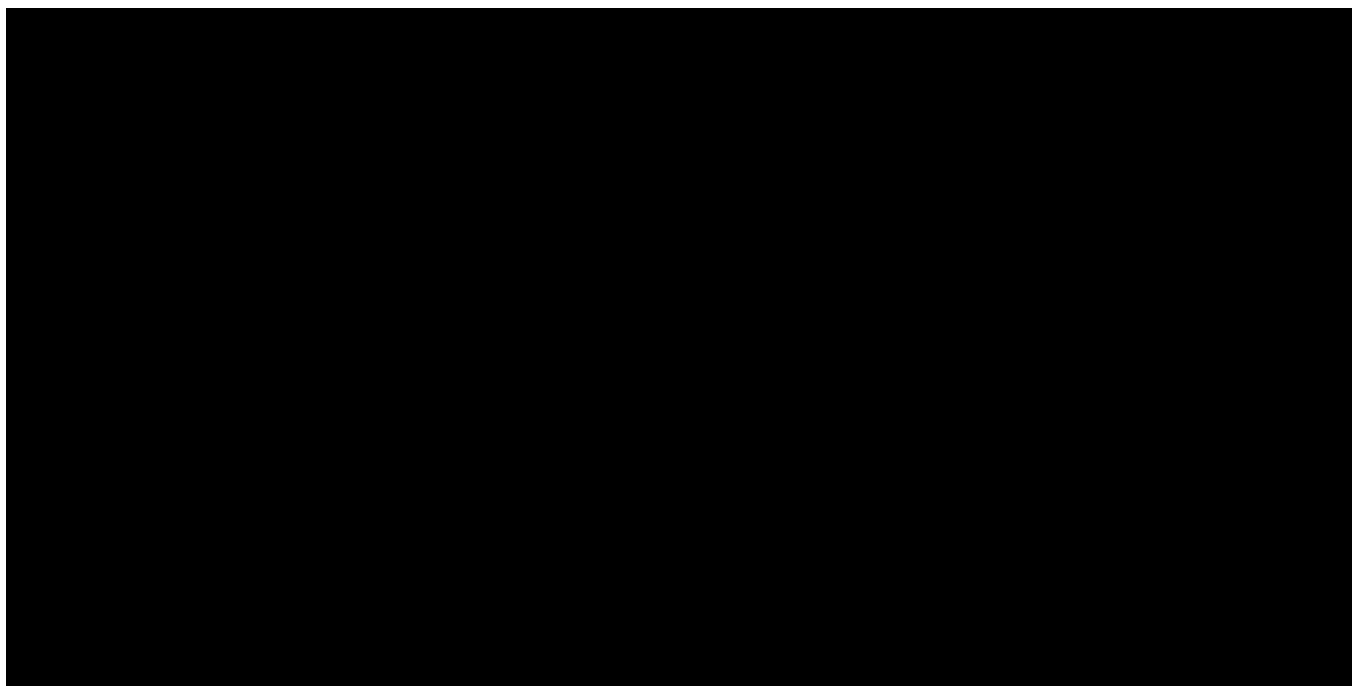
DraftKings, FanDuel and BetMGM can influence the extent to which cross-border customers come back to New York

We note and explain elsewhere in this report how there are several ways in which operators can locally target their customers. For example, even when a promotion is offered nationally, DraftKings, FanDuel, BetMGM and Bally's can dial up or down several commercial levers, including:

- direct email communication with a registered base (DFS, iGaming, and all other portfolio products), based on where they are resident, or where they are currently placing wagers;

- interstitial advertising placed in the app whilst players are playing DFS;

- push notifications;

- SMS messaging;

- local advertising (both online and offline);

- locally focussed odds 'boosts'; and

- directly contacting and targeting known 'VIPs' with tailored promotional offers or other inducements.

Furthermore, if DraftKings, FanDuel or BetMGM were not present in mobile sports wagering in New York, they may not only seek to use these levers to *retain* their existing cross-border mobile sports wagering customers, but will also seek to *grow and acquire* new cross-border customers. As noted earlier, there are 9.3m potential customers living less than 30 minutes from the New Jersey border – more in absolute terms than the potential customer base in New Jersey itself – the vast majority of whom are New Yorkers.

GambetDC, despite being the only licensed mobile sports wagering operator in DC, is losing sales and share to a physical incumbent. This shows that customers *are* willing to trade off different 'channels' in order to find an alternative, where their current option is not providing them with what they want. Customers in New York could be expected to make similar trade-offs – i.e., accepting reduced convenience in order to seek out the most attractive bets and promotions.

Finally, the incentive to make this 'channel' trade-off may be greater for higher stakes players, where the incremental cost of travelling across the border may be relatively small compared to their overall wagering amounts. ███
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The operators in this Application have spent extensively on brand marketing in neighboring states, which will drive awareness and help reduce ongoing customer acquisition costs in New York

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FanDuel, DraftKings and BetMGM compete fiercely with each other everywhere, and the New York neighboring states of New Jersey and Pennsylvania are no exception. This is particularly true for FanDuel and DraftKings. Both have spent heavily on marketing in recent years to maintain their market leading positions in both DFS and mobile sports wagering when facing a strong competitor (i.e., each other.

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This marketing spend, to the extent that it also reaches (i.e., it is viewed and experienced by) residents of New York will give the operators in this Application a brand awareness advantage over rivals when entering New York with a mobile sports wagering proposition.

The mechanisms that facilitate this 'spill over' effect of marketing spend in the states that border New York neighboring states include (i) the cross-border people flows between New York and neighboring states, e.g., for work; and (ii) the extent to which media advertising on TV and radio in neighboring states is also experienced in New York.

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FIGURE 71 ███████████████████████████

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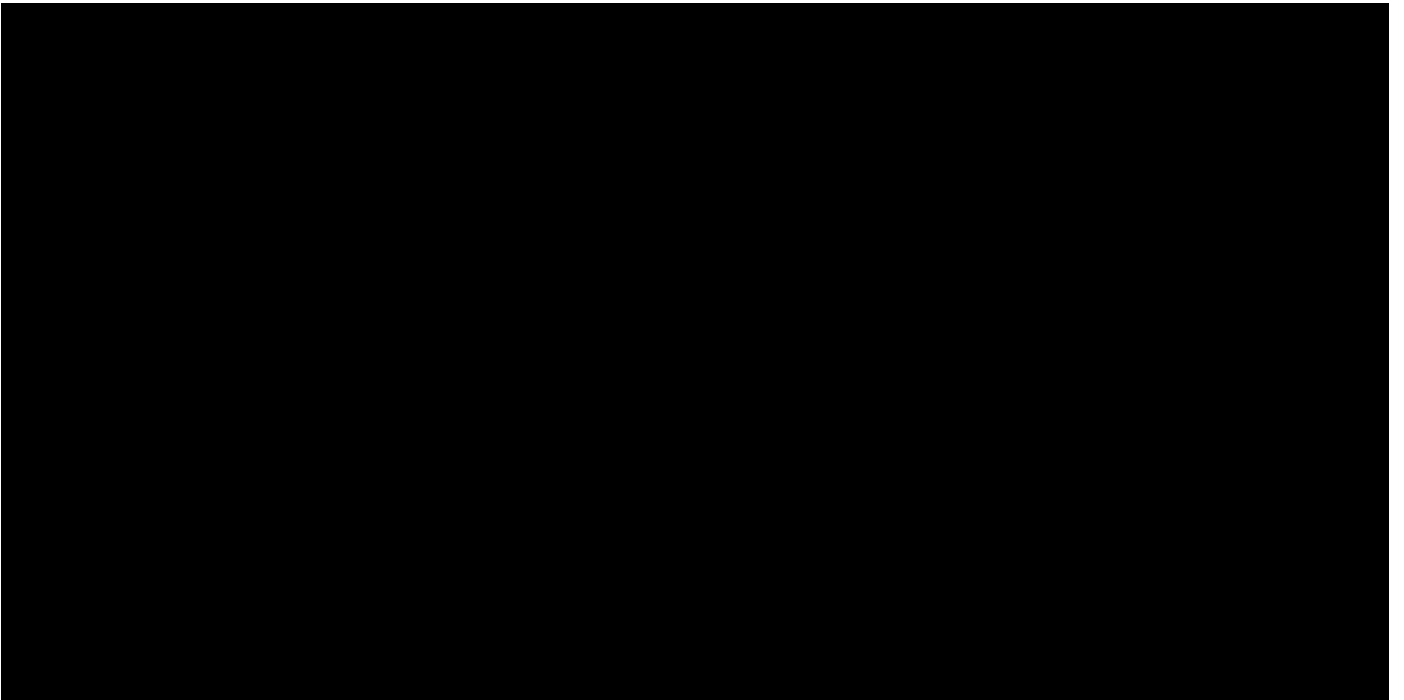
FIGURE 73 ███████████████████████████████

4.3.2 THE OPERATORS IN THIS APPLICATION CAN AND DO LEVERAGE A STRONG EXISTING CUSTOMER BASE IN RELATED MOBILE GAMING PRODUCTS TO GROW SPORTS BETTING MARKETS

FanDuel and DraftKings are the undisputed leaders in DFS, whilst BetMGM and Bally's have recently invested in this area

DraftKings and FanDuel have a competitive advantage like no other. Nationally, they are the two leading providers of daily fantasy sports ("DFS"). Their joint market leadership in this area is unquestioned.

The FTC recognized this leadership in 2017, when it intervened to make a complaint against the proposed merger between the two operators[88]. The FTC noted, amongst other things that:

> *"DraftKings and FanDuel are the two dominant providers of daily fantasy sports ("DFS") in the United States."*[89]

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[88] FTC (2017), "Administrative Complaint [Redacted Public Version]".

[89] Ibid. paragraph 1.

> *"[FanDuel] and DraftKings have ~96% market share with 20+ smaller DFS sites competing for the rest [..] documents estimate that Respondents control more than 95% of the DFS market in terms of entry fees[90]"*

Since then, the market has continued to grow. The Fantasy Sports & Gaming Association estimates that in 2019 there were 45.9 million adult fantasy sports players in the U.S. (up from 43.2m in 2017).[91] Furthermore, recent May 2021 estimates by the market research provider Arizton suggest that globally DFS may continue to grow at a compound annual growth rate of 14% during the period 2020-2026.[92]

BetMGM and Bally's have also recently expanded their operations to include DFS through strategic partnership and investments in the next largest DFS operators in the U.S.:

- In December 2020 BetMGM connected wallets with Yahoo Fantasy Sports, with the partnership allowing customers to register and sign in to their BetMGM account without leaving the Yahoo app. This feature guarantees a seamless customer journey that makes it possible for BetMGM to leverage the growing customer base of Yahoo Fantasy Sports users.

- In March 2021 Bally's Corporation completed the acquisition of Monkey Knife Fight, the fastest-growing daily fantasy sports site in North America.[93]

DFS is extremely popular in New York. Data collected by the New York Gaming Commission shows that in 2019 New York DFS operators collected a total of $344m in entry fees from New York players – equal to 9% of all the fees collected nationwide ($3.9bn)[94]. This $344m came from a total of 1.57m authorized players.[95]

FanDuel and DraftKings have a strong position within the New York DFS segment. The New York Gaming Commission in 2019 noted that there were 13 fantasy sports operators registered and reporting their data in the state of New York.[96]

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DraftKings, FanDuel and Yahoo Fantasy Sports (partnered with BetMGM) also have a strong DFS presence in the states neighboring New York. For example, the Pennsylvania Gaming Control board reports that in the

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[90] Ibid,

  paragraph 45.

[91] https://thefsga.org/industry-demographics/

[92] Arizton, "Fantasy Sports Market - Global Outlook and Forecast 2021-2026". Based on snippets reported here (https://www.arizton.com/market-reports/fantasy-sports-market).

[93] https://www.prnewswire.com/news-releases/ballys-corporation-to-acquire-monkey-knife-fight-fastest-growing-daily-fantasy-sports-site-in-north-america-301213996.html

[94] New York Gaming Commission - 2019 Annual Report IFS, available here: https://www.gaming.ny.gov/about/index.php?ID=3

[95] Ibid.

[96] New York Gaming Commission - 2019 Annual Report IFS, available here: https://www.gaming.ny.gov/about/index.php?ID=3

first 11 months of FY2020/21, DraftKings (56%), FanDuel (42%) and Yahoo (1.2%) collected 99.2% of the total entry fees for the DFS market, as shown in Table 48.

