



Ohio Administrative Code Rule 3769-13-23 Superfecta wagering.

Effective: May 21, 1990

(A) The object of the superfecta is to select in exact order, on one ticket and in one combination, the first, second, third, and fourth horses (or separate betting interest if field or entries are involved), as officially posted, of a single designated race. Permit holders may give different names to this type of wagering but must notify the commission of the names selected.

(B) The superfecta is calculated as an entirely separate pool and except for the contingencies below is generally calculated as a win pool.

(C) If a horse or horses are scratched or excused by the judges, all money wagered on combinations which include such horses will be deducted from the superfecta pool and returned to the purchasers of such tickets unless such horse or horses are part of a field or entry and other horses remain in the entry or field.

(D) If no ticket is sold combining the first four horses in exact order as officially posted, then payoffs shall be made to those who select correct ticket combinations in the following order of priority:

(1) (1-2-3-all) if none, then

(2) (1-2-all-all) if none, then

(3) (1-all-all-all) if none, then

(4) (all-all-all-all) refund

Failure of anyone to select the first horse to win will result in a complete refund of the superfecta pool to all purchasers of superfecta tickets.

(E) If, for any reason, less than four horses finish, the pay-off shall be made to those holding tickets



selecting the horse or horses that do finish in exact order and priority of paragraph (D) of this rule.

(F) In the event of a dead heat or dead heats, all superfecta tickets selecting the correct order of finish, counting a horse in a dead heat as finishing in any position involved in the dead heat, shall be winning tickets, and distribution shall be made as in a place pool. If fields or entries are involved in the dead heat, the first four separate wagering interests shall comprise the winning combination(s).