

Keeneland Association Inc. Wagering Payout Rules

Pick Three

- A late scratch in the first leg of a Pick Three wager results in a refund.
- A late scratch in either the second or third leg of a Pick Three wager does not result in a refund, but entitles the ticket holder to a consolation payoff if the winners of the other two legs are selected.
- Any change in racing surface for the second and third legs of the Pick Three, that was not made known to the public prior to the start of the first race of the Pick Three sequence, results in an “All Win” situation. All Pick Three tickets will receive the winner of the affected race as the selection for that race.

Pick Four

- A late scratch in any leg of the Pick Four will result in the ticket holder being assigned the actual betting favorite as a substitute for the scratched horse.
- There are no consolation payoffs in the Pick Four.
- Any change in racing surface for the second, third, and fourth legs of the Pick Four, that was not made known to the public prior to the start of the first race of the Pick Four sequence, results in an “All Win” situation. All Pick Four tickets will receive the winner of the affected race as the selection for that race.
- There are no carryovers in the Pick Four; if no perfect tickets are sold the wager will pay to all tickets with the greatest number of winners.

Pick Five

- A late scratch in any leg of the Pick Five will result in the ticket holder being assigned the actual betting favorite as a substitute for the scratched horse.
- Any change in racing surface for any leg of the Pick Five, that was not made known to the public prior to the start of the first race of the Pick Five sequence, results in an “All Win” situation. All Pick Five tickets will receive the winner of the affected race as the selection for that race.
- In addition, any surface change as depicted above results in the pool for the Pick Five, excluding any carryover, being distributed as a single-priced pool. The carryover from previous days will be carried forward to the next racing day.
- All winning tickets with five correct selections will share in 75% of the daily net pool, and 100% of the carryover. When there are no winning tickets with five correct selections, all ticket holders with four correct selections share in 25% of the daily net pool.

- If there are no tickets with five winners, all ticket holders with the greatest number of winners share in 25% of the daily net pool, with the remainder of the net pool carried over to the next racing day. There is a mandatory payout of the entire net pool on the last day of the race meet.

Pick Six

- A late scratch in any leg of the Pick Six will result in the ticket holder being assigned the actual betting favorite as a substitute for the scratched horse.
- Any change in racing surface for any leg of the Pick Six, that was not made known to the public prior to the start of the first race of the Pick Six sequence, results in an "All Win" situation. All Pick Six tickets will receive the winner of the affected race as the selection for that race.
- In addition, any surface change as depicted above results in the pool for the Pick Six, excluding any carryover, being distributed as a single-priced pool. The carryover from previous days will be carried forward to the next racing day.
- All winning tickets with six correct selections will share in 75% of the daily net pool, and 100% of the carryover. When there are no winning tickets with six correct selections, all ticket holders with five correct selections share in 25% of the daily net pool.
- If there are no tickets with five winners, all ticket holders with the greatest number of winners share in 25% of the daily net pool, with the remainder of the net pool carried over to the next racing day. There is a mandatory payout of the entire net pool on the last day of the race meet.

Superfecta

Scratches:

- If a horse is scratched or excused from racing, no further tickets shall be sold and all tickets previously sold designating such horse shall be refunded.
- No Superfecta wagering shall be conducted on any race (including stakes races) having fewer than six (6) separate entries programmed.

Super High Five (SH5)

- The Toyota Jackpot Super High Five is a 50-cent minimum wager with a jackpot component. The entire pool is paid out only when there is one unique winning ticket. If there are multiple winning tickets in a race, 75% of the net amount wagered into that pool is paid to the multiple winners, with 25% of the net amount allotted to a carryover. If there are no perfect tickets, 100% of the net amount wagered carries over to the next eligible race.

Carryover:

- If there is a carryover into the last eligible race on closing day of the race meet, the entire pool including the carryover will be divided among all winning tickets.

Scratches:

- If due to a late scratch, the number of betting interests in the SH5 contest pool is reduced to fewer than seven (7), for the purposes of the SH5 pool only, such contest shall be declared a “No Contest” and the SH5 pool shall be subject to a refund, but not the SH5 carryover pool.
- If a horse is scratched or excused from racing, no further tickets shall be sold designating such horse and all tickets previously sold designating such horse shall be refunded.

Daily Double

- If there is a scratch in the first leg of a Double, all tickets will be refunded for this wager.
- A late scratch in the second leg of the Double does not result in a refund, but entitles the ticket holder to a consolation payoff if the winner of the first leg was selected.