TABLE 48   DFS MARKET SHARES IN PENNSYLVANIA, JUNE 2020-JUNE 2021

DFS OPERATOR	FEES COLLECTED FROM PA USERS	MARKET SHARE
DraftKings	$149m	56%
FanDuel	$111m	42%
Yahoo Fantasy Sports	$3.2m	1.20%
JDAD (Football Players Championship)	$1.7m	0.64%
Sportshub Technologies	$0.5m	0.18%
Fantasy Draft	$0.07m	0.02%
Fulltime Fantasy Sports	$0.05m	0.02%
Underdog sports	$0.01m	0.00%
Dataforce	$0.01m	0.00%
Boom Keystone Services (Boom Fantasy)	$0.00m	0.00%
Total	$266m	100%

Source: Pennsylvania Gaming Control Board, Monthly Fantast Contest Report 1
Note: Time period covered is June 2020-June 2021

DFS customers offer operators in this Application a way to quickly build scale in mobile sports wagering markets

The section below summarizes the extensive evidence provided by both FanDuel, DraftKings and partly from BetMGM on the size of their base of registered and/or active DFS users, and the cross-over between mobile sports wagering and DFS customers.

It is clear from this that the ability to cross-sell from DFS provides the operators in this Application with an unrivalled competitive advantage in growing a nascent mobile sports wagering market in New York further and faster than others.

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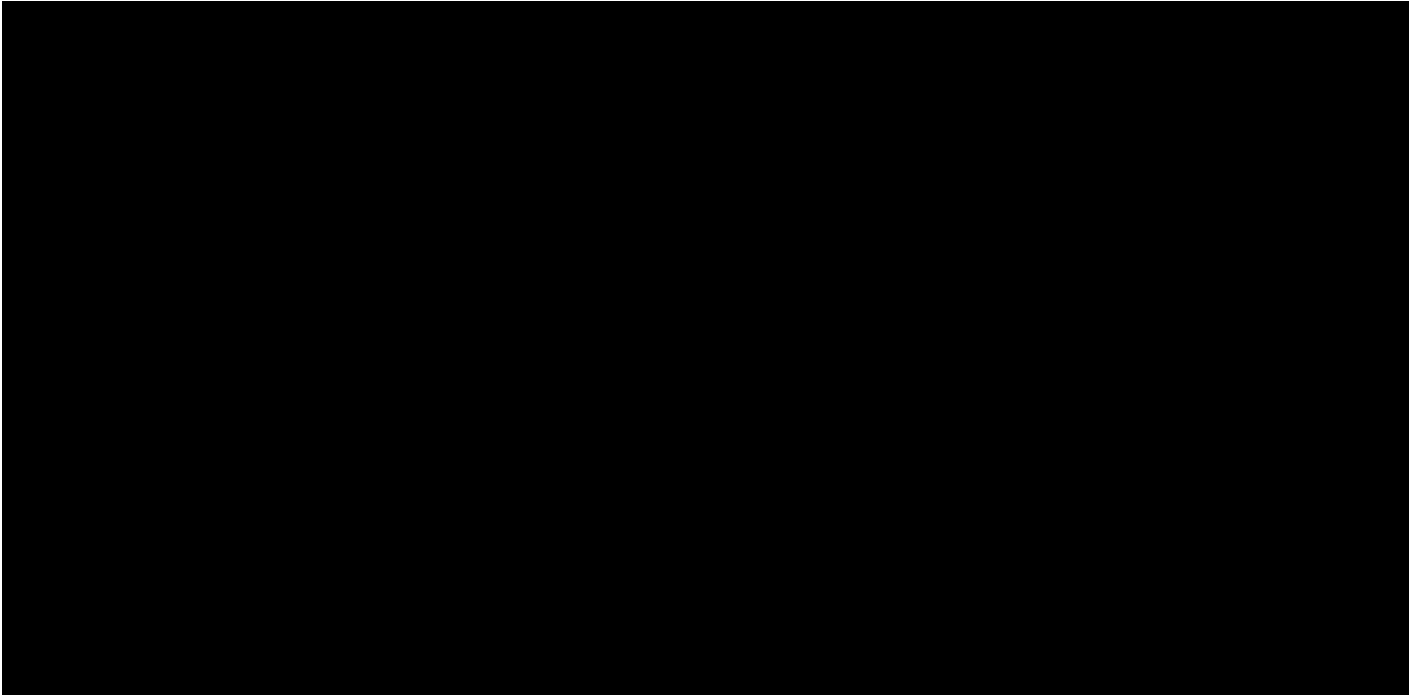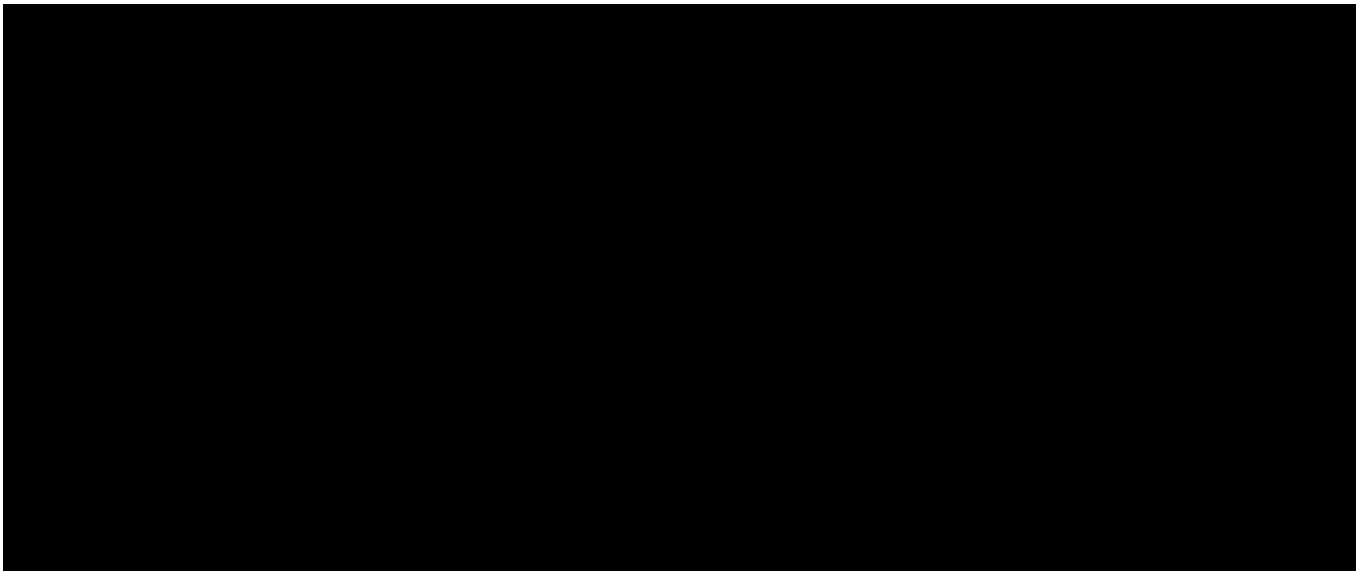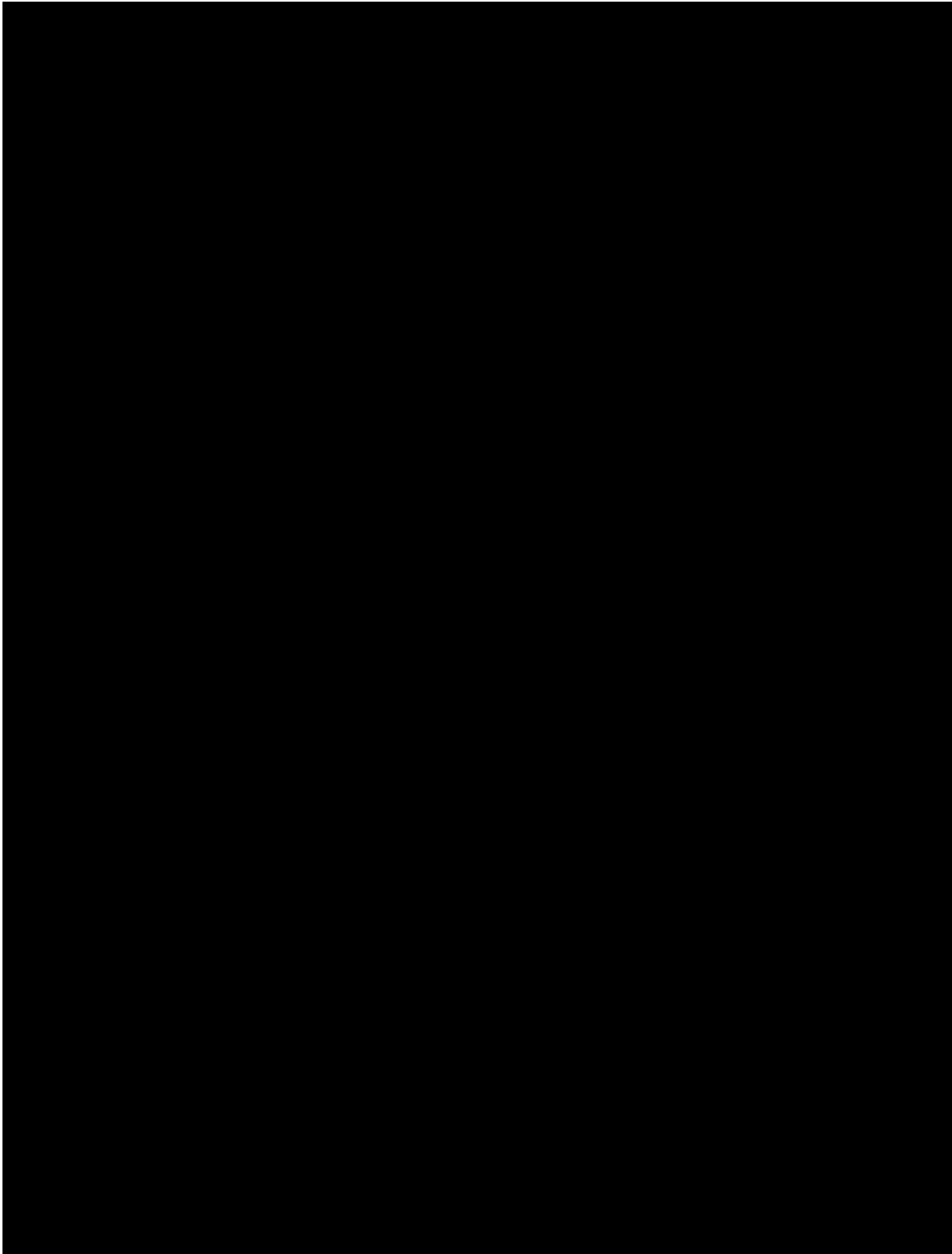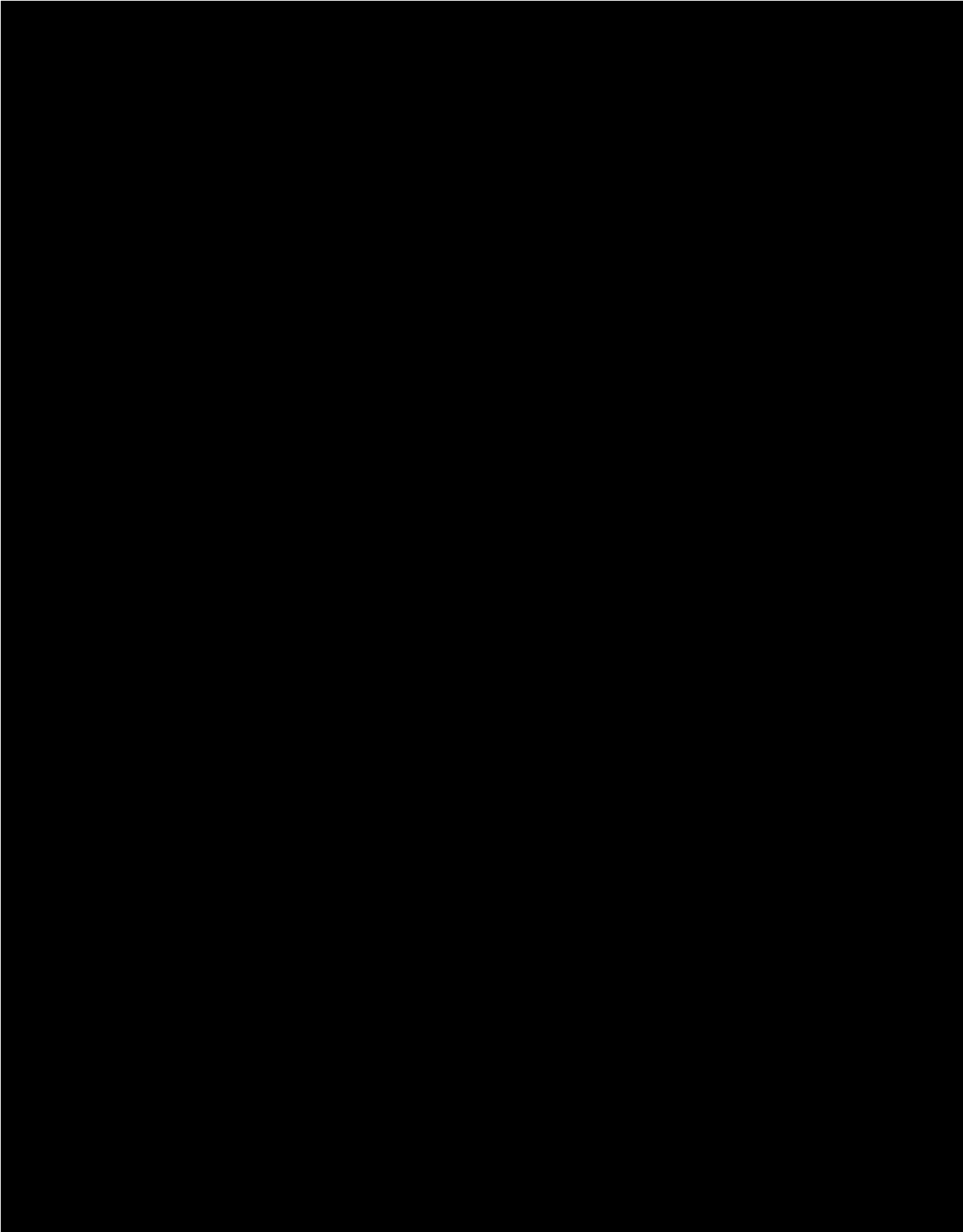
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FIGURE 78 ████████████████████████████████
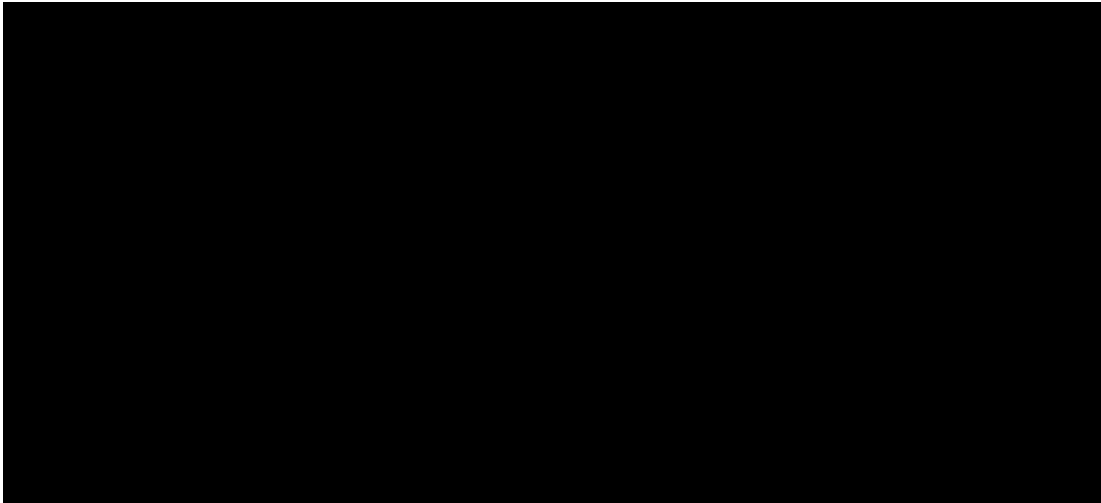
Other academic and broader evidence on the link between sports betting and DFS

