

SUBMISSION COVER SHEET

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Organization Rules and Rule Amendments

Certification	§ 40.6(a)
Approval	§ 40.5(a)
Notification	§ 40.6(d)
Advance Notice of SIDCO Rule Change	§ 40.10(a)
SIDCO Emergency Rule Change	§ 40.10(h)

Rule Numbers: _____

New Product Please note only ONE product per Submission.

Certification	§ 40.2(a)
Certification Security Futures	§ 41.23(a)
Certification Swap Class	§ 40.2(d)
Approval	§ 40.3(a)
Approval Security Futures	§ 41.23(b)
Novel Derivative Product Notification	§ 40.12(a)
Swap Submission	§ 39.5

Official Product Name: _____

Product Terms and Conditions (product related Rules and Rule Amendments)

Certification	§ 40.6(a)
Certification Made Available to Trade Determination	§ 40.6(a)
Certification Security Futures	§ 41.24(a)
Delisting (No Open Interest)	§ 40.6(a)
Approval	§ 40.5(a)
Approval Made Available to Trade Determination	§ 40.5(a)
Approval Security Futures	§ 41.24(b)
Approval Amendments to enumerated agricultural products	§ 40.4(a), § 40.5(a)
“Non-Material Agricultural Rule Change”	§ 40.4(b)(5)
Notification	§ 40.6(d)

Official Name(s) of Product(s) Affected: _____

Rule Numbers: _____

Railbird Exchange, LLC d/b/a DKeX
CFTC Regulation 40.2 Product Certification
May 22, 2026



Via Electronic Portal
Christopher J. Kirkpatrick
Office of the Secretariat
Commodity Futures Trading Commission
Three Lafayette Centre
1155 21st Street, N.W.
Washington, D.C. 20581

Re: DKeX — CFTC Regulation 40.2(a) Notification Regarding the Initial Listing of the “Will [entity] win [time period] of [event]?” Contract

Dear Mr. Kirkpatrick,

Pursuant to Section 5c(c) of the Commodity Exchange Act and Section 40.2(a) of the regulations of the U.S. Commodity Futures Trading Commission, DKeX (the “Exchange”), a registered designated contract market, hereby notifies the Commission that it is self-certifying the “Will [entity] win [time period] of [event]?” contract (the “Contract”). The Contract will initially be listed after close of business on May 27, 2026. The Exchange intends to list the Contract on a custom basis. The Contract’s terms and conditions (Appendix A) include the following strike conditions:

- [entity]
- [event]
- [time period]

Along with this letter, the Exchange submits the following documents:

- A concise explanation and analysis of the Contract;
- Certifications that the Contract complies with the Commodity Exchange Act and the CFTC’s regulations promulgated thereunder and that the Exchange has posted a copy of this submission to its website, www.railbirdexchange.com;
- Appendix A with the Contract’s Terms and Conditions, including Schedules regarding specific underlying sports;
- Appendix B with the Contract’s Trading Prohibitions;
- Confidential Appendices with further information; and
- A request for FOIA confidential treatment.

If you have any questions, please do not hesitate to contact the undersigned below.

Sincerely,

Miles Saffran

Chief Executive Officer and President, Railbird Exchange, LLC, d/b/a DKeX

Concise Explanation and Analysis of the Product and Its Compliance with Applicable Provisions of the Act, Including Core Principles and the Commission’s Regulations Thereunder

Pursuant to Commission Rule 40.2(a)(3)(v), the following is a concise explanation and analysis of the product and its compliance with the Act, including the relevant Core Principles (discussed in Appendix D), and the Commission’s regulations thereunder.

I. Introduction

The “Will [entity] win [time period] of [event]?” Contract is a Binary Contract relating to Sports.

Further information about the Contract, including an analysis of its risk mitigation and price basing utility, as well as additional considerations related to the Contract, is included in Confidential Appendices C and D.

II. General Contract Terms and Conditions

The Contract operates as a Binary Contract as defined in the Rulebook. The minimum price fluctuation is \$0.01 (one cent). Contracts may only be listed at values of at least \$0.01 and at most \$0.99. The Contract is sized with a one-dollar notional value and has a minimum price fluctuation of \$0.01 to enable Members to calibrate the size of their positions to their economic exposure. As set forth in Rule 5.15 of the Rulebook, trading shall be available 24 hours a day, 7 days a week outside of any maintenance windows, which will be announced on the Exchange’s website. Members may be charged fees in connection with the trading of Contracts in such amounts as may be revised from time to time and reflected on the website, as provided in Rule 3.9 of the Rulebook. A new Source Agency or reference sport may be added via a Part 40 amendment. All instructions on how to access the Underlying are non-binding and are provided for convenience only; they are not part of the binding Terms and Conditions of the Contract and may be clarified at any time.


The Contract’s payout structure is that of a Binary Contract: when the Contract expires with a Market Outcome of YES, the Settlement Value is paid to holders of long positions; when the Contract expires with a Market Outcome of NO, the Settlement Value is paid to holders of short positions. During the period that trading is open, Members may freely adjust their positions. The Expiration Value and Market Outcome are determined at or after the Expiration Date. The Exchange then settles the Contract in accordance with Rule 6.3 of the Rulebook. Specification of the circumstances that trigger a Market Outcome of YES is set forth in the Payout Criterion in Appendix A.

CERTIFICATIONS PURSUANT TO SECTION 5c OF THE COMMODITY EXCHANGE ACT,
7 U.S.C. § 7a-2 AND COMMODITY FUTURES TRADING COMMISSION RULE 40.2, 17 C.F.R.
§ 40.2

The Exchange hereby certifies that:

- (1) the Contract complies with the Commodity Exchange Act and the Commission's regulations thereunder; and
- (2) concurrent with this submission, the Exchange has posted on its website, <https://www.railbirdexchange.com/>: (a) a notice of pending certification of this submission with the Commission; and (b) a copy of this submission.

By: Miles Saffran



Title: Chief Executive Officer and President

Date: May 22, 2026

Appendix A - Contract Terms and Commissions

GAMEWIN

DKeX — Contract Specification

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These Contract Specifications govern the trading of **GAMEWIN** contracts on the Exchange. Capitalized terms used, but not defined herein, have the meanings ascribed to them in the Rulebook.

These Contract Specifications apply broadly across multiple categories of events and domains of GAMEWIN Contracts. Certain terms and provisions are therefore defined in a general manner.

For specific categories of events (including, but not limited to, particular sports, competitions, or other domains), the Exchange may publish one or more schedules for certain categories of events and/or domains (each, a “Schedule”) that provide additional definitions, interpretations, and rules applicable to those categories.

To the extent that any definition, interpretation, or rule in a Schedule applicable to GAMEWIN Contracts conflicts with or supplements any provision of these Contract Specifications:

- The Schedule shall control for GAMEWIN Contracts referencing that category of event; and
- Any market-specific terms published by the Exchange (the “Market Specifications”) shall control over both these Contract Specifications and the applicable Schedule.

For the avoidance of doubt, a Schedule shall apply only to GAMEWIN Contracts referencing the category of event to which such Schedule relates. If no Schedule applies to a given Contract, these Contract Specifications shall govern in its entirety.

1 Contract Overview

Contract Name	GAMEWIN
Underlying	Will [entity] win [time period] of [event]?
Contract Type	Event Contract
Payout Type	Binary
Trading Hours	24/7 (excluding maintenance)
Price Quotation	U.S. Dollars
Contract Size	\$1.00
Minimum Tick Size	\$0.01
Position Accountability Level	125,000 contracts

2 Contract Parameters

2.1 [entity]

[entity] refers to a team, participant, competitor, coach, or defined grouping within [event] who may earn [achievement], as specified by the Exchange.

This may include, but is not limited to:

- Teams or clubs (e.g., a baseball club, basketball team, football team, soccer club);
- Individuals (e.g., players, fighters, drivers)
- Partnerships or doubles teams
- National or regional representatives
- Any other competing unit recognized within the event

[entity] may refer to:

- A singular entity
- Multiple entities using AND/OR logic
- An entity within a defined set
- Entities defined by characteristics (e.g., “home entity,” “top-ranked entity,” “any Eastern Conference team”)

[entity] may also take the values “Any” or “None.”

If an entity undergoes renaming, relocation, or restructuring but maintains substantial continuity, it shall be treated as the same entity. The Exchange will announce such determinations if relevant.

2.2 [opponent]

For purposes of this Contract, [opponent] refers to the other competing participant or participants in [event] against whom [entity]’s performance is measured to determine a win. Unless otherwise specified in the Market Specifications or an applicable Schedule, [opponent] means all participants in [event] other than [entity].

2.3 [time period]

[time period] refers to a discrete and bounded interval of time associated with [event], as specified by the Exchange, over which the outcome relevant to the Contract is measured.

A valid [time period] must:

- Have a clearly defined start and end; and

- Be capable of producing a determinable outcome for purposes of the Payout Criterion.

[time period] may refer to:

- The full duration of an [event];
- A subdivision of an [event] (e.g., half, quarter, period, round, inning, set);
- A collection of events within a defined timeframe;
- A calendar-based period (e.g., day, week, month, season);
- A specifically scheduled time or window.