Many others have shown that the link and overlap between a DFS user and a potential mobile sports wagering user is strong.

For example, the Fantasy Sports & Gaming Association provide a comparison of the two groups of users, based on their 2019 survey.[99] This demonstrates the remarkable similarity between the two groups of bettors in terms of their demographic characteristics.

TABLE 49   INDUSTRY DEMOGRAPHICS, FANTASY SPORTS & GAMING ASSOCIATION, 2019

	FANTASY PLAYERS	SPORTS BETTORS
Male / female split	81% male / 19% female	80% male / 20% female
Average age	37.7	38.1
% aged 18-34	50%	50%
% employed full-time	67%	67%
% making more than $75,000 (national average is 34%)	47%	45%

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[99] https://thefsga.org/industry-demographics/

There is also evidence in the academic literature on the link between fantasy sport consumption and sports gambling. Karg and McDonald (2011) focused on fans of the Australian football league. Their empirical study finds that fantasy sports participants are more likely to gamble on other forms of sports betting than non-fantasy players[100].

Other industry experts similarly recognize that sports fans that play DFS can easily be converted to mobile sports wagering customers. For example, Brent Winston, co-founder and chief executive at BetSwap.io[101] said in March 2021:

> *"Betting and gaming are not new in the US [...] just because sports betting is being legalized it doesn't mean that the industry is developing overnight with an uninformed audience [...] The fact that the precursor to sports betting in the US has long been fantasy sports cannot be underrated."[102]*

FanDuel, DraftKings and BetMGM actively cross-sell to their customer base in DFS and other related products

DraftKings, FanDuel and BetMGM are well set up to facilitate their cross-sell potential from DFS and other products. For example, Figure 79 shows that DFS customers can use their existing FanDuel DFS account to access FanDuel's mobile sports wagering product. Figure 80 and Figure 81 show the same thing for DraftKings and BetMGM.

However, DraftKings also example noted that the registration process for mobile sports wagering can seem arduous, given the need to provide a social security number, forms of identification and location verification. Therefore, FanDuel, DraftKings and BetMGM, by offering DFS users the possibility to skip many of these steps, can provide a time saving to customers and thereby facilitate cross-selling.

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[100] Karg, Adam J., and Heath McDonald. "Fantasy sport participation as a complement to traditional sport consumption." Sport Management Review 14.4 (2011): 327-346.

[101] A secondary marketplace for sportsbook: https://betswap io/

[102] https://igamingbusiness.com/path-to-profitability-us-betting-product-goes-through-the-gears/

FIGURE 79 EXAMPLE – FANDUEL CUSTOMER SIGNUP
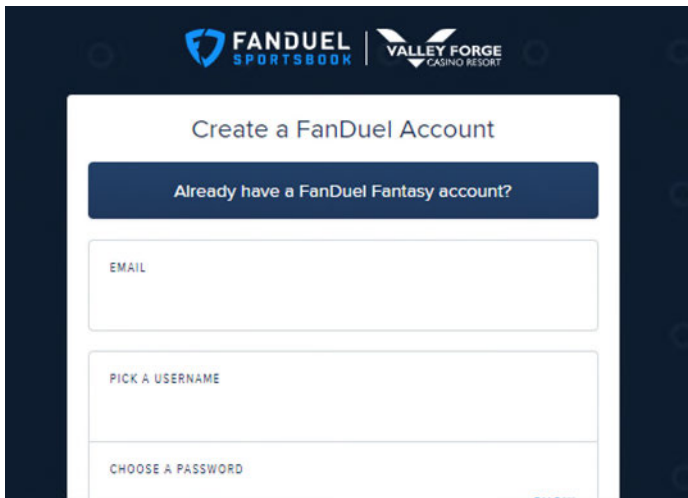
Source: FanDuel

FIGURE 80 EXAMPLE – DRAFTKINGS CUSTOMER SIGNUP
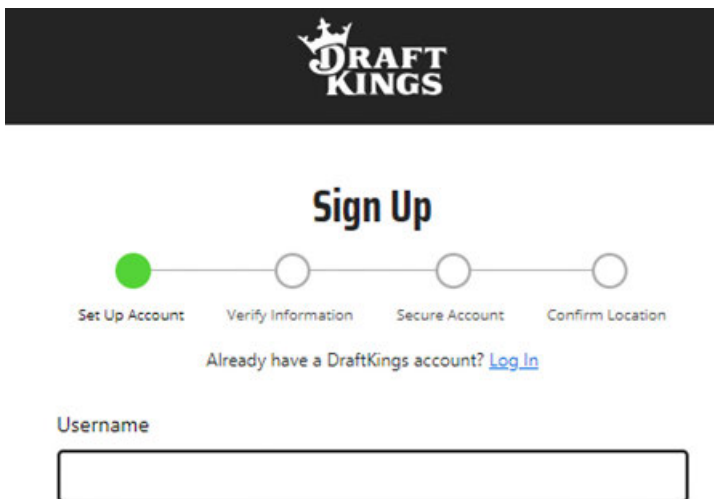
Source: DraftKings

FIGURE 81 EXAMPLE – BETMGM CUSTOMER SIGNUP

Source: BetMGM

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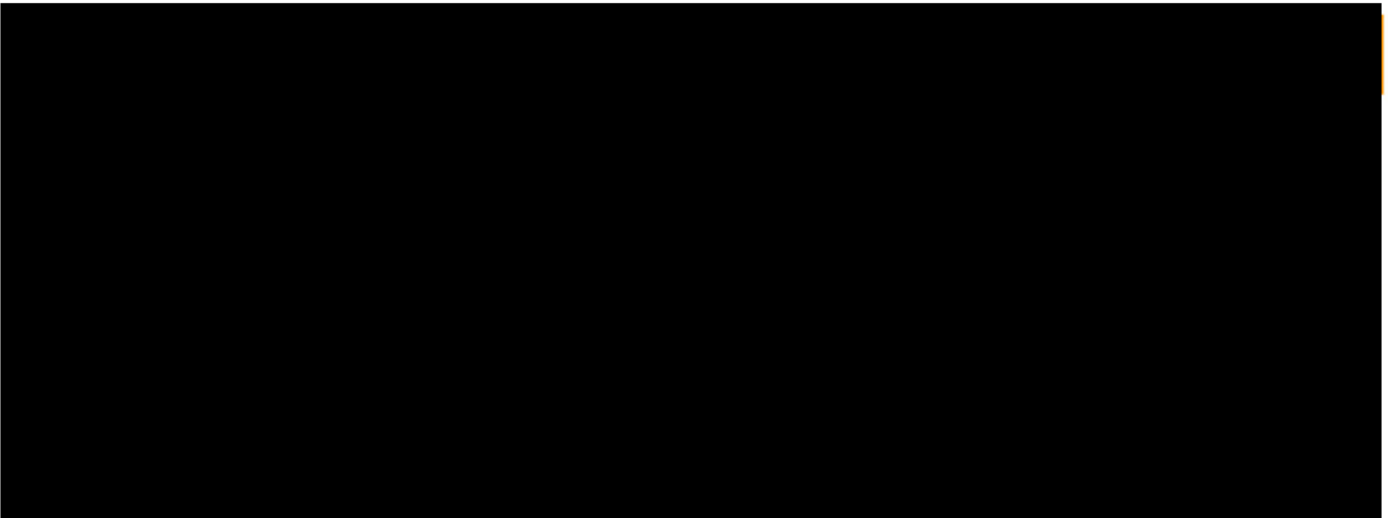
FanDuel and DraftKings are expanding and growing new areas to facilitate greater cross-sell

Whilst the DFS bettor may closely resemble the likely mobile sports wagering user (as described in Table 49), and therefore provide the 'easiest' cross-sell potential for DraftKings and FanDuel, there are other customer groups that both FanDuel, DraftKings and BetMGM are actively seeking to grow to facilitate their mobile sports wagering cross-sell potential.

FanDuel is not only present in mobile sports wagering and DFS in the U.S. FanDuel Racing is a well-established offering that offers FanDuel further cross-sell potential. Similarly, FanDuel's casino product, operating as Stardust Casino may attract a different casino-led customer, to whom FanDuel will also seek to cross-sell its mobile sports wagering offering. More broadly, FanDuel group's parent company Flutter has a vast experience in cross-selling products across the various 'verticals' it offers across all of its brands.

DraftKings has recently launched a stand-alone casino app in Q2 2020, which initially went live in New Jersey, Pennsylvania and West Virginia. As shown in Figure 83, DraftKings reported in its public results when launched that it expects this app *"Broadens DKNG's customer base to attract the "casino-first" customer"*[103]
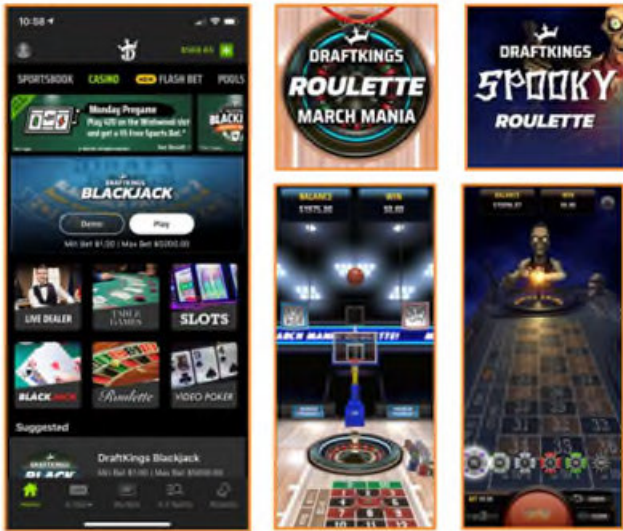
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[103] DraftKings, Q2 2020 Earnings Presentation, August 14, 2020 https://draftkings.gcs-web.com/static-files/85599865-a4ad-43b4-8895-fd25ad97ad4e

FIGURE 83   DRAFTKINGS CASINO APP

Source: DraftKings, "Q2 2020 Earnings Presentation, August 14, 2020".

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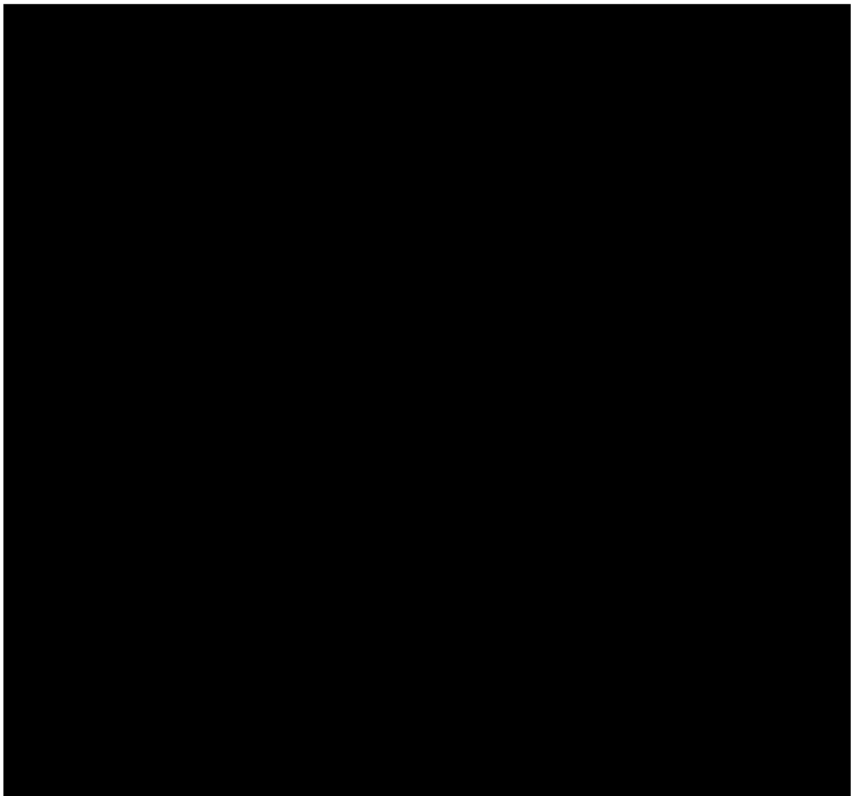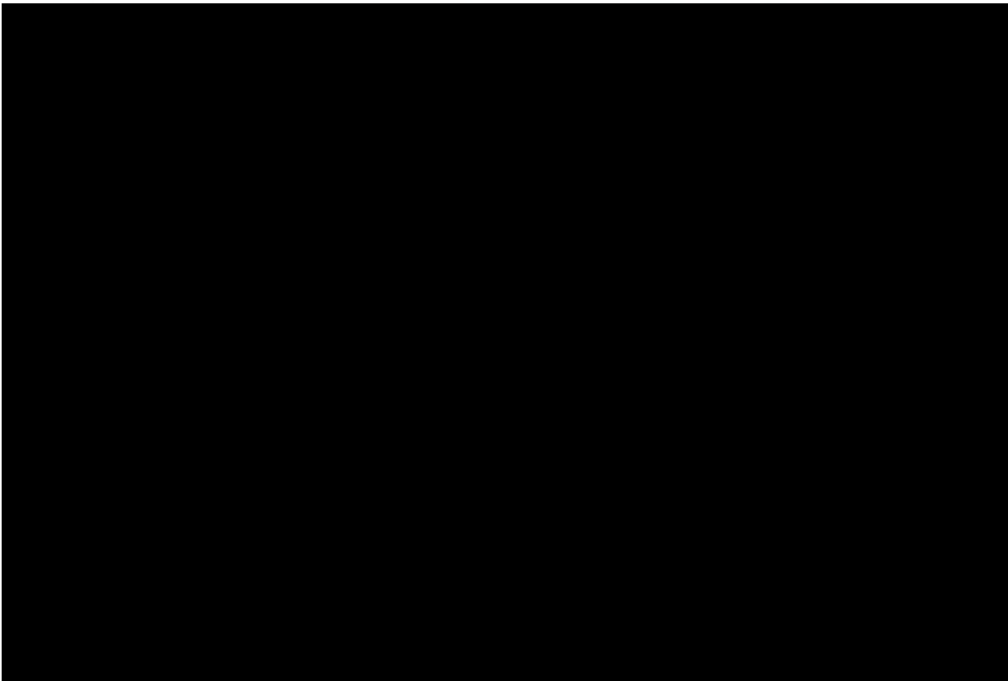
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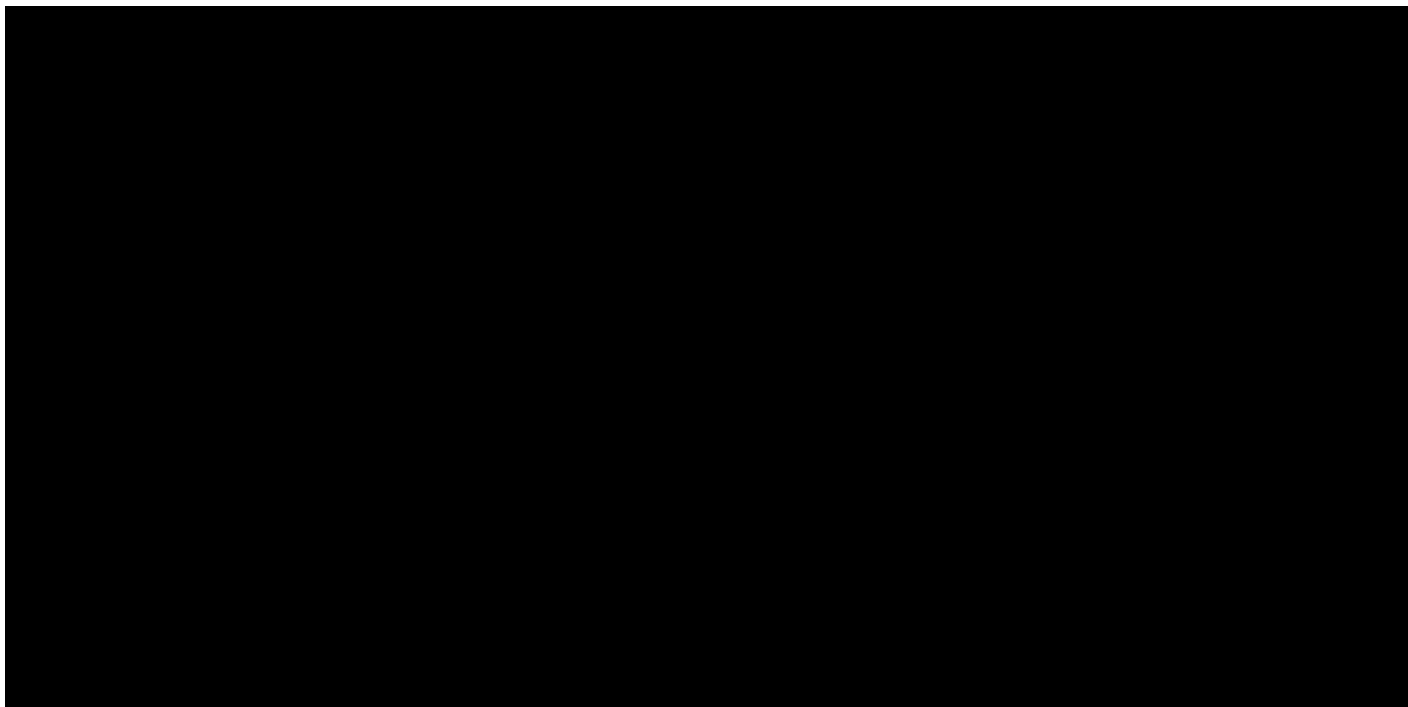
4.3.3 THE ABILITY OF FANDUEL AND DRAFTKINGS TO LEVERAGE THEIR DFS BASE TO GROW MOBILE SPORTS WAGERING IN NEW YORK IS EVEN STRONGER

We have already explained the importance of a registered DFS base in growing mobile sports wagering usage in general terms. This section describes the evidence from FanDuel and DraftKings, the main DFS providers in this Application, that shows this mobile sports wagering customer acquisition channel to be an even more important way of quickly and effectively growing the mobile sports wagering customer base in *New York*.

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FIGURE 88 ███████████████████████████████

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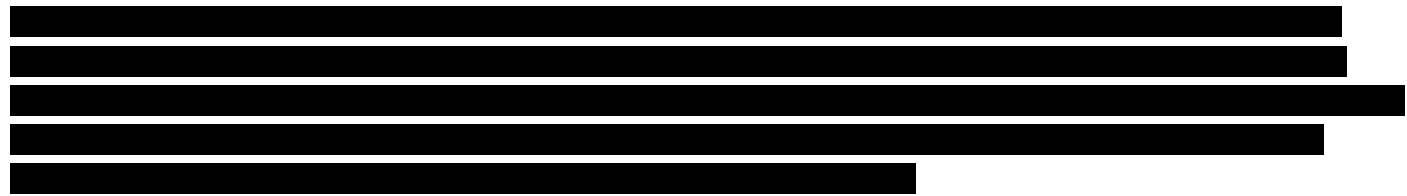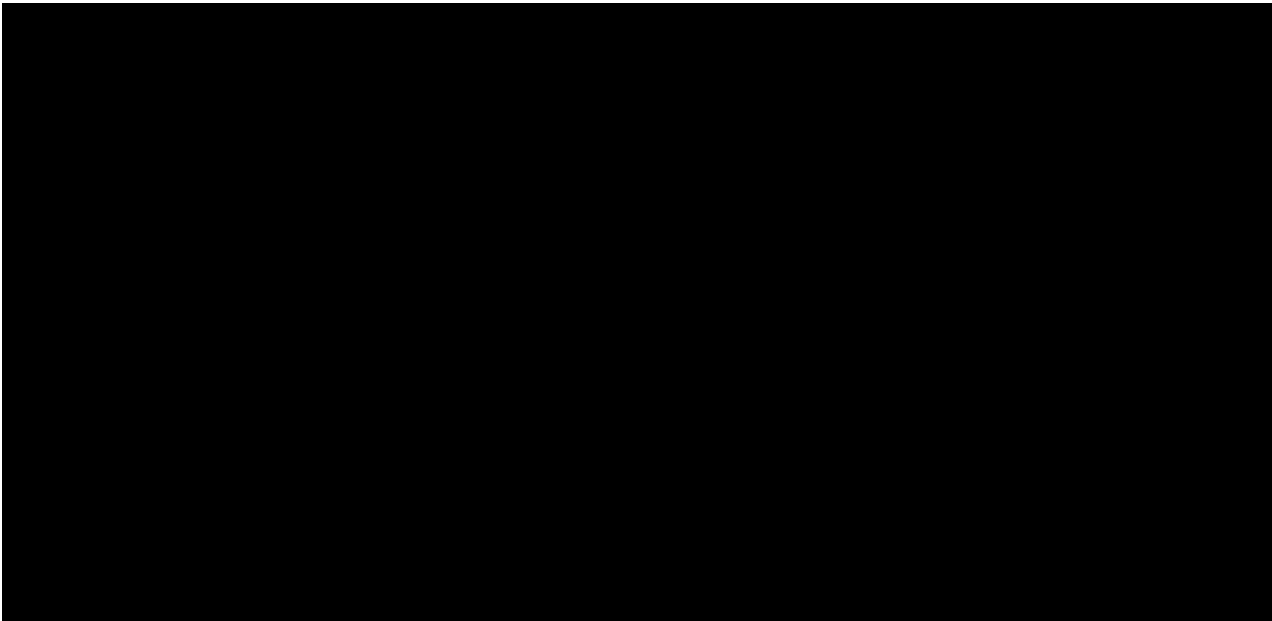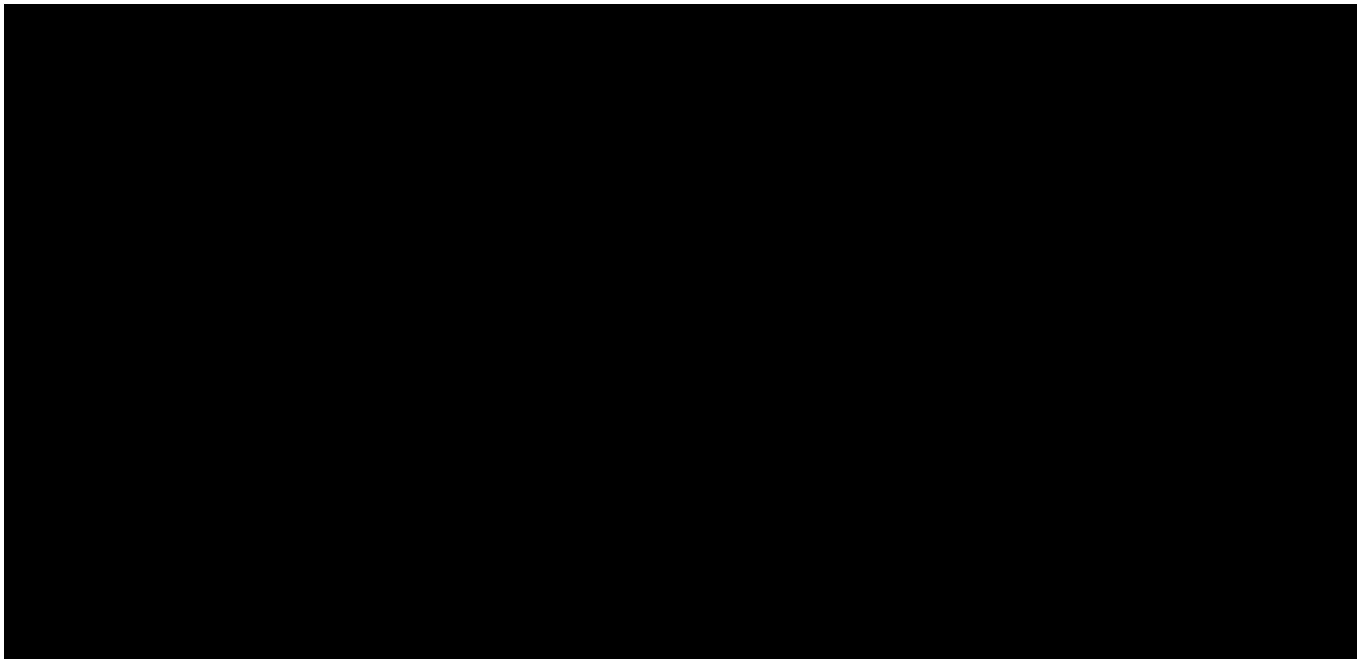
4.3.4 THE OPERATORS IN THIS APPLICATION ALL HAVE AN ESTABLISHED RETAIL SPORTSBOOK PRESENCE IN NEW YORK AND NEIGHBORING NEW JERSEY

Another channel through which the operators in this Application will be able to grow their mobile sports wagering customer base in New York is via their physical presence in New York and neighboring New Jersey's casinos.

FanDuel and DraftKings are existing sportsbook operators in New York casinos, with Bally's also seeking to enter in New York, and MGM seeking to also launch a retail sportsbook

There are four commercial casinos (all in upstate New York) with retail sports betting. DraftKings and FanDuel operate sportsbooks in two of the four commercial casinos, del Lago (DraftKings) and Tioga Downs (FanDuel). Rush Street Gaming operates the sportsbook at Rivers Casino, and Bet365 operates the sportsbook at Resorts World Catskills.

Bally's although not currently partnered with a retail casino in New York, are seeking to further expand their existing extensive retail casino footprint with a downstate casino in New York[107].

BetMGM also has a strong retail presence in New York, through the Empire City Casino at Yonkers Raceway. Yonkers Raceway has been an established presence in New York for more than 100 years. There is strong support from businesses, community organizations, labor groups, and other local groups to convert existing licenses into a full licensed casino soon[108].

Rivers Casino has the largest commercial casino sportsbook GGR of the four in upstate New York, with sportsbook shares amongst commercial casinos of 38%-45% in recent years. DraftKings' retail sportsbook in New York is larger than FanDuel's, but together DraftKings and FanDuel accounted for between 37%-46% of sportsbook GGR in recent years (Table 51).

TABLE 51   SPORTS WAGERING IN NEW YORK COMMERCIAL CASINOS

	DEL LAGO (DRAFTKINGS)	TIOGA DOWNS (FANDUEL)	RIVERS CASINO (RUSH STREET GAMING)	RESORTS WORLD CATSKILLS (BET365)
Sportsbook GGR				
FY 2019/20	$2.9m	$0.7m	$4.3m	$1.7m
FY 2020/21	$5.4m	$1.7m	$6.4m	$2.0m
FT 2021/22 (April 2021-June 2021)	$1.8m	$0.3m	$2.1m	$1.2m
% of commercial casino sportsbook GGR				
FY 2019/20	30%	7%	45%	18%

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[107] https://www.casino.org/news/new-york-city-casino-fray-reportedly-includes-ballys-lvs-wynn/

[108] https://thebcw.org/a-sure-bet-for-new-yorks-future/

FY 2020/21	35%	11%	41%	13%
FT 2021/22 (YTD)	33%	6%	38%	23%

Source: Frontier analysis of New York State Gaming Commission data.

Table 52 compares the size of the sportsbook in these commercial casinos to the overall GGR generated from all casino activities. This shows that Rivers Casino (Rush Street Gaming) and Del Lago (DraftKings) customers are more weighted towards sportsbook bettors – and in both sportsbook GGR is a higher share of total casino GGR than at Tioga Downs (FanDuel) or Resorts World Catskills (Bet365).

TABLE 52   SPORTS WAGERING IN NEW YORK COMMERCIAL CASINOS – AS A % OF TOTAL CASINO GGR

	DEL LAGO (DRAFTKINGS)	TIOGA DOWNS (FANDUEL)	RIVERS CASINO (RUSH STREET GAMING)	RESORTS WORLD CATSKILLS (BET365)
Sportsbook as a % of total casino GGR				
FY 2019/20	1.9%	0.8%	2.6%	0.8%
FY 2020/21	9.7%	4.5%	8.7%	2.5%
FY 2021/22 (YTD)	5.1%	1.3%	4.7%	2.4%

Source: Frontier analysis of New York State Gaming Commission data.

The operators in this Applications are all strong sportsbook operators in neighboring New Jersey casinos

The operators in this Application all have strong brand recognition in New York through their links to large retail casinos in New Jersey.

- ■   **FanDuel (Meadowlands):** FanDuel offers its sportsbook at Meadowlands, the biggest casino and racetrack in New Jersey. Meadowlands is located just 8 miles from the New York state border. The proximity makes it an attractive option for New York sports bettors.

  In 2020, Meadowlands collected a gross gaming revenue from online sports wagering of $184m, and an additional $23m from its retail sportsbook. Gross gaming revenues from January to June 2021 were $189m online, with a further $25m from the retail sportsbook at Meadowlands[109].

- ■   **DraftKings (Resorts Digital):** DraftKings offers its sportsbook at Resorts Casino in Atlantic City. In 2020, Resorts Casino collected a gross gaming revenue from online sports wagering of $101m, and an additional $1m from its retail sportsbook. Gross gaming revenues from January to June 2021 were $72m online, with a further $1m from the retail sportsbook[110].

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[109] https://www.njoag.gov/about/divisions-and-offices/division-of-gaming-enforcement-home/financial-and-statistical-information/monthly-sports-wagering-revenue-reports/

[110] Ibid.

- **BetMGM (Borgata):** BetMGM offers its sportsbook at Borgata Hotel Casino & Spa in Atlantic City. In 2020, Borgata collected a gross gaming revenue from online sports wagering of $26m, and an additional $6m from its retail sportsbook. Gross gaming revenues from January to June 2021 were $34m online, with a further $3m from the retail sportsbook[111].

- **FanDuel (Bally's Atlantic City Hotel and Casino):** in March 2021 FanDuel has started to offer its sportsbook at Bally's casinos in Atlantic City[112]. From January to June 2021, Bally's collected a gross revenue from sports wagering of over £1m[113].

Bally's and BetMGM have a strong national retail brand heritage

Bally's currently owns and manages 14 casinos across 10 states, including in the New York neighboring states of Rhode Island, Delaware and New Jersey[114]. Upon closing Tropicana Las Vegas (Nevada), as well as completing the construction of a land-based casino near the Nittany Mall in State College (Pennsylvania), Bally's will own and manage 15 casinos across 11 states. As shown below, Bally's has the third largest footprint for online sports betting among land-based casino operators in the U.S.

FIGURE 91 BALLY'S NATIONAL CASINO FOOTPRINT

Source: Bally's Corporation Q4 2020 Earnings, March 2021. Slide 9.

As previously stated, BetMGM particularly benefits from the strong brand presence of MGM Resorts. MGM Resorts owns and manages 15 popular retail sportsbooks across the U.S. The Empire City Casino in Yonkers hosts ████████████ per year, while the Borgata is New Jersey's leading casino.

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[111] Ibid.

[112] https://www.prnewswire.com/news-releases/fanduel-sportsbook-opens-at-ballys-atlantic-city-hotel--casino-301247006.html

[113] https://www.njoag.gov/about/divisions-and-offices/division-of-gaming-enforcement-home/financial-and-statistical-information/monthly-sports-wagering-revenue-reports/

[114] Bally's Corporation Q4 2020 Earnings, March 2021, page 7. https://s1.q4cdn.com/542913765/files/doc_financials/2020/q4/Bally's-Q4-2020-Investor-Presentation.pdf

FIGURE 92   MGM'S NATIONAL CASINO FOOTPRINT
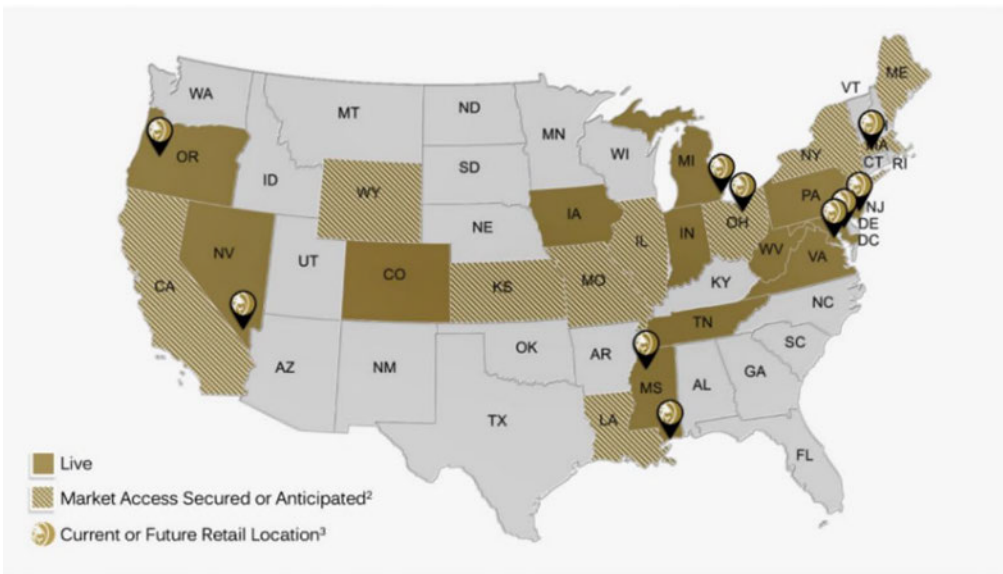
Source: BetMGM, investor pack, April 2021. Slide 10. Available here: https://s22.q4cdn.com/513010314/files/doc_presentations/2021/05/BetMGM-Investor-Day-Presentation-2021.04.21-(Posting).pdf

4.4   ADDING FURTHER OPERATORS CAN GROW TAX REVENUES FOR THE STATE, BUT ONLY IF TAX RATES FALL

We recognize that the state may wish to consider adding operators not included in this Application to the set of licensed operators. The reason the state may wish to do this would stem from a belief that adding more operators will (i) grow total state GGR, and (ii) will do so by more than the offsetting reduction in tax rates resulting from adding more competitors.

Here, we address the question of whether additional operators can even grow total pre-tax state GGR materially. We set aside for a second the impact on proposed tax commitments – recognising as outlined earlier that they must fall to give additional operators the ability to sustainably invest. For additional operators to grow overall GGR, the state would need to believe that each additional operator either:

- **brings in more new customers**, i.e., that additional operators can reach and attract customers that no other operator can, thereby leading to more bettors; and/or

- **leads existing customers to spend (and lose) more:** for this to happen, the incremental competitive constraint from the additional operator must improve the competitive offer to customers overall across the market, thereby encouraging existing customers to be better retained or bet more. Crucially, this needs to happen without reducing hold percentages achieved across the market in a way that will more than offset any gain in handle. In other words, an additional competitor needs to grow GGR and handle, not just handle.

In this chapter, we first recognize the beliefs that are widely held within FanDuel and DraftKings that they are each other's closest competitors, and are being challenged widely by BetMGM – and that all other existing rivals provide a far weaker competitive constraint. **(Section 4.4.1)**

Next, we recap and describe qualitatively why we believe no other group of operators can grow state-wide GGR by as much as the operators in this Application. **(Section 4.4.2)**

Finally, we attempt to assist the state by quantitatively estimating a range of likely market shares for the operators in this Application under different competitive scenarios, and highlight the operators in each scenario who may capture the remaining share. We then extend this even further to calculate a _maximum_ market expansion effect – on the highly simplified (and in our view unrealistic) assumption that each additional competitor brings with them entirely new customers that would not have otherwise participated in mobile sports wagering. (Section 4.4.3)

4.4.1 FANDUEL AND DRAFTKINGS CONSIDER EACH OTHER TO BE THEIR STRONGEST COMPETITORS AND MONITOR THE GROWTH OF BETMGM

DraftKings and FanDuel recognize they are in constant, and fierce competition with each other – across multiple dimensions – in the many multi-operator markets in which they are present. This is clear in the data elsewhere in this report on market shares, and reinforced by the analysis in the earlier section of this chapter on customer 'multi-homing'. BetMGM remains below the two market leaders in terms of market shares, but continues to grow its customer base by leveraging its brand awareness and advanced technology.

FanDuel and DraftKings are each other's closest competitive constraint. FanDuel and DraftKings monitor each other's prices, promotions and performance regularly. They also monitor the actions and performance of BetMGM, given their recent and sustained growth.

Some of this is captured in internal documents we have seen (and summarized below) – most of it is not. In fast-moving, evolving markets, we recognize that much of the understanding of the strength of the competitive constraint exerted by various competitors is simply inherently understood, rather than written down and documented.

Both FanDuel and DraftKings' internal documents show far less systematic monitoring of and commentary on other operator' performance and customer offer, save apart from BetMGM. This is clear evidence that these rivals place a far smaller incremental competitive constraint currently on the behavior and commercial strategy of DraftKings and FanDuel.

FIGURE 93 ██

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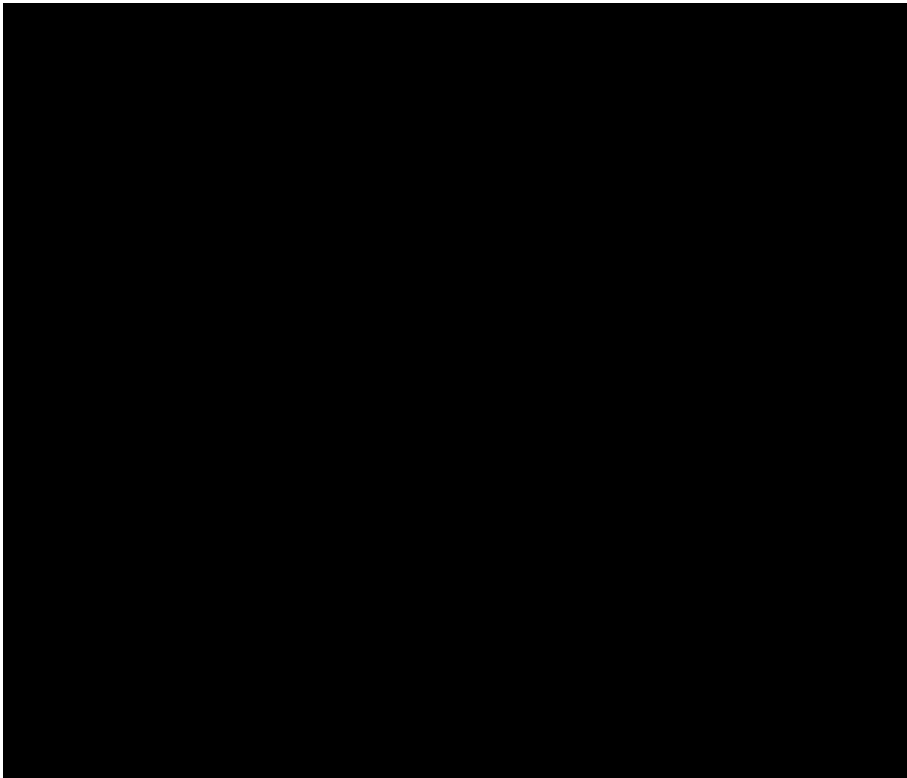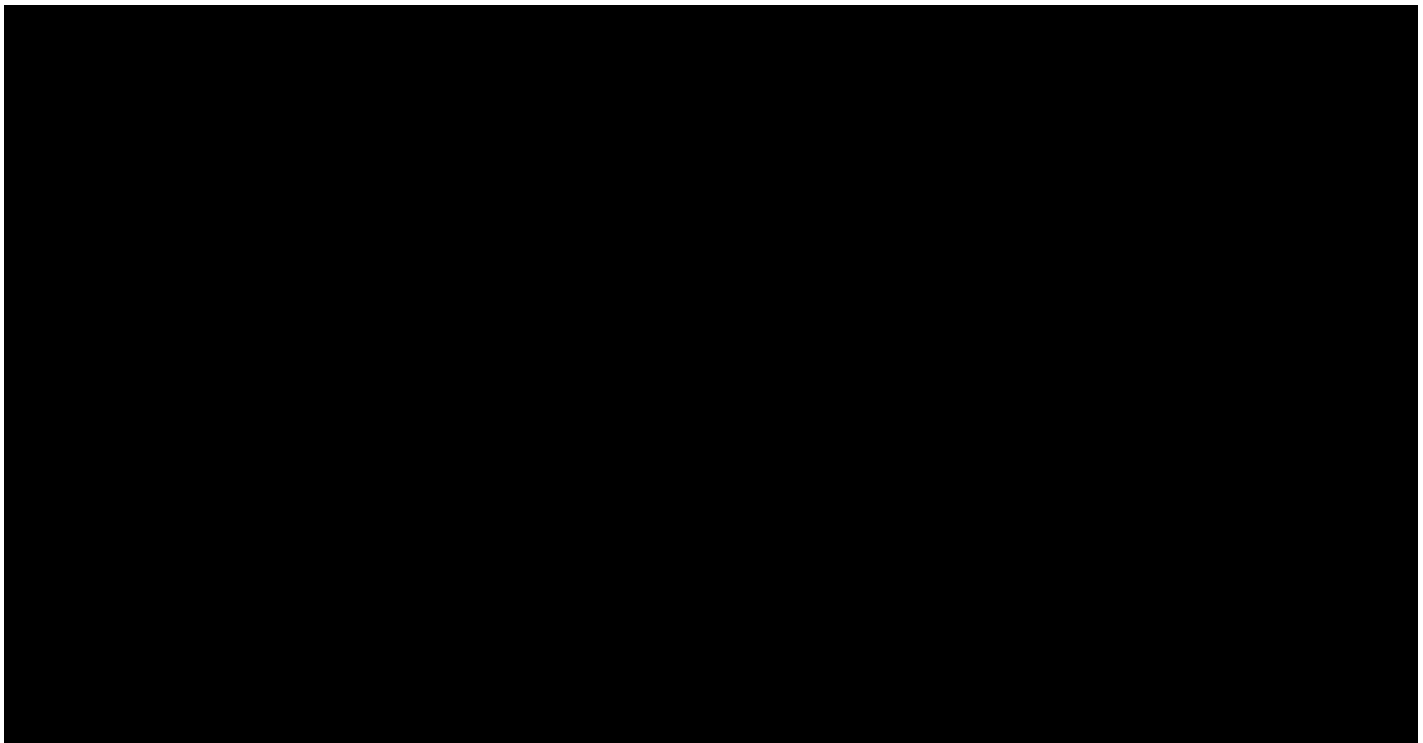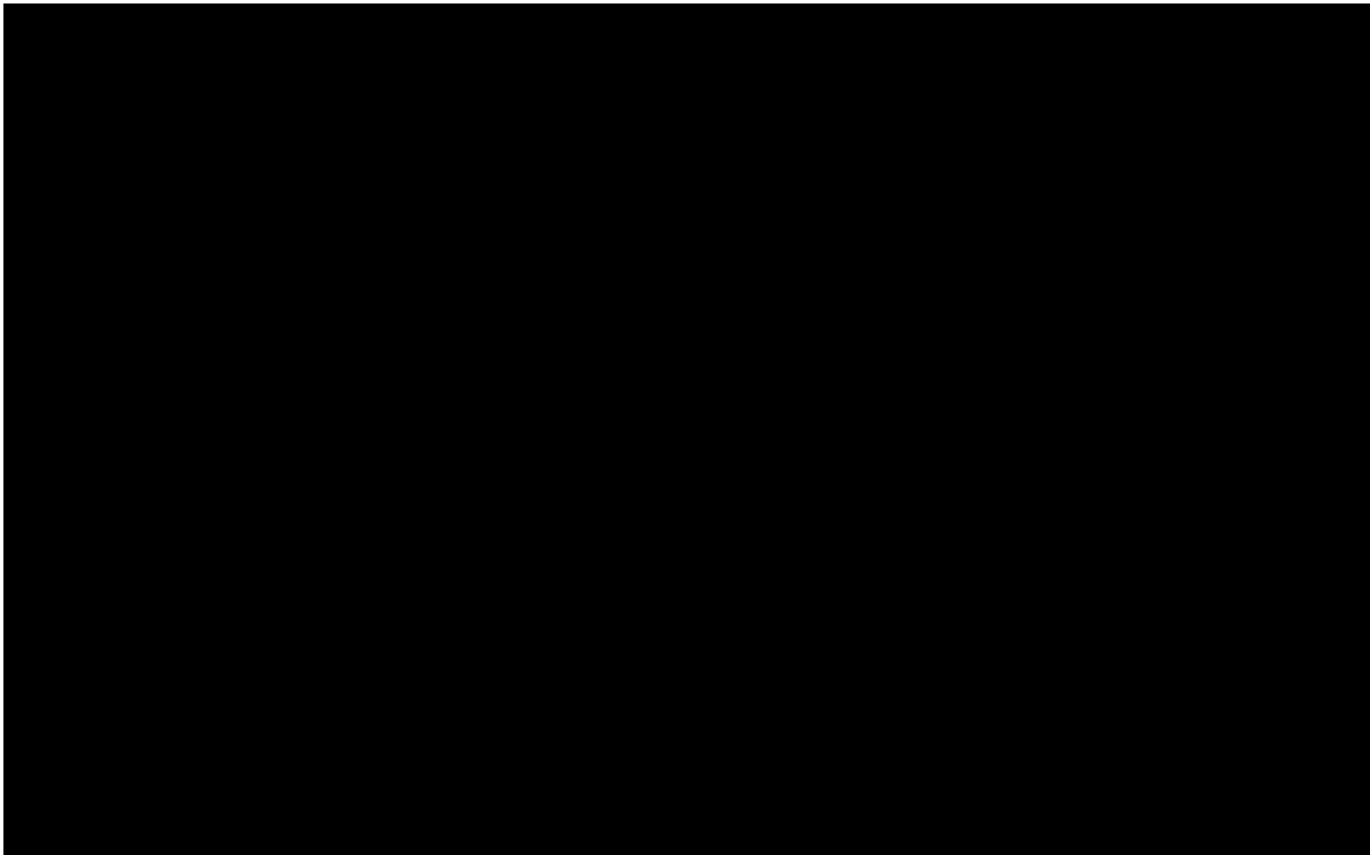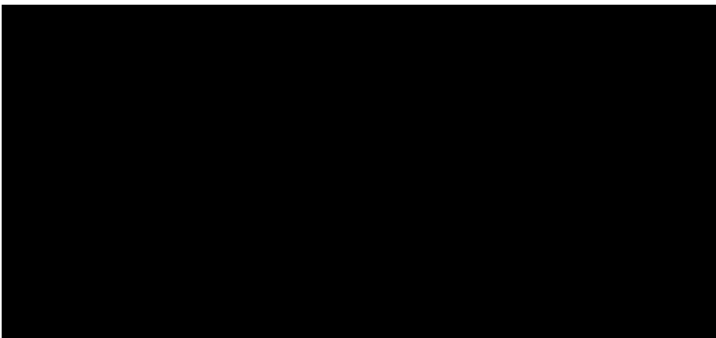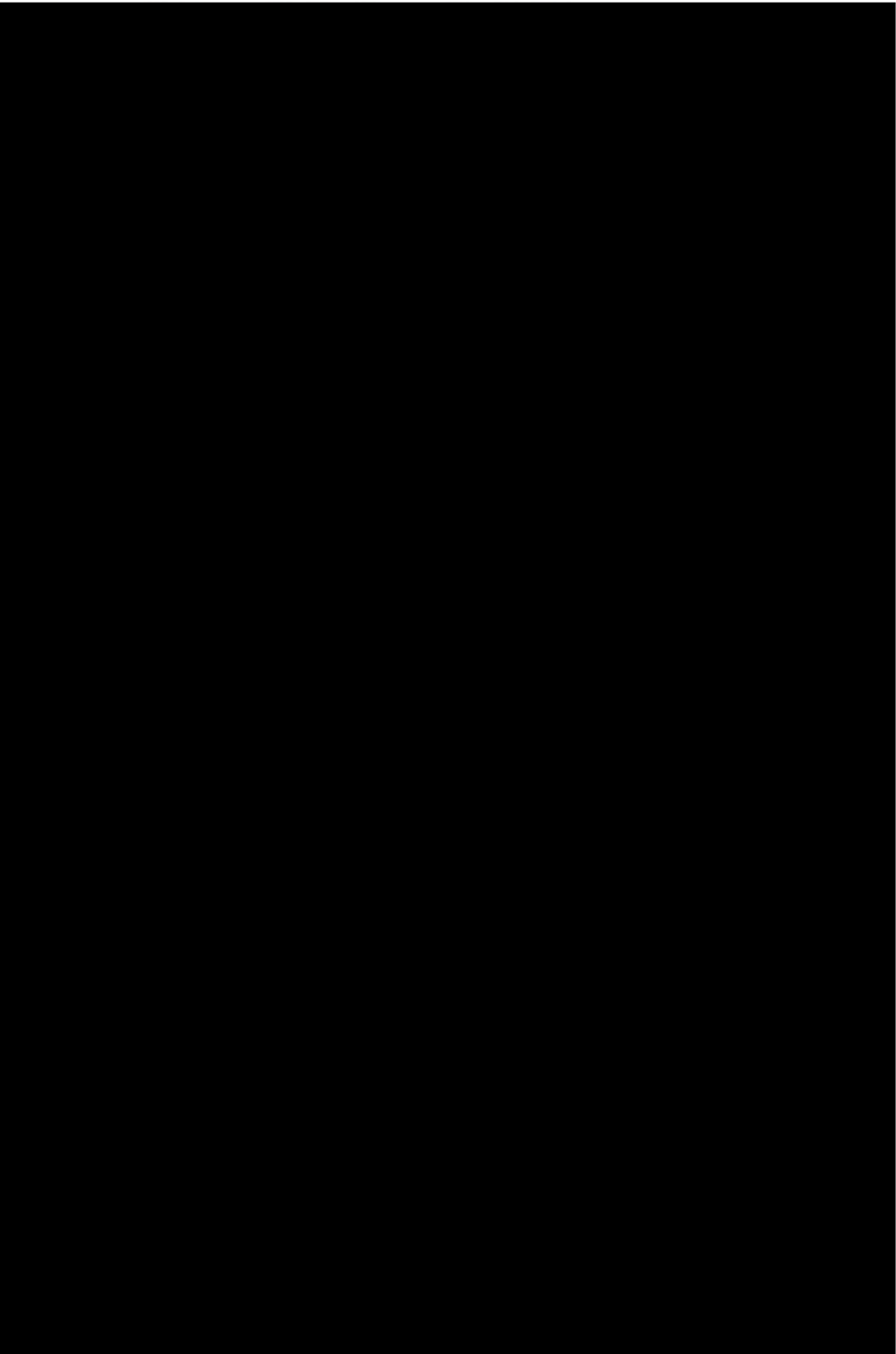
FIGURE 94 ██████████████████████████████████

FIGURE 95

FIGURE 96

FIGURE 97

4.4.2 NO OTHER OPERATOR WILL APPEAL TO POTENTIAL NEW YORK MOBILE SPORTS WAGERING CUSTOMERS AS WIDELY AS THE OPERATORS IN THIS APPLICATION

Throughout section 4.2, we have described and presented evidence from the operators in this Application, benchmarking their own performance against that of their nearest mobile sports wagering rivals. This covers dimensions such as pricing, brand recognition, brand perceptions, promotional effectiveness, product range, and 'multi-homing' behavior.

We do not repeat this evidence in detail again here, but it has shown clearly that:

- **The operators in this Application already appeal to the broadest customer base.** There are no types of mobile sports wagering customer that the operators in this Application would consider unreachable. And, even if there were significant number of customers FanDuel or DraftKings did not believe they were reaching, they both have the experience and ability to tailor their product offer, and/or their marketing approach in order to reach these customers in future. Potential rivals outside this Application do not have access a significant number of customers that the operators in this Application cannot reach.

- **Customers have demonstrated a strong preference for established brands such as FanDuel, DraftKings or BetMGM, compared to a smaller entrant.** Most new entrants have been unable to take share from FanDuel or DraftKings, let alone expand the market. The main exception to this has been BetMGM, which is built on the widely recognized MGM Resorts brand. Where regulatory or other circumstances have led to FanDuel and/or DraftKings entering later than smaller, and even more locally established operators, FanDuel and DraftKings have outcompeted their rivals.

- **Customers do 'multi-home', but most customers will do so with FanDuel, DraftKings or BetMGM as one of their options – 'multi-homing' customers will be well served with the set of operators in this Application.** ████████████████████ and ████████████████████████ 'multi-home'. Most frequently, ██, and ████████████████████ ████████████████████████ – and there are smaller customer overlaps with other operators. However, despite this propensity to try new operators, most customers will typically also use (and tend to return to in the long-term) FanDuel, DraftKings and BetMGM.

- **Bally's investment in its heritage brand and continued investment to build a strong omnichannel presence will increase the competitive intensity in New York.** The Sinclair Sports Group, through broadcast stations; the Bally Sports network; the Tennis Channel and Stadium give Bally's nationwide scale, and local reach to target sports fans in their homes. Live streamed games; redesigned digital products; and extensive partnerships with multiple NBA, MLB and NHL teams already make Bally's a household name in sports and provide them with a huge opportunity to access potential mobile sports wagering customers.

We have also identified several key structural advantages that the operators in this Application have that others do not. Again, rather than repeat the evidence from section 4.3 here again, we have attempted to capture these structural advantages, and compare them with other rival operators in Table 53.

TABLE 53 OPERATOR SUMMARY

	DRAFTKINGS	FANDUEL	BETMGM	BALLY BET	BETRIVERS	BET365	WILLIAM HILL	POINTSBET	BARSTOOL	FOXBET
Can leverage a DFS customer base	✓	✓	✓	✓						
Strong sportsbook presence in New York neighboring states	✓	✓	✓							
Partner to a retail casino in New York	✓	✓	✓		✓	✓				
Partner to a retail casino in New Jersey	✓	✓	✓	✓			✓	✓		
Top 5 ranked app	✓	✓	✓		✓	✓				
Present with a mobile sportsbook in at least 10 legalized states	✓	✓								
Present with a mobile sportsbook in at least 5 legalized states	✓	✓	✓		✓			✓	✓	

Source: Frontier analysis.

4.4.3 ADDITIONAL OPERATORS MAY EXPAND THE MARKET IF THEY ARE ABLE TO ACCESS CUSTOMERS OTHERS CAN'T

We recognize that the state of New York, in requesting a market analysis of the potential size of the New York mobile sports wagering market under different competitive scenarios, is seeking the evidence to support its decision on who to award a license to.

As outlined earlier in this report, the key determinant of whether an additional operator is likely to sustainably grow the market in New York is the level of the tax rate in a scenario with more than four operators. A 50% tax rate, when faced with the strong competitors in this Application will present a serious challenge for any additional operator. However, if the tax rate falls materially in a scenario where there are more than four operators, there is the potential for the right operators to grow the market beyond that which the operators in this Application can achieve alone.

Quantitatively estimating the incremental market size from the addition of a further competitor is difficult for an independent consultancy such as Frontier Economics to do with any certainty. Some of the reasons for this are outlined below.

- **The identity of the additional operator (or operators) is not known, and it would be inappropriate and misleading to treat all potential additional operators equally.** The question *"what is the incremental handle or GGR from moving from these four operators to five operators"* is impossible to answer without knowing *who* that additional operator is. The operators outside this Application have differing and unequal strengths – a strong operator may expand the market, and/or take market share away from the operators in this Application – a weaker one will not.

These varying strengths and weaknesses across operators we have attempted to reflect and summarize in this chapter and throughout this report.

- **There is the potential for an entirely unknown operator to seek to enter the New York market.** New York is the largest U.S. state in population terms to legalize mobile sports wagering markets to date. It therefore represents an opportunity for a new (or even an establishing existing operator) to make a 'statement' when it enters the U.S. mobile sports wagering market. Here, the entry strategy of an entirely new operator is even more difficult to anticipate.

- **The broader commercial business rationale of any additional operator (or our clients in this Application) has not been shared with us.** The past behavior of operators is an indication of their future behavior, but it is no more than an indication. The strategic focus of the potential operators in New York may differ to their previous strategic focus. We do not know how "deep" the pockets of the operators are in New York. The same is true for our clients – although we have had access to senior individuals in writing this report, every aspect of our clients' strategic rationale for entry and expansion in New York has not been shared with us.

- **The entry strategy of a potential operator in New York may be part of a broader nationwide roll-out.** Related to the previous strategic intentions of the operators, we do not know the scale of the broader national plans of each operator. This bidding process in New York is likely to be replicated in many more states in future – and an operator may want to invest more now to discourage rivals from bidding against them in future legalizing states. Again, an analysis of these strategic interactions – which could involve some complex strategic interactions – is beyond the scope of this report.

However, to assist the state as far as we can in this report, the following table summarizes the various quantitative ways in which the state could approach the question of how to allocate likely market shares across potential operators.

Before doing so, the table below describes the rationale for including these estimates and any inherent weaknesses or uncertainties the state should be aware of when interpreting them. We do not believe any of these estimates should be relied on as a predictor of the ex-post realized market shares across operators in New York – but to help the state we have indicated which estimates we believe may be better than others.

Our preferred estimate, if we had to pick one, would be the study of top-of-mind awareness of interested sports bettors in New York, based on successive waves of c.350 potential bettors, conducted by Beall Research on behalf of FanDuel, and repeated systematically from month to month.

TABLE 54 EVIDENCE POINTS AGAINST WHICH TO ESTIMATE AN OPERATOR'S POTENTIAL MARKET SHARE IN NEW YORK (DESCRIPTION)

	SOURCE	DESCRIPTION / SAMPLE	GOOD ESTIMATE? (1=BEST. 10=WORST)	WHY? / WHY NOT?
Brand awareness in New York				New York specific amongst interested bettors

- first sportsbook mentioned			1	Captures incumbency advantages
- unprompted awareness			2	Shows underlying brand recognition
- aided awareness		Beall Research. FanDuel Brand Tracker. M21-49. Interested Sports Bettors (8+/10)	4	Shows brand recognition (with likely marketing)
Brand awareness in all live states	FD (See Table 37)	**c. 350 users sampled each wave**		**Across all live states**
- first sportsbook mentioned		**Successive waves asking the same thing since September 2018**	3	Captures incumbency advantages
- unprompted awareness			4	Shows underlying brand recognition
- aided awareness			6	Shows brand recognition (with likely marketing)
Nationwide awareness of popular sports betting apps (rescaled)	Civic Science (See Figure 50)	U.S. adults aged 21 or over 6,771 responses, weighted by U.S. Census 18+ Survey Dates: 9/28/20 to 9/30/20	4	Nationwide, and not restricted to live states; can capture broader national appeal
Jan-May 2021 sportsbook market shares (GGR)	FD / DK (See Table 46)			Based on actual market shares; Operator set likely to be different to PA or NJ
- In New Jersey			5	
- In Pennsylvania			5	
#1 ranked as having the best promotions	FD (See Figure 56)	Mix of sportsbook users from different states/value segments with various levels of engagement with odds boosts & promos active within the last 60 days n=2,778 March 5-8, 2021	6	Survey only of FD users (although they are 'multi-homers')
Most often used sportsbook (amongst those 'multi-homing' with DraftKings)	DK (See Table 40)	Surveyed 1400 DraftKings Sportsbook users. User must have been a paid active in the state between 8/1/20 and 12/9/20	7	Survey only of DK users (although they are 'multi-homers')
Favorite sportsbook	DK (See Table 44 and Table 45)	Sample: N = 1000 in PA; N = 1000 in NJ; both samples are A21+ gen pop with quotas imposed to match		Operator set likely to be different to PA or NJ
- In New Jersey			6	
- In Pennsylvania		US gender and age demographic thresholds.	6	
Share of wallet amongst those medium + spenders 'multi-homing' with FanDuel	FD (See Figure 63)	Users with multi-accounts share of wallet. *Q. How have you split your bets on the following sportsbook(s) in the last 3 months? Please allocate % points to detail your spend on each sportsbook your budget being 100%*		Share of wallet data provides a better estimate of likely handle or GGR share than user numbers; Operator set likely to be different to PA or NJ
- In New Jersey			6	
- In Pennsylvania		Time period: Dec'20 to May'21	6	

Unaided awareness – all live states (rescaled) (FD)	FD (See Figure 51)	*A.1: What sports betting sites or apps can you recall? Base: All respondents in FD live states (NJ, PA, IN, WV, IL, IA, TN)* Brands in more than two states shown	5	
Unaided awareness – all live states (rescaled) (DK)	DK (See Table 38)			Operator set likely to be different to PA or NJ
- In New Jersey			7	
- In Pennsylvania			7	
Share of retail sportsbook in New York in FY 2020/2021	NYSGC (See Table 51)	Retail sportsbook market shares across four commercial casinos	8	New York specific; Unrepresentative of likely competitor set; Does not consider important other casinos in NJ or NY.
DFS market shares	State gaming commissions, FD and DK (See Table 48)			Important to understand speed or growth and underlying incumbency advantages; Not representative of likely competitor set
- in New York			6	
- in Pennsylvania			8	

Source: Frontier analysis.

Table 55 volunteers a market share associated with each estimate. Where appropriate, the underlying data has been scaled, such that all the estimates in the table below sum to 100% (subject to rounding errors).

TABLE 55
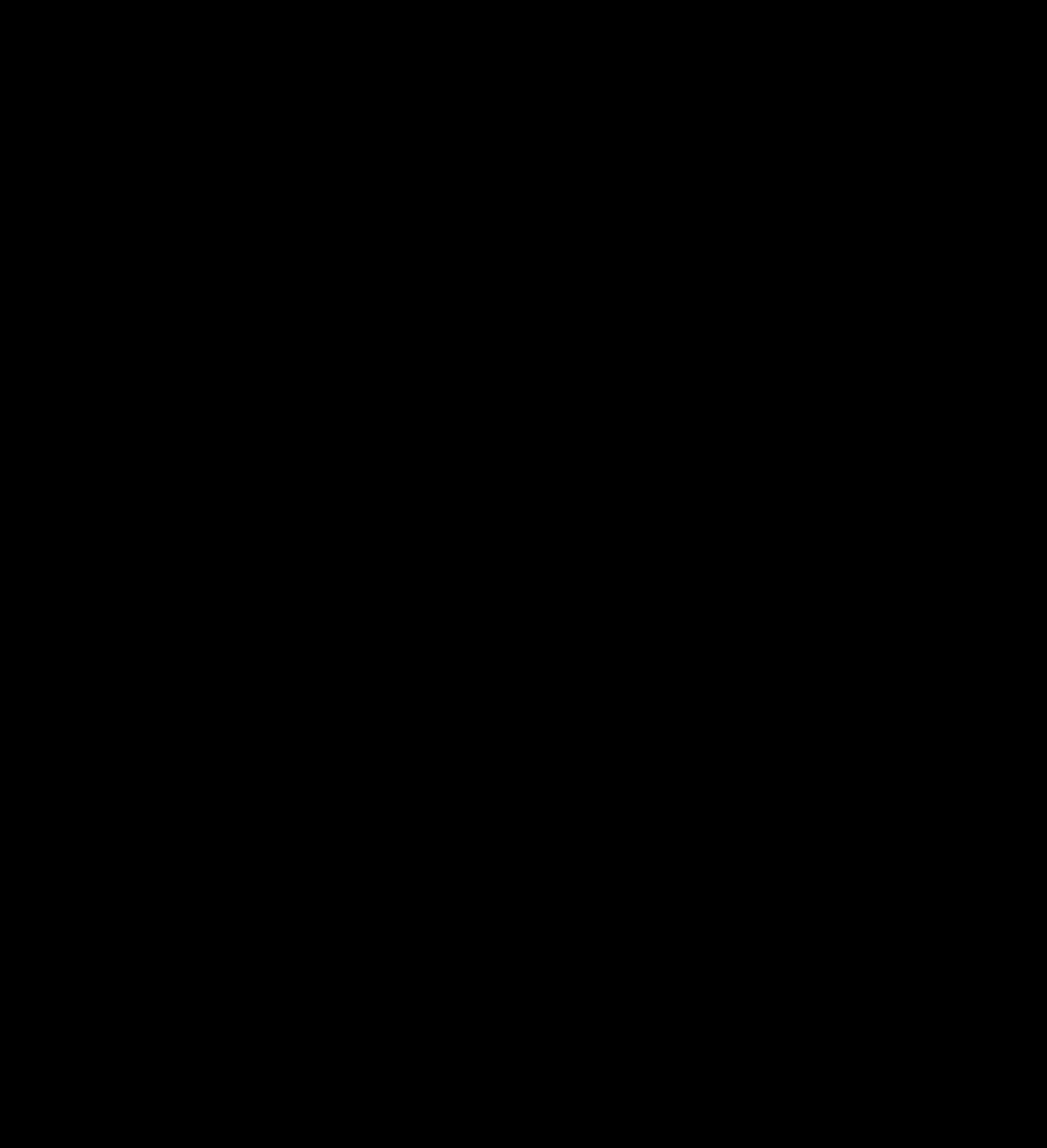
A final, bold attempt to quantify the potential market expansion effect from adding more competitors would be to take the estimated market shares in Table 55, and make a highly indicative further assumption.

Specifically, if we were to assume that **_all_** the market shares achieved by the competitors other than FanDuel, DraftKings, BetMGM or Bally Bet were achieved purely by **_expanding_** the market, rather than by taking share away from the operators in this Application, one could use these estimates to calculate an incremental market expansion effect from each named competitor.

Any market expansion effect calculated in this way will be an over-estimate, as in practice there is likely to be extensive customer overlap between these potential additional operators and with either DraftKings, FanDuel, BetMGM or Bally Bet. Not all customers of these other operators will be unique to them and unobtainable by some or all of the operators in this Application. However, it could be said that these estimates represent an upper bound for the degree to which any named operator could reasonably be expected to expand the market.

If Table 56 is therefore interpreted at face value (which we believe it should not), the way to read it is as follows. Using our preferred estimate (the study of top-of-mind awareness of interested sports bettors in New York) this would suggest that adding 5 new operators to the operators in this Application (William Hill; PointsBet; Barstool; FoxBet; and Caesar's) would ***at a maximum if all these operator sales and GGR were incremental*** add 31% to the total market size.

TABLE 56 ██
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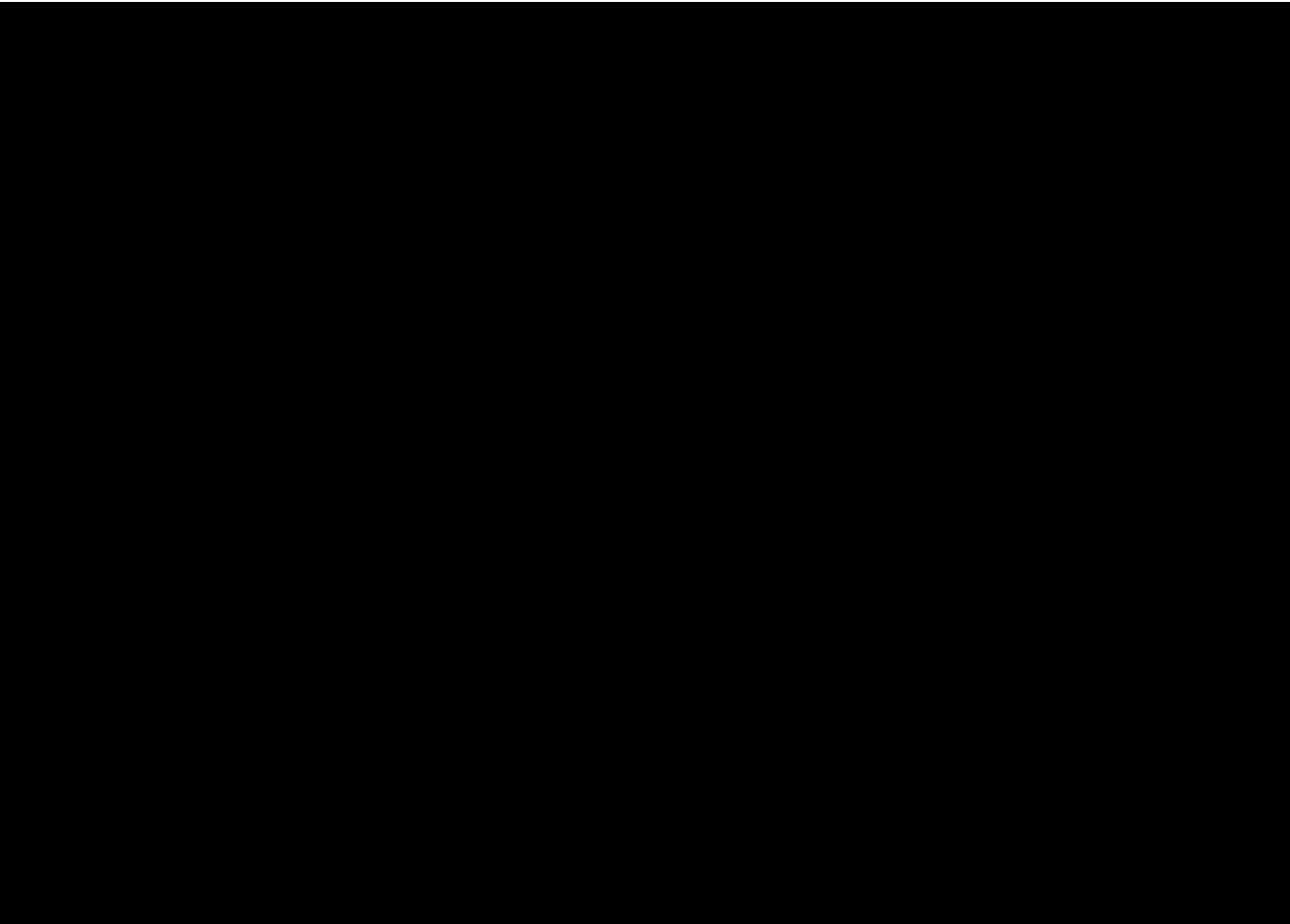
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6.9

6.9   INTERNAL CONTROLS

The Internal Controls for the Applicants are attached as Exhibits 6.9a (FanDuel), 6.9b (DraftKings), 6.9c (BetMGM) and 6.9d (Bally's).

EXHIBIT 6.9a

Exhibit Redacted

EXHIBIT 6.9b

Exhibit Redacted

EXHIBIT 6.9c

Exhibit Redacted

EXHIBIT 6.9d

Exhibit Redacted