Unless otherwise specified:

- All times are interpreted in Prevailing Eastern Time (“ET”);
- Any extensions inherent to the structure of [event] (e.g., overtime, extra time, tiebreakers) are included.

2.4 [event]

[event] refers to a contest, series of contests, or competition structure specified by the Exchange.

This may be defined by:

- Matchup (e.g., Entity A vs. Entity B)
- Date and time
- Location or venue
- Stage or round (e.g., finals, quarterfinals)
- Game number within a series
- Tournament or competition name
- Any other distinguishing characteristics

[event] may refer to:

- A single contest
- Multiple contests
- A defined subset of contests
- A full tournament or competition

[event] may also take the values “Any” or “None.”

The Contract has not been endorsed by any league or association as of self-certification. The use of league or association names does not indicate endorsement.

3 Market Details

3.1 Underlying

The underlying is the official final result of [time period] of [event], as determined by the relevant Source Agency.

3.2 Source Agency

Sources are consulted in the following order of priority:

- The governing body of the event
- Major media organizations (e.g., ESPN, AP, etc.)
- Official broadcasters

The Exchange will rely on the result reported by the highest-priority Source Agency that has issued an authoritative result at the time of settlement (the “Official Result”), unless the Exchange, in its sole and absolute discretion, for any reason or no reason, determines that such result is clearly erroneous.

If the Official Result is corrected or revised by a Source Agency prior to Expiration, the corrected result shall be used for settlement. Any corrections or revisions made after Expiration shall not be considered.

If an Official Result is not available or cannot be determined at Expiration, the Exchange may determine the outcome pursuant to Rule 7.1 (Market Outcome Review).

3.3 Issuance

Contracts correspond to recurring or scheduled instances of [event] and may be listed at the Exchange’s discretion.

3.4 Mutually Exclusive Contracts

The Exchange may designate two or more Contracts as mutually exclusive (a “Mutually Exclusive Set”), as specified in the applicable Market Specifications.

Contracts within a Mutually Exclusive Set are economically linked for settlement purposes. The aggregate payout across all Contracts in a Mutually Exclusive Set shall equal the Contract Size.

Accordingly:

- No more than one Contract in a Mutually Exclusive Set may resolve to a full Yes outcome (i.e., payout equal to the Contract Size); and

- If one or more Contracts in the Mutually Exclusive Set resolve to a value other than 0 or the full Contract Size, the remaining Contracts shall resolve such that the aggregate payout across the Mutually Exclusive Set equals the Contract Size.

The designation and composition of any Mutually Exclusive Set shall be determined by the Exchange and communicated to all members of the Exchange.

3.5 Position Limits and Accountability Levels

Position limits and position accountability levels applicable to GAMEWIN Contracts are as set forth in the Rulebook and the applicable Market Specifications for each Contract. No Person shall exceed the applicable position limit on an intraday or end-of-day basis unless an exemption has been granted by the Exchange pursuant to the Rulebook. A Member who holds or controls aggregate positions at or above the applicable accountability level shall, upon request, provide the Exchange with information regarding the nature of the position, trading strategy, and hedging information, if applicable, and consents to an instruction by the Exchange not to further increase or decrease such positions. For purposes of determining compliance with any position limit, positions in all accounts that a Person directly or indirectly owns or controls shall be aggregated in accordance with the Rulebook. For more detail, please see Rule 5.17.

4 Settlement Mechanics

Expiration Time	10:00 am ET
Expiration Date	No later than one week after the end of [time period]. May occur earlier upon determination of the outcome pursuant to Rule 7.2.
Expiration Value	The value of the Underlying as reported by the Source Agency at Expiration.
Settlement Date	No later than the day following Expiration, unless subject to Market Outcome Review (Rule 7.1).

4.1 Payout Criterion

The Contract resolves **Yes** if [entity] wins during [time period] of [event].

The Contract resolves **No** otherwise.

For purposes of these Contract Specifications, an [entity] shall be deemed to have “won” [time period] of [event] if it is determined to be the winner of such [time period] in accordance with:

- the official rules governing the [event];
- the Official Result as determined by the Source Agency; and

- any applicable Schedule or Market Specifications.

The outcome is determined by the Official Result reported by the Source Agency in accordance with Section 3 (Market Details).

5 Contingencies

The contingencies set forth in this Section apply to all GAMEWIN Contracts. An applicable Schedule will specify sport-specific values for the Tolerance Window, Completion Window, and Near-Complete Threshold. Where no Schedule applies or a Schedule does not specify a value, the following default values govern:

Parameter	Default Value
Tolerance Window	2 calendar days from the Scheduled Time (local stadium time)
Completion Window	48 hours from [event]’s last instance of play
Near-Complete Threshold	Not applicable

For purposes of this Section:

“**Unconditionally Determined**” means a state in which the outcome of the Contract — whether it resolves Yes or No — can be determined with certainty regardless of any further event activity.

“**Interrupted**” means that [event] has started but has been paused, suspended, or stopped before reaching its intended, natural, or normal end.

“**Concluded**” means that [event] has reached its intended, natural, or normal end and an Official Result has been declared.

“**Canceled**” means that [event] will not be played or has been officially called off by the governing body before it is Concluded.

“**Scheduled Time**” means the date and time at which [event] is officially scheduled to begin, as announced by the governing body of [event] and as reflected in the Exchange’s records at the time the Contract is listed. If no Scheduled Time has been officially announced at the time of listing, the first date and time officially announced by the governing body of [event] after listing shall be deemed the Scheduled Time for purposes of this Contract. Any subsequent rescheduling does not alter the Scheduled Time unless the Exchange expressly designates a new Scheduled Time in the applicable Market Specifications.

“**Tolerance Window**” means the period following the Scheduled Time during which a postponed [event] may still commence and be treated as occurring for settlement purposes. The applicable value is set forth in the Timing Windows table for each sport; the default value is set forth in the defaults table above.

“**Completion Window**” means the period following the last instance of play of an Interrupted [event] during which [event] may still Conclude and settle based on the Official Result. The applicable value is set forth in the Timing Windows table for each sport; the default value is set forth in the defaults table above.

“**Near-Complete Threshold**” means the point in an [event] at which, if [event] is Interrupted and does not Conclude within the Completion Window, the Contract is considered complete and settles based on the Official Result or game state at interruption as recognized by the governing body. The applicable value is set forth in the Timing Windows table for each sport; if no Near-Complete Threshold is specified, or the threshold has not been reached, an incomplete [event] does not satisfy the Near-Complete Threshold condition.

To the extent that any contingency set forth in an applicable Schedule conflicts with or supplements the contingencies in this Section, the Schedule shall control for GAMEWIN Contracts referencing that category of event.

Notwithstanding any other provision of this Section or any applicable Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination regardless of any subsequent event.

Tier 1 — Event Does Not Commence

These contingencies apply when [event] has not yet started.

Scenario	Condition	Outcome
Postponement — Within Tolerance Window	[event] does not start at the Scheduled Time but begins within the Tolerance Window	Settles based on the Official Result
Postponement — Beyond Tolerance Window	[event] does not start at the Scheduled Time and does not begin within the Tolerance Window	Resolves to the last fair market price, as determined by the Exchange
Event Cancellation	[event] is Canceled and no Official Result is declared prior to Expiration	Resolves to the last fair market price, as determined by the Exchange
Format or Rule Change (Pre-Start)	Before [event] starts, there is a material change to format or rules from those in effect at listing	Resolves to the last fair market price, as determined by the Exchange
Participant Change or Material Structural Change	A participant other than [entity] is substituted, or the structure of [event] is materially altered before [event] starts	Resolves to the last fair market price, as determined by the Exchange

Scenario	Condition	Outcome
Home/Away Designation Reversed	The home and away designations for the participants are switched from what was in effect at the time the Contract was listed, before [event] starts	Resolves to the last fair market price, as determined by the Exchange
Venue Changed to Competing Team's Home Venue	The venue is changed to the home venue of either participant in [event], before [event] starts	Resolves to the last fair market price, as determined by the Exchange
Venue Change — Other	The venue changes (including to a neutral site) but home/away designations are unchanged and no competing team's home venue is used, before [event] starts	Settles based on the Official Result

Tier 2 — Event Commences but Does Not Conclude

These contingencies apply when [event] has started but has not reached its intended, natural, or normal end.

Scenario	Condition	Outcome
Interruption — Concluded Within Completion Window	[event] is Interrupted but Concludes or an Official Result is declared within the Completion Window	Settles based on the Official Result
Interruption — Near-Complete Threshold Reached	[event] is Interrupted, does not Conclude within the Completion Window, and the Near-Complete Threshold has been reached	Considered complete; settles based on the Official Result or the game state at interruption as recognized by the governing body
Interruption — Not Concluded Within Completion Window	[event] is Interrupted and does not Conclude within the Completion Window, and the Near-Complete Threshold has not been reached	Resolves to the last fair market price, as determined by the Exchange
Format or Rule Change (Post-Start)	After [event] starts, there is a material change to format or rules	Resolves to the last fair market price, as determined by the Exchange

Tier 3 — Event Concludes

These contingencies apply once [event] has reached its intended, natural, or normal end, or when an Official Result is otherwise declared.

Scenario	Condition	Outcome
Tie — Tie Contract Listed	A “Tie” Contract is listed for a given [time period], and no [entity] wins during [time period]	The “Tie” Contract resolves to Yes; all others for that [time period] resolve to No
Tie — No Tie Contract Listed	A “Tie” Contract is not listed for a given [time period], and no [entity] wins during [time period]	Each entity-specific Contract resolves to Contract Size divided by the number of tied entities, rounded down to the nearest cent; the Exchange will then adjust one or more Contracts, in its sole discretion, to ensure the aggregate payout across all tied Contracts equals Contract Size
Forfeit / Disqualification / Ineligibility	An [entity] forfeits, is disqualified, withdraws, or is otherwise removed from the [event]	If an Official Result declares a winner, settles based on the Official Result; otherwise, resolves to the last fair market price, as determined by the Exchange
Outcome Not Determinable at Expiration	An Official Result is not available or cannot be determined at Expiration	The Exchange determines the outcome pursuant to Rule 7.1 (Market Outcome Review)

6 Market Outcome Review

Before settlement, the Exchange may initiate a Market Outcome Review Process pursuant to Rule 7.1.

If an Expiration Value cannot be determined on the Expiration Date, the Exchange may determine payouts pursuant to Rule 7.1.

SCHEDULES

Schedule A: Baseball

A.1 Contract Parameters

[entity]

[entity] refers to a team, group, or individual participating in baseball, as specified by the Exchange. This includes, but is not limited to:

- Professional teams (e.g., MLB, Minor League Baseball);
- Collegiate teams (e.g., NCAA Division I, II, III);
- International teams;
- National teams;
- Developmental or affiliated league teams;
- Any other organized baseball team at any level of competition.

[entity] may refer to:

- A singular team;
- Multiple teams using AND/OR logic;
- A team within a defined set of teams;
- Teams defined by distinguishing characteristics (e.g., “any American League team,” “the home team,” “any top-ranked team”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For baseball, an [entity] wins [time period] of [event] if it scores more runs than its opponent(s) during the relevant [time period], as determined by the Official Result. Where the applicable rules of baseball produce a result that differs from the raw run count (e.g., score reversion following an incomplete inning in a called game), the Official Result governs.

[time period]

For baseball, [time period] refers to a specific duration of or discrete time segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- A calendar year;

-
- A calendar month and year;
 - A specific week;
 - A season;
 - A discrete scheduled time; or
 - Another bounded baseball-relevant period, including a specific inning, a set of innings (e.g., first three innings), or the full game.

All baseball time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including all regulation innings and any extra innings.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

For baseball, [event] refers to a specific baseball contest or set of contests specified by the Exchange.

[event] may be defined by:

- Exact matchup;
- Date and time;
- Location or venue;
- Playoff round or tournament stage (e.g., World Series Game 3);
- Game number within a series;
- Tournament name; or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular game;
- Multiple games, even if non-consecutive;
- A defined subset of games; or
- An overarching tournament or competition as a whole.

[event] may also take the values “Any” or “None.”

A.2 Contingencies (Baseball)

The following contingencies apply to GAMEWIN Contracts referencing baseball events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been completed and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Baseball Playoff Game” means any postseason or playoff game in a baseball competition.

“Official Game” means a game that meets the criteria established by the governing league for an official result. For Major League Baseball, a game is Official once:

- the visiting team has recorded at least 15 outs and the home team is leading; or
- the home team has recorded at least 15 outs, regardless of score.

“Regulation Innings” means the scheduled number of innings for a baseball game (e.g., 9 innings or 7 innings), excluding extra innings.

Timing Windows

Window	Value
Tolerance Window	Same calendar date as the Scheduled Time (local stadium time)
Completion Window	<ul style="list-style-type: none"> • Baseball Playoff Game: 90 calendar days from the date [event] initially started (local stadium time) • Non-Playoff Game: 2 calendar days from the date [event] initially started (local stadium time)
Near-Complete Threshold	Official Game status achieved (as defined herein)

Scenario	Condition	Outcome
Mercy Rule Call	A game is ended early pursuant to a Mercy Rule Call and an Official Result is declared	Settles based on the Official Result
Interruption — Concluded Within Completion Window — No Winner Declared (Playoff)	A Baseball Playoff Game is Interrupted, is Official and Concludes within the Completion Window, and the governing body does not declare a winner of [event]	Settles based on: (i) the winner declared by the governing body; (ii) if no winner of [event] is declared but a team in [event] is advanced to the next stage of the competition, the team so advanced; or (iii) if [event] is a final or championship game and no winner of [event] is declared, the team declared champion by the governing body
Interruption — Concluded Within Completion Window — No Winner Declared (Non-Playoff)	A non-playoff game is Interrupted, is Official and Concludes within the Completion Window, and the governing body does not declare a winner of [event]	Settles based on: (i) the winner declared by the governing body; or (ii) if no winner of [event] is declared but a team in [event] is advanced to the next stage of the competition, the team so advanced

A.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The final score is Team A 7, Team B 4. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A wins 5–4 in the 10th inning after extra innings. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is Interrupted in the sixth inning, resumes the following day within 2 calendar days of the date [event] initially started, and Team A wins the Concluded game 4–2. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “first three innings,” and [event] is “Team A vs. Team B.” Team A leads 3–1 after the third inning. The game is later Interrupted in the sixth inning and is not Concluded within 2 calendar days of the date [event] initially started. The first three innings have been completed and the Official Result for that [time period] is available. The Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The final score is Team A 3, Team B 5. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “first five innings,” and [event] is “Team A vs. Team B.” Team A trails 1–4 after the fifth inning. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A wins on the field but is disqualified before Expiration, and the Official Result declares Team B the winner. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A forfeits the game after it begins and is not declared the winner in the Official Result. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is postponed and does not begin on the same calendar date as the Scheduled Time. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is Canceled before it starts and no Official Result is declared prior to Expiration. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game starts, is Interrupted in the third inning, does not become an Official Game, and is not Concluded within 2 calendar days of the date [event] initially started. No Official Result is declared. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “innings 6 through 9,” and [event] is “Team A vs. Team B.” The game is ended after 5 innings pursuant to a Mercy Rule Call. The specified [time period] was not completed. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game ends in a tie and no Tie Contract is listed. No tiebreak or extra inning procedure is applied. Each Contract resolves to \$0.50 per \$1.00 Contract Size (Contract Size divided by 2 tied entities).
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game ends in a tie and a Tie Contract is listed. The Tie Contract resolves to Yes. The Contract for Team A resolves to No.

Schedule B: Basketball

B.1 Contract Parameters

[entity]

[entity] refers to a team, group, or individual participating in basketball, as specified by the Exchange. This includes, but is not limited to:

- Professional teams (e.g., NBA, WNBA);
- Collegiate teams (e.g., NCAA Division I, II, III);
- International teams;
- National teams;
- Developmental or affiliated league teams;
- Any other organized basketball team at any level of competition.

[entity] may refer to:

- A singular team;
- Multiple teams using AND/OR logic;
- A team within a defined set of teams;
- Teams defined by distinguishing characteristics (e.g., “any Eastern Conference team,” “the home team,” “any top-10 ranked team”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For basketball, an [entity] wins [time period] of [event] if it scores more points than its opponent(s) during the relevant [time period], as determined by the Official Result. Where the applicable rules of basketball produce a result that differs from the raw point count, the Official Result governs.

[time period]

For basketball, [time period] refers to a specific duration of or discrete time segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- A calendar year;
- A calendar month and year;

- A specific week;
- A season;
- A discrete scheduled time; or
- Another bounded basketball-relevant period, including the first quarter, second quarter, first half, second half, or full game.

All basketball time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including all regulation periods and any overtime periods.

For overtime applicability by [time period]:

- If [time period] is the full game, second half, or fourth quarter, overtime statistics are included for settlement purposes.
- If [time period] is the first half, first quarter, second quarter, or third quarter, overtime statistics are not included for settlement purposes.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

For basketball, [event] refers to a specific basketball contest or set of contests specified by the Exchange.

[event] may be defined by:

- Exact matchup;
- Date and time;
- Location or venue;
- Playoff round or tournament stage;
- Game number within a playoff series;
- Tournament name; or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular game;
- Multiple games, even if non-consecutive;
- A defined subset of games; or
- An overarching tournament as a whole.

[event] may also take the values “Any” or “None.”

B.2 Contingencies

The following contingencies apply to GAMEWIN Contracts referencing basketball events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been completed and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Basketball Playoff Game” means any playoff or postseason game in a basketball competition.

“Regulation Game Time” means the scheduled duration of a basketball game excluding any overtime periods, as defined by the governing league or association.

Timing Windows

Window	Value
Tolerance Window	<ul style="list-style-type: none"> • Basketball Playoff Game: 4 calendar days from the Scheduled Time • Non-Playoff Game: 2 calendar days from the Scheduled Time
Completion Window	<ul style="list-style-type: none"> • Basketball Playoff Game: 4 calendar days from the Scheduled Time • Non-Playoff Game: 2 calendar days from the Scheduled Time
Near-Complete Threshold	<p>Less than 5 minutes of Regulation Game Time remaining; or after Regulation Game Time has ended (including during overtime). Applies to full-game [time period] markets only.</p>

Scenario	Condition	Outcome
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Scenario	Condition	Outcome
Interruption — Concluded Within Completion Window — No Winner Declared	[event] is Interrupted but Concludes within the Completion Window, and the governing body does not declare a winner of [event]	Settles based on: (i) the winner declared by the governing body; (ii) if no winner of [event] is declared but a team in [event] is advanced to the next stage of the competition, the team so advanced; or (iii) if [event] is a final or championship game and no winner of [event] is declared, the team declared champion by the governing body

B.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The final score is Team A 112, Team B 105 in regulation. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A wins 115–110 after overtime. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is postponed and begins within 2 calendar days of the Scheduled Time. Team A wins 108–99. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is Interrupted during the third quarter, Concludes within 2 calendar days of the Scheduled Time, and Team A wins the Concluded game 119–107. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “first quarter,” and [event] is “Team A vs. Team B.” Team A leads 28–25 at the end of the first quarter. The game is later Interrupted in the third quarter and is not Concluded within 2 calendar days of the Scheduled Time. The first quarter has been completed and the Official Result for that [time period] is available. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “second half,” and [event] is “Team A vs. Team B.” Team A trails 48–52 at halftime. In the second half of regulation, Team A scores 54 and Team B scores 52, tying the game 102–104 at the end of regulation. In overtime, Team A scores 14 and Team B scores 11, giving Team A a final win of 116–115. Team A’s combined second half and overtime total is 68 (54 + 14) against Team B’s 63 (52 + 11). Overtime statistics are included in the second half total for settlement purposes. The Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The final score is Team A 102, Team B 108. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “first half,” and [event] is “Team A vs. Team B.” Team A trails 48–55 at halftime. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A wins on the court but is disqualified before Expiration, and the Official Result declares Team B the winner. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A forfeits the game after it begins and is not declared the winner in the Official Result. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is postponed and does not begin within 2 calendar days of the Scheduled Time. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is Canceled before it starts and no Official Result is declared prior to Expiration. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “first half,” and [event] is “Team A vs. Team B.” The game is Interrupted before halftime and is not Concluded within 2 calendar days of the Scheduled Time. The [time period] has not been completed. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team B forfeits before the game begins. No Official Result is declared. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Team A,” [time period] is “first half,” and [event] is “Team A vs. Team B.” The first half ends in a tie and no Tie Contract is listed. No tiebreak or overtime procedure is applied. Each Contract resolves to \$0.50 per \$1.00 Contract Size (Contract Size divided by 2 tied entities).
- [entity] is “Team A,” [time period] is “first half,” and [event] is “Team A vs. Team B.” The first half ends in a tie and a Tie Contract is listed. The Tie Contract resolves to Yes. The Contract for Team A resolves to No.

Schedule C: Football

C.1 Contract Parameters

[entity]

[entity] refers to a team, group, or individual participating in football, as specified by the Exchange. This includes, but is not limited to:

- Professional teams (e.g., NFL, CFL, XFL, UFL);
- Collegiate teams (e.g., NCAA Division I, II, III);
- International teams;
- National teams;
- Developmental or affiliated league teams;
- Any other organized football team at any level of competition.

[entity] may refer to:

- A singular team;
- Multiple teams using AND/OR logic;
- A team within a defined set of teams;
- Teams defined by distinguishing characteristics (e.g., “any AFC team,” “the home team,” “any top-10 ranked team”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For football, an [entity] wins [time period] of [event] if it scores more points than its opponent(s) during the relevant [time period], as determined by the Official Result. Where the applicable rules of football produce a result that differs from the raw point count, the Official Result governs.

[time period]

For football, [time period] refers to a specific duration of or discrete time segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- A calendar year;
- A calendar month and year;

- A specific week (e.g., “NFL Week 10”);
- A season (e.g., “2026 NFL Season”);
- A discrete scheduled time; or
- Another bounded football-relevant period, including the first quarter, second quarter, third quarter, fourth quarter, first half, second half, or full game.

All football time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including all regulation periods and any overtime periods.

For overtime applicability by [time period]:

- If [time period] is the full game, second half, or fourth quarter, overtime statistics are included for settlement purposes.
- If [time period] is the first half, first quarter, second quarter, or third quarter, overtime statistics are not included for settlement purposes.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

For football, [event] refers to a specific football contest or set of contests specified by the Exchange.

[event] may be defined by:

- Exact matchup;
- Date and time;
- Location or venue;
- Playoff round or tournament stage (e.g., “Super Bowl,” “Conference Championship”);
- Game number within a series or season;
- Tournament or competition name; or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular game;
- Multiple games, even if non-consecutive;
- A defined subset of games; or
- An overarching tournament or competition as a whole.

[event] may also take the values “Any” or “None.”

C.2 Contingencies (Football)

The following contingencies apply to GAMEWIN Contracts referencing football events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been completed and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Football Playoff Game” means any playoff or postseason game in the NFL, NCAA, CFL, IFL, or UFL.

“Shortened NCAA Football Game” means an NCAA football game in which, after the game has started, the participating teams agree to shorten the length of one or more quarters, omit one or more quarters, or continue play under a running clock.

“Regulation Game Time” means the scheduled duration of a football game excluding any overtime periods, as defined by the governing league or association.

Timing Windows

Window	Value
Tolerance Window	<ul style="list-style-type: none"> • Football Playoff Game: no limit (reschedule within same playoff bracket) • Non-Playoff Game: the originally scheduled Scheduling Week, or 7 calendar days from the Scheduled Time for competitions without a Scheduling Week
Completion Window	<ul style="list-style-type: none"> • Football Playoff Game: 90 calendar days from [event]’s last instance of play • Non-Playoff Game: 72 hours from [event]’s last instance of play

Window	Value
Near-Complete Threshold	10 or fewer minutes of Regulation Game Time remaining; or after Regulation Game Time has ended (including during overtime)

Scenario	Condition	Outcome
Shortened NCAA Game — 50 or More Minutes Played	A Shortened NCAA Football Game has at least 50 minutes of Regulation Game Time played	Settles based on the Official Result
Shortened NCAA Game — Fewer Than 50 Minutes Played	A Shortened NCAA Football Game has fewer than 50 minutes of Regulation Game Time played	Resolves to the last fair market price, as determined by the Exchange
Home/Away Designation Reversed — Same Venue	Home and away designations are reversed before [event] starts but the venue remains unchanged	Settles based on the Official Result

C.3 Examples

Examples that would resolve to Yes for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The final score is Team A 31, Team B 24. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A wins 27–24 after overtime. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “first half,” and [event] is “Team A vs. Team B.” The score at halftime is Team A 17, Team B 10. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “first quarter,” and [event] is “Team A vs. Team B.” The score after the first quarter is Team A 10, Team B 3. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is part of a competition that does not use a Scheduling Week. The game is postponed but begins within 7 calendar days of the Scheduled Time. Team A wins 24–20. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “first quarter,” and [event] is “Team A vs. Team B.” Team A leads 7–0 after the first quarter. The game is later Interrupted in the third quarter and is not Concluded within 72 hours of its last instance of play. The first quarter has been

completed and the Official Result for that [time period] is available. The Contract resolves to Yes.

Examples that would resolve to No for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The final score is Team A 21, Team B 28. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “first half,” and [event] is “Team A vs. Team B.” The score at halftime is Team A 10, Team B 13. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “first quarter,” and [event] is “Team A vs. Team B.” The score after the first quarter is Team A 3, Team B 7. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” Team A wins on the field but is disqualified before Expiration, and the Official Result declares Team B the winner. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “first quarter,” and [event] is “Team A vs. Team B.” Team A trails 0–7 at the end of the first quarter. The game is later Interrupted in the fourth quarter and is not Concluded within 72 hours of its last instance of play. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is part of a competition that does not use a Scheduling Week. The game is postponed and does not begin within 7 calendar days of the Scheduled Time. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game is Canceled before it starts and no Official Result is declared prior to Expiration. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “fourth quarter,” and [event] is “Team A vs. Team B.” The game is Interrupted with 14 minutes remaining in the fourth quarter and is not Concluded within 72 hours of its last instance of play. The fourth quarter has not been completed. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game ends in a tie and no Tie Contract is listed. No overtime or tiebreak procedure is applied. Each Contract resolves to \$0.50 per \$1.00 Contract Size (Contract Size divided by 2 tied entities).
- [entity] is “Team A,” [time period] is “full game,” and [event] is “Team A vs. Team B.” The game ends in a tie and a Tie Contract is listed. The Tie Contract resolves to Yes. The Contract for Team A resolves to No.

Schedule D: Golf

D.1 Contract Parameters

[entity]

[entity] refers to a golfer, team, pairing, side, or other competitive unit participating in golf, as specified by the Exchange. This includes, but is not limited to:

- Individual golfers;
- Two-player pairings or sides;
- Teams in team-based golf competitions;
- National or regional teams;
- Groups of golfers defined by nationality, tour, ranking, or other distinguishing characteristics; and
- Any other competitive unit recognized by the applicable governing body or competition format.

[entity] may refer to:

- A singular golfer;
- A pairing or side;
- A team;
- Multiple golfers, pairings, sides, or teams using AND/OR logic;
- A golfer, pairing, side, or team within a defined set; or
- Golfers, pairings, sides, or teams defined by distinguishing characteristics (e.g., “any European golfer,” “the United States team,” “the leading pairing after Round 2”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For golf, an [entity] wins [time period] of [event] if the Official Result declares it the winner for the relevant [time period].

For stroke play events, the winner is the [entity] with the lowest score for the relevant [time period], including any officially recognized playoff holes if the market is settled based on final standings.

For match play or team competitions, the winner is the [entity] declared the winner of the relevant match, session, hole grouping, or competition by the event’s official governing body.

If two or more [entities] are tied at the conclusion of the relevant [time period], no [entity] shall be deemed to have won unless:

- a playoff, tiebreak procedure, or other determining procedure recognized by the official governing body establishes a winner; or
- a “Tie” Contract is listed or Market Specifications provide otherwise.

[time period]

[time period] refers to a specific duration of or discrete segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- A calendar year;
- A calendar month and year;
- A specific week;
- A season;
- A tournament;
- A round;
- A partial round;
- A specific hole or group of holes;
- A session, match, or day of play; or
- Another bounded golf-relevant period specified by the Exchange.

All golf time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including any playoff holes or tiebreak procedures recognized by the event’s official governing body where the market is settled based on final standings or the official winner.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

[event] refers to a specific golf contest, tournament, match, or set of contests specified by the Exchange.

[event] may be defined by:

- Tournament name;
- Matchup;

- Date and time;
- Location or venue;
- Round number;
- Day or session of play;
- Competition format (e.g., stroke play, match play, team match play);
- Tournament stage; or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular tournament;
- A singular match;
- A round or session within a tournament;
- Multiple rounds or matches, even if non-consecutive;
- A defined subset of play within a tournament or competition; or
- An overarching tournament or competition as a whole.

[event] may also take the values “Any” or “None.”

D.2 Contingencies

The following contingencies apply to GAMEWIN Contracts referencing golf events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been completed and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Major” means the men’s Masters Tournament, PGA Championship, U.S. Open Championship, and Open Championship, and the women’s Chevron Championship, U.S. Women’s Open, Women’s PGA Championship, Evian Championship, and Women’s Open Championship.

“Official Number of Holes” means the number of holes officially announced or scheduled for the [event] by the governing body as of the time the Contract is listed. If no such number was officially announced or scheduled at the time the Contract is listed, the first number of holes subsequently announced or scheduled by the governing body shall control. If none is announced or scheduled, the number of holes customarily played in the previous three iterations of the [event], or similar events in the applicable organized series, shall control.

“Official Number of Rounds” means the number of rounds officially announced or scheduled for the [event] by the governing body as of the time the Contract is listed. If no such number was officially announced or scheduled at the time the Contract is listed, the first number of rounds subsequently announced or scheduled by the governing body shall control. If none is announced or scheduled, the number of rounds customarily played in the previous three iterations of the [event] shall control.

Timing Windows

Window	Value
Tolerance Window	<ul style="list-style-type: none"> • Major: no limit • Non-Major: 3 calendar days from the Scheduled Time
Completion Window	<ul style="list-style-type: none"> • Major: same calendar year as the Scheduled Time • Non-Major: 72 hours from [event]’s last instance of play
Near-Complete Threshold	Not applicable — holes-based completion rules govern (see contingency table below)

Scenario	Condition	Outcome
Event Reduced to Fewer Than Half of Scheduled Holes	An [event] starts and the number of holes scheduled to be played in the [event] is reduced to fewer than half of the Official Number of Holes	Resolves to the last fair market price, as determined by the Exchange
Event Reduced but At Least Half of Scheduled Holes Remain	An [event] starts and the number of holes scheduled to be played in the [event] is reduced, but at least half of the Official Number of Holes remain scheduled	Settles based on the Official Result
Number of Rounds Changed After Start	An [event] starts and the number of rounds is changed from the Official Number of Rounds	Resolves to the last fair market price, as determined by the Exchange

Scenario	Condition	Outcome
[entity] Does Not Participate	[entity] does not take at least one stroke in [event] (e.g., withdraws before the tournament starts)	Resolves to the last fair market price, as determined by the Exchange
Vacated Period of Play	A round or partial round of [event] is Interrupted and the governing body vacates the statistics from that period of play; if the vacated period encompasses the specified [time period], the [time period] has not been completed	Resolves to the last fair market price, as determined by the Exchange
Replayed Period of Play	A previously Vacated period of play is reset and replayed by the governing body, and an Official Result for the replayed period is declared	Settles based on the Official Result
Tie Resolved by Playoff or Tiebreak	Two or more [entities] are tied and a playoff or tiebreak determines a winner	Settles based on the Official Result
Hole or Group of Holes Not Completed	The specified [time period] is a hole or group of holes, and those holes are not completed by all relevant [entities]	Resolves to the last fair market price, as determined by the Exchange

D.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play Major tournament.” Golfer A finishes with the lowest 72-hole total and is declared the winner. The Contract resolves to Yes.
- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play Major tournament.” Golfer A is tied for the lead at 72 holes and wins the playoff; the governing body declares Golfer A the champion. The Contract resolves to Yes.
- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play non-Major tournament.” The final round is suspended due to weather, resumes within 72 hours, and Golfer A finishes with the lowest total and is declared the winner. The Contract resolves to Yes.
- [entity] is “Golfer A,” [time period] is “Round 1,” and [event] is “a stroke play tournament.” Golfer A records the lowest score in Round 1. The tournament is later shortened due to weather, but Round 1 has been completed and its Official Result stands. The Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play Major tournament.” Golfer A finishes second, behind the winner. The Contract resolves to No.
- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play Major tournament.” Golfer A is tied for the lead at 72 holes but loses in the playoff; the Official Result declares Golfer B the winner. The Contract resolves to No.
- [entity] is “Golfer A,” [time period] is “Round 2,” and [event] is “a stroke play tournament.” Golfer A scores 73 (+3) in Round 2, trailing the leader by 5 strokes. The Contract resolves to No.
- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play tournament.” Golfer A misses the cut after two rounds and does not complete the tournament. The Contract resolves to No.
- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play tournament.” Golfer A withdraws after Round 2 due to injury and is not declared the winner. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play tournament.” Severe weather forces the tournament to be reduced to fewer than half of the Official Number of Holes. The Contract resolves to the last fair market price.
- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a non-Major stroke play tournament.” The event is Interrupted after Round 2 and does not resume within 72 hours of its last instance of play. The Contract resolves to the last fair market price.
- [entity] is “Golfer A,” [time period] is “Holes 1–9,” and [event] is “a stroke play tournament.” The specified group of holes is not completed by all relevant [entities]. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Golfer A,” [time period] is “Round 1,” and [event] is “a stroke play tournament.” Golfer A, Golfer B, and Golfer C record the same lowest Round 1 score. No Tie Contract is listed and no tiebreak procedure is applied to determine a Round 1 leader. Contract Size (\$1.00) divided by 3 tied entities rounds down to \$0.33 per Contract. The Exchange adjusts one or more Contracts as necessary so the aggregate payout equals \$1.00. Two Contracts resolve to \$0.33 and one resolves to \$0.34.
- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play tournament.” Golfer A and Golfer B finish tied for the lead after 72 holes. No playoff or tiebreak procedure is held and no Tie Contract is listed. Each Contract resolves to \$0.50 per \$1.00 Contract Size (Contract Size divided by 2 tied entities).

- [entity] is “Golfer A,” [time period] is “full tournament,” and [event] is “a stroke play tournament.” Golfer A and Golfer B finish tied for the lead after 72 holes. A Tie Contract is listed. The Tie Contract resolves to Yes. The Contract for Golfer A resolves to No.

Schedule E: Ice Hockey

E.1 Contract Parameters

[entity]

[entity] refers to a team, group, or individual participating in ice hockey, as specified by the Exchange. This includes, but is not limited to:

- Professional teams (e.g., NHL, AHL, international leagues);
- Collegiate teams (e.g., NCAA Division I, II, III);
- International teams;
- National teams;
- Developmental or affiliated league teams;
- Any other organized ice hockey team at any level of competition.

[entity] may refer to:

- A singular team;
- Multiple teams using AND/OR logic;
- A team within a defined set of teams;
- Teams defined by distinguishing characteristics (e.g., “any Eastern Conference team,” “the home team,” “any top-ranked team”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For ice hockey, an [entity] wins [time period] of [event] if it scores more goals than its opponent(s) during the relevant [time period].

[time period]

For ice hockey, [time period] refers to a specific duration of or discrete time segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- A calendar year;
- A calendar month and year;
- A specific week;

- A season;
- A discrete scheduled time; or
- Another bounded ice hockey-relevant period, including the first period, second period, third period, overtime, or full game.

All ice hockey time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including all regulation periods and any overtime or shootout periods.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

[event] refers to a specific ice hockey contest or set of contests specified by the Exchange.

[event] may be defined by:

- Exact matchup;
- Date and time;
- Location or venue;
- Playoff round or tournament stage (e.g., Stanley Cup Final Game 3);
- Game number within a series;
- Tournament name; or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular game;
- Multiple games, even if non-consecutive;
- A defined subset of games; or
- An overarching tournament or competition as a whole.

[event] may also take the values “Any” or “None.”

E.2 Contingencies (Ice Hockey)

The following contingencies apply to GAMEWIN Contracts referencing ice hockey events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been Concluded and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Hockey Playoff Game” means any playoff or postseason ice hockey game.

“Regulation Game Time” means the scheduled duration of a game excluding overtime or shootout periods, as defined by the governing league or association.

Timing Windows

Window	Value
Tolerance Window	<ul style="list-style-type: none"> • Hockey Playoff Game: no limit • Non-Playoff Game: 2 calendar days from the Scheduled Time
Completion Window	<ul style="list-style-type: none"> • Hockey Playoff Game: 90 calendar days from [event]’s last instance of play • Non-Playoff Game: 2 calendar days from the Scheduled Time
Near-Complete Threshold	5 or fewer minutes of Regulation Game Time remaining; or after Regulation Game Time has ended (including during overtime or a shootout)

Scenario	Condition	Outcome
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Scenario	Condition	Outcome
Interruption — Not Concluded Within Completion Window (Non-Playoff)	[event] is Interrupted with more than 5 minutes of Regulation Game Time remaining, is not Concluded within the Completion Window, and is not a Hockey Playoff Game	Notwithstanding the general contingency for Interruption — Not Concluded Within Completion Window, the Contract settles based on: (i) the winner declared by the governing body; or (ii) if no winner is declared, the team in [event] advanced to the next stage of the competition.
Interruption — Not Concluded Within Completion Window (Hockey Playoff Game)	A Hockey Playoff Game is Interrupted and is not Concluded within the Completion Window	All Contracts for [event] resolve to the last fair market price, as determined by the Exchange

E.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “a regular season NHL game.” Team A wins 4–2 in regulation. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “a regular season NHL game.” Team A wins 3–2 in overtime. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “a regular season NHL game.” Team A wins 2–1 in a shootout, as declared by the NHL. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “first period,” and [event] is “a regular season NHL game.” Team A leads 2–0 at the end of the first period. The game is later suspended in the third period and not Concluded within 2 calendar days of the Scheduled Time. Because the first period was Concluded and the Official Result for the first period is available, the Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “a non-playoff NHL game.” The game is Interrupted with more than 5 minutes remaining in regulation and is not Concluded within 2 calendar days of the Scheduled Time. The governing body declares Team A the winner. The Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “a regular season NHL game.” Team A loses 2–4. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “second period,” and [event] is “a regular season NHL game.” Team A trails 1–3 after the second period. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “a regular season NHL game.” Team A loses in overtime, and the Official Result declares Team B the winner. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “a regular season NHL game.” Team A forfeits after the game begins and is not declared the winner in the Official Result. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Team A,” [time period] is “full game,” and [event] is “a playoff NHL game.” The game is Interrupted and is not Concluded within 90 days of its last instance of play. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “full game,” and [event] is “a regular season NHL game.” The game is cancelled before it begins and no Official Result is declared prior to Expiration. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “second period,” and [event] is “a regular season NHL game.” The game is suspended before the second period is Concluded and is not resumed. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Team A” and [entity] is “Team B,” with both listed as separate Contracts for [time period] “full game” and [event] “a regular season NHL game.” The game ends in a tie in regulation and goes to overtime. Team A wins in overtime. The Contract for Team A resolves to Yes. The Contract for Team B resolves to No.

Schedule F: Mixed Martial Arts

F.1 Contract Parameters

[entity]

[entity] refers to a fighter or other competitive unit participating in a mixed martial arts bout, as specified by the Exchange. This includes, but is not limited to:

- Individual fighters;
- Fighters identified by weight class, ranking, or promotion;
- Fighters defined by distinguishing characteristics (e.g., “the challenger,” “the defending champion”); and
- Any other competitive unit recognized by the applicable governing body or promotion.

[entity] may refer to:

- A singular fighter;
- Multiple fighters using AND/OR logic;
- A fighter within a defined set; or
- Fighters defined by distinguishing characteristics.

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For mixed martial arts, an [entity] wins [time period] of [event] if the Official Result declares it the winner of the bout or relevant [time period].

A win may occur by, including but not limited to:

- Knockout (KO);
- Technical knockout (TKO);
- Submission;
- Decision (unanimous, split, or majority);
- Technical decision;
- Disqualification; or
- Any other method recognized by the applicable governing body or promotion.

If no winner is declared for the relevant [time period] (e.g., draw, no contest), no [entity] shall be deemed to have won, except as otherwise provided in the Contract.

[time period]

[time period] refers to a specific duration of or discrete segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- The full bout;
- A specific round;
- A set of rounds (e.g., first three rounds);
- A specific scheduled time within the bout; or
- Another bounded mixed martial arts-relevant period specified by the Exchange.

All mixed martial arts time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including all scheduled rounds and any officially recognized extensions.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

[event] refers to a specific mixed martial arts bout or set of bouts specified by the Exchange.

[event] may be defined by:

- Matchup (e.g., Fighter A vs. Fighter B);
- Event name (e.g., UFC 300);
- Date and time;
- Location or venue;
- Weight class;
- Bout type (e.g., title fight, main event); or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular bout;
- Multiple bouts;
- A defined subset of bouts; or

- An overarching event card or competition.

[event] may also take the values “Any” or “None.”

F.2 Contingencies (Mixed Martial Arts)

The following contingencies apply to GAMEWIN Contracts referencing mixed martial arts events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been Concluded and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Participation” means a fighter taking part in a bout, including entering the bout and commencing competition.

Timing Windows

Window	Value
Tolerance Window	Not applicable — Contracts are listed only when a confirmed date exists; if no confirmed date exists by December 31 of the applicable year, the Contract resolves to the last fair market price
Completion Window	48 hours from the start of [event]
Near-Complete Threshold	Not applicable

Scenario	Condition	Outcome
Fighter Replacement	Either fighter in a bout is replaced after the Contract is listed	Resolves to the last fair market price, as determined by the Exchange

Scenario	Condition	Outcome
Number of Rounds Changed	The number of rounds for a bout is changed from what was officially scheduled	Resolves to the last fair market price, as determined by the Exchange
No Contest	A bout is declared a no contest	Resolves to the last fair market price, as determined by the Exchange
Technical Decision	A bout concludes in a technical decision	Settles based on the Official Result
Vacated or Corrected Result	The Official Result is corrected prior to the Expiration of the Contract	Settles based on the corrected Official Result
Draw (No Winner Declared)	A bout concludes in a draw and no Tie Contract or tiebreak determines a winner	Resolves to the last fair market price, as determined by the Exchange, unless Market Specifications provide otherwise
Disqualification	A fighter wins by disqualification and is declared the winner in the Official Result	Settles based on the Official Result
Doctor or Referee Stoppage	A bout is stopped by a referee or doctor and a winner is declared in the Official Result	Settles based on the Official Result
Round Not Concluded	The specified [time period] is a round and that round is not Concluded (e.g., the bout ends by KO or TKO before the round is complete)	Resolves to the last fair market price, as determined by the Exchange

F.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” Fighter A wins by submission in Round 3. The Contract resolves to Yes.
- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” Fighter A wins by unanimous decision after all five rounds are completed. The Contract resolves to Yes.

- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” Fighter A wins by TKO in Round 2. The Contract resolves to Yes.
- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” Fighter B is disqualified and the Official Result declares Fighter A the winner. The Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” Fighter A loses by unanimous decision. The Contract resolves to No.
- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” Fighter A is disqualified and the Official Result declares Fighter B the winner. The Contract resolves to No.
- [entity] is “Fighter A,” [time period] is “Round 1,” and [event] is “a UFC main card bout.” Fighter A does not win Round 1 on the judges’ scorecards. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” Fighter B is replaced by a different fighter after the Contract is listed. The Contract resolves to the last fair market price.
- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” The bout is cancelled and does not occur. The Contract resolves to the last fair market price.
- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” The bout starts but is stopped after an arena emergency and is not Concluded within 48 hours. The Contract resolves to the last fair market price.
- [entity] is “Fighter A,” [time period] is “full bout,” and [event] is “a UFC main card bout.” The bout is declared a no contest after an accidental foul in Round 1. The Contract resolves to the last fair market price.
- [entity] is “Fighter A,” [time period] is “Round 1,” and [event] is “a UFC main card bout.” Fighter B wins by KO in Round 1, ending the round before it is Concluded. Because Round 1 is not Concluded, the Contract resolves to the last fair market price.

Other examples:

- [entity] is “Fighter A” and [entity] is “Fighter B,” with both listed as separate Contracts for [time period] “full bout” and [event] “a UFC main card bout.” The bout concludes in a draw. Neither Contract resolves Yes. Each Contract resolves to the last fair market price, unless Market Specifications provide otherwise.

Schedule G: Motor Sports

G.1 Contract Parameters

[entity]

[entity] refers to a driver, team, constructor, manufacturer, or other competitive unit participating in a motor sports event, as specified by the Exchange. This includes, but is not limited to:

- Individual drivers;
- Racing teams or constructors;
- Manufacturers;
- Entries identified by car number or driver-team combination; and
- Any other competitive unit recognized by the applicable governing body or sanctioning organization.

[entity] may refer to:

- A singular driver or team;
- Multiple drivers or teams using AND/OR logic;
- A driver or team within a defined set; or
- Drivers or teams defined by distinguishing characteristics (e.g., “any Ferrari driver,” “the pole sitter,” “any top-10 finisher”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For motor sports, an [entity] wins [time period] of [event] if the Official Result declares it has:

- finished in first position; or
- achieved the best finishing position among relevant competitors for the specified [time period].

For races or competitions that include stages, segments, or classifications, an [entity] wins the relevant [time period] if the Official Result declares it the winner of that stage, segment, or classification.

If two or more [entities] are classified in the same position for the relevant [time period], no [entity] shall be deemed to have won, except as otherwise provided in the Contract.

[time period]

[time period] refers to a specific duration of or discrete segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- A full race;
- A stage or segment of a race;
- A specific number of laps;
- A session (e.g., qualifying, sprint race);
- A calendar period; or
- Another bounded motor sports-relevant period specified by the Exchange.

All motor sports time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including any officially recognized race classification procedures.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

[event] refers to a specific motor sports race, session, or set of races specified by the Exchange.

[event] may be defined by:

- Race name (e.g., Monaco Grand Prix);
- Series or championship (e.g., Formula 1, NASCAR Cup Series);
- Date and time;
- Location or circuit;
- Session type (e.g., race, sprint, qualifying); or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular race or session;
- Multiple races or sessions;
- A defined subset of races or sessions; or
- An overarching championship or competition.

[event] may also take the values “Any” or “None.”

G.2 Contingencies (Motor Sports)

The following contingencies apply to GAMEWIN Contracts referencing motor sports events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been Concluded and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Participation” means a driver or team being classified in the Official Result of a race with any result other than “Did Not Start.”

Timing Windows

Window	Value
Tolerance Window	Not applicable — [event] is listed only when a confirmed date exists
Completion Window	10 calendar days from the Scheduled Time
Near-Complete Threshold	Not applicable

Scenario	Condition	Outcome
Post-Result Changes	Penalties, inquiries, or disqualifications are issued after the Official Result used for settlement is declared	Does not affect settlement; settles based on the Official Result declared at or prior to the podium presentation

Scenario	Condition	Outcome
Venue Change	The scheduled venue of [event] is changed after the Contract is listed	Resolves to the last fair market price, as determined by the Exchange
[entity] Not Classified (Did Not Start)	[entity] is listed in the Official Result as “Did Not Start” for [event]	Resolves to the last fair market price, as determined by the Exchange
Driver Substitution (NASCAR or Similar Formats)	Multiple drivers participate in the same car during [event]	Settles based on the Official Result for that car
Time Period Not Concluded	The specified [time period] (e.g., stage, lap segment) does not reach its natural conclusion	Resolves to the last fair market price, as determined by the Exchange
Tie in Classification	Two or more [entities] are classified in the same finishing position for the specified [time period] and no tiebreak determines a winner	Resolves to the last fair market price, as determined by the Exchange, unless Market Specifications provide otherwise

G.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” Driver A finishes first in the Official Result. The Contract resolves to Yes.
- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” The race is red-flagged and not restarted; the Official Result based on the last completed lap declares Driver A the winner. The Contract resolves to Yes.
- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” The race is interrupted by a safety car incident, Concluded within 10 days, and the Official Result declares Driver A the winner. The Contract resolves to Yes.
- [entity] is “Driver A,” [time period] is “Stage 1,” and [event] is “a NASCAR Cup Series race.” The Official Result declares Driver A the winner of Stage 1. The race is later red-flagged and not Concluded. Because Stage 1 was Concluded, the Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” Driver A finishes second in the Official Result. The Contract resolves to No.

- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” Driver A leads for most of the race but retires late and does not finish first in the Official Result. The Contract resolves to No.
- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” Driver A crosses the finish line first, but receives a post-race time penalty before the podium presentation. The Official Result at the time of the podium presentation does not declare Driver A the winner. The Contract resolves to No.
- [entity] is “Driver A,” [time period] is “Stage 1,” and [event] is “a NASCAR Cup Series race.” Driver A does not win Stage 1; another driver is declared the stage winner in the Official Result. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” The race is cancelled and does not occur. The Contract resolves to the last fair market price.
- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” The race starts but is not Concluded within 10 calendar days of the Scheduled Time. The Contract resolves to the last fair market price.
- [entity] is “Driver A,” [time period] is “Stage 1,” and [event] is “a NASCAR Cup Series race.” Stage 1 does not reach its natural conclusion due to a major incident. The Contract resolves to the last fair market price.
- [entity] is “Driver A,” [time period] is “full race,” and [event] is “an F1 Grand Prix.” The scheduled circuit venue is changed to a different circuit after the Contract is listed. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Driver A” and [entity] is “Driver B,” with both listed as separate Contracts for [time period] “full race” and [event] “an F1 Grand Prix.” Driver A and Driver B are classified in the same finishing position in the Official Result and no tiebreak is applied. Each Contract resolves to the last fair market price, unless Market Specifications provide otherwise.

Schedule H: Soccer

H.1 Contract Parameters

[entity]

[entity] refers to a team, group, or other competitive unit participating in a soccer event, as specified by the Exchange. This includes, but is not limited to:

- Professional club teams;
- National teams;
- Youth or developmental teams;
- Teams defined by league, tournament, or region; and
- Any other organized soccer team recognized by the applicable governing body.

[entity] may refer to:

- A singular team;
- Multiple teams using AND/OR logic;
- A team within a defined set;
- Teams defined by distinguishing characteristics (e.g., “the home team,” “any Premier League team,” “any top-ranked team”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For soccer, an [entity] wins [time period] of [event] if the Official Result declares it the winner of the relevant [time period].

Unless otherwise specified:

- A win is determined based on the score at the conclusion of Regulation Match Time (including stoppage time), excluding extra time and penalty shootouts; and
- Extra time and penalty shootouts are only included if explicitly specified in the Contract or Market Specifications.

If two or more teams score an equal number of goals during the relevant [time period], no [entity] shall be deemed to have won, except as otherwise provided in the Contract.

[time period]

[time period] refers to a specific duration of or discrete segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- A full match (regulation time);
- A half (first half or second half);
- A specific minute range;
- Extra time;
- A penalty shootout;
- A stage, round, or tournament phase; or
- Another bounded soccer-relevant period specified by the Exchange.

All soccer time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to Regulation Match Time (including stoppage time) only.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

[event] refers to a specific soccer match, set of matches, or competition specified by the Exchange.

[event] may be defined by:

- Matchup;
- Date and time;
- Location or venue;
- Tournament or competition (e.g., FIFA World Cup, UEFA Champions League);
- Stage or round (e.g., group stage, quarterfinal);
- Leg of a multi-leg tie; or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular match;
- Multiple matches;
- A defined subset of matches; or

- An entire competition or tournament.

[event] may also take the values “Any” or “None.”

H.2 Contingencies (Soccer)

The following contingencies apply to GAMEWIN Contracts referencing soccer events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been Concluded and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Definitions

For purposes of this Schedule:

“Friendly Match” means a match designated as a non-competitive or exhibition match by the governing body.

“Regulation Match Time” means the scheduled duration of a match excluding extra time and penalty shootouts, including stoppage and injury time.

Timing Windows

Window	Value
Tolerance Window	Same calendar date as the Scheduled Time
Completion Window	<ul style="list-style-type: none"> • Friendly Match: same calendar date as the Scheduled Time • Non-Friendly Match: 48 hours from [event]’s last instance of play
Near-Complete Threshold	<ul style="list-style-type: none"> • Friendly Match: 70 or more minutes of Regulation Match Time completed • Non-Friendly Match: not applicable

Scenario	Condition	Outcome
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Scenario	Condition	Outcome
Match Decided After Extra Time or Penalties	A match proceeds to extra time or a penalty shootout and a winner is declared	Settles based on the Official Result only if the Contract or Market Specifications include extra time or penalties; otherwise settles based on Regulation Match Time
Tie in Regulation	A match ends in a tie during the specified [time period] of [event] and no Tie Contract or tiebreak determines a winner	Resolves to the last fair market price, as determined by the Exchange, unless Market Specifications provide otherwise

H.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Premier League match.” The final score is Team A 2, Team B 1 at the end of Regulation Match Time. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Champions League match.” Team A wins 1–0 at the end of Regulation Match Time. The match then proceeds to extra time, but the score at 90 minutes governs. The Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “first half,” and [event] is “a Premier League match.” Team A leads 1–0 at halftime. The match is later Interrupted and not Concluded within 48 hours from its last instance of play. Because the first half was Concluded, the Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Friendly Match.” Team A leads 2–1 when the match is Interrupted after 75 minutes. The governing body declares the match will not be resumed. The Near-Complete Threshold (70 or more minutes of Regulation Match Time completed) has been reached, so the match is considered complete and settles based on the Official Result. The Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Premier League match.” The final score is Team A 1, Team B 2. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “first half,” and [event] is “a Champions League match.” Team A trails 0–1 at halftime. The Contract resolves to No.
- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Premier League match.” Team A is not declared the winner in the Official Result. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Premier League match.” The match is cancelled and does not occur. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “second half,” and [event] is “a Friendly Match.” The match is Interrupted before 70 minutes of Regulation Match Time have been played and is not Concluded on the same calendar day. The Contract resolves to the last fair market price.
- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Premier League match.” The match is Interrupted due to a pitch invasion and not Concluded within 48 hours from its last instance of play. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Team A” and [entity] is “Team B,” with both listed as separate Contracts for [time period] “regulation match time” and [event] “a Premier League match.” The match ends 1–1 at the end of Regulation Match Time. No Tie Contract is listed. Each Contract resolves to the last fair market price, unless Market Specifications provide otherwise.
- [entity] is “Tie,” [time period] is “regulation match time,” and [event] is “a Premier League match.” The match ends 1–1 at the end of Regulation Match Time. The Tie Contract resolves to Yes.
- [entity] is “Team A,” [time period] is “regulation match time,” and [event] is “a Champions League knockout match.” Team A and Team B draw 1–1 at the end of Regulation Match Time. A Tie Contract is listed alongside Team A and Team B Contracts. Team A wins in a penalty shootout, but the Contract specifies regulation match time only. The Tie Contract resolves to Yes. The Contract for Team A resolves to No.

Schedule I: Tennis

I.1 Contract Parameters

[entity]

[entity] refers to a player, doubles team, or other competitive unit participating in a tennis event, as specified by the Exchange. This includes, but is not limited to:

- Individual players;
- Doubles teams;
- Players or teams defined by tournament, ranking, or seeding; and
- Any other competitive unit recognized by the applicable governing body.

[entity] may refer to:

- A singular player or doubles team;
- Multiple players or teams using AND/OR logic;
- A player or team within a defined set; or
- Players or teams defined by distinguishing characteristics (e.g., “the top seed,” “any player ranked in the top 10”).

[entity] may also take the values “Any” or “None”.

The Exchange may list iterations of the Contract corresponding to variations of [entity].

win

For tennis, an [entity] wins [time period] of [event] if the Official Result declares it the winner of the match or relevant [time period].

[time period]

[time period] refers to a specific duration of or discrete segment of [event], as specified by the Exchange.

[time period] may be expressed as:

- The full match;
- A specific set (e.g., first set, second set);
- A group of sets;
- A specific scheduled time window; or
- Another bounded tennis-relevant period specified by the Exchange.

All tennis time periods are interpreted in Prevailing Eastern Time (“ET”), unless otherwise specified.

Unless otherwise specified, [time period] shall be understood to refer to the full duration of [event], including all sets played and any tiebreaks recognized by the governing body.

The Exchange may list iterations of the Contract corresponding to variations of [time period].

[event]

[event] refers to a specific tennis match, set of matches, or competition specified by the Exchange.

[event] may be defined by:

- Matchup;
- Tournament name (e.g., Wimbledon, US Open);
- Date and time;
- Location or venue;
- Round of the tournament (e.g., quarterfinal, final); or
- Other distinguishing characteristics specified by the Exchange.

[event] may refer to:

- A singular match;
- Multiple matches;
- A defined subset of matches; or
- An entire tournament or competition.

[event] may also take the values “Any” or “None.”

I.2 Contingencies (Tennis)

The following contingencies apply to GAMEWIN Contracts referencing tennis events and supplement the general contingencies set forth in Section 5.

Time Period Determination

Notwithstanding any provision in this Section, if the specified [time period] has been Concluded and the Official Result for such [time period] is available, the Contract shall settle based on that Official Result.

Unconditional Determination

Notwithstanding any other provision of this Schedule, if the outcome of a Contract is Unconditionally Determined at any point, the Contract settles based on that determination.

Timing Windows

Window	Value
Tolerance Window	Within the same competition (tournament)
Completion Window	Within the same competition (tournament)
Near-Complete Threshold	Not applicable — any incomplete [event] that is not Unconditionally Determined resolves to the last fair market price

Definitions

For purposes of this Schedule:

“Walkover” means a player or team advances without the match starting due to the opponent not participating.

Scenario	Condition	Outcome
Walkover	A match does not start and a player or team advances by Walkover	Resolves to the last fair market price, as determined by the Exchange
Match Not Concluded Within Competition	A match starts but does not reach its intended, natural, or normal end within [event], unless a winner is declared pursuant to the Retirement / Withdrawal / Disqualification row	Resolves to the last fair market price, as determined by the Exchange
Retirement / Withdrawal / Disqualification — Major Tour	A match starts and ends due to retirement, withdrawal, or disqualification, a winner is declared in the Official Result, and [event] is a Grand Slam, ATP Tour, WTA Tour, Challenger, Davis Cup, Billie Jean King Cup, United Cup, or Olympic tournament; at least one point has been played	The winner’s Contract settles based on the Official Result; all other Contracts for that match resolve to the last fair market price, as determined by the Exchange
Retirement / Withdrawal / Disqualification — Other Tour	A match starts and ends due to retirement, withdrawal, or disqualification, and [event] is not a Major Tour event as defined above (e.g., ITF); or no point has been played	Resolves to the last fair market price, as determined by the Exchange

Scenario	Condition	Outcome
Retirement / Withdrawal / Disqualification — No Winner Declared	A match starts and ends due to retirement, withdrawal, or disqualification and no winner is declared	Resolves to the last fair market price, as determined by the Exchange
Number of Sets Changed	The format of the match (e.g., number of sets) is changed from what was announced at the Scheduled Time	Resolves to the last fair market price, as determined by the Exchange
Time Period Not Concluded	The specified [time period] (e.g., a set) does not reach its natural conclusion	Resolves to the last fair market price, as determined by the Exchange
Court Surface or Venue Change	The match venue changes or the court surface changes from what was in effect at the Scheduled Time	Settles based on the Official Result

I.3 Examples

Examples that would resolve the Contract to Yes for [entity]:

- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” Player A wins in straight sets and is declared the winner in the Official Result. The Contract resolves to Yes.
- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” Player A wins in four sets. The Contract resolves to Yes.
- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” Player B retires while trailing in the third set, and Player A is declared the winner in the Official Result. The Contract resolves to Yes.
- [entity] is “Player A,” [time period] is “first set,” and [event] is “a Grand Slam tournament match.” Player A wins the first set 6–3. The match is later stopped due to rain before the second set is Concluded and is not resumed within [event]. Because the first set was Concluded, the Contract resolves to Yes.

Examples that would resolve the Contract to No for [entity]:

- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” Player A loses in straight sets. The Contract resolves to No.
- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” Player A loses the deciding final set and is not declared the winner. The Contract resolves to No.

- [entity] is “Player A,” [time period] is “first set,” and [event] is “a Grand Slam tournament match.” Player A loses the first set 4–6. The Contract resolves to No.

Examples that would resolve at the last fair market price:

- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” Player A retires during the second set due to injury. Player B is declared the winner in the Official Result. Because Player A retired at a Grand Slam with at least one point played, the Contract for Player A resolves to the last fair market price.
- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” The match is cancelled and does not occur. The Contract resolves to the last fair market price.
- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” Player B withdraws before the match begins and Player A advances by Walkover; no point is played. The Contract resolves to the last fair market price.
- [entity] is “Player A,” [time period] is “full match,” and [event] is “a Grand Slam tournament match.” The match starts but is Interrupted by rain, is not resumed within [event], and no winner is declared. The Contract resolves to the last fair market price.
- [entity] is “Player A,” [time period] is “second set,” and [event] is “a Grand Slam tournament match.” The second set is not Concluded. The Contract resolves to the last fair market price.

Other examples:

- [entity] is “Player A” and [entity] is “Player B,” with both listed as separate Contracts for [time period] “full match” and [event] “a Grand Slam tournament match.” The match starts but does not reach its intended end and no winner is declared (e.g., both players are forced to retire due to extreme weather). Both Contracts resolve to the last fair market price.

Appendix B - Trading Prohibitions

GAMEWIN-TRADING- PROHIBITIONS

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1 Trading Prohibitions: GAMEWIN Contracts

1.1 General Prohibitions

In addition to the general prohibition against trading on material nonpublic information set forth in Rule 5.16 of the Rulebook, the Exchange institutes the following additional trading prohibitions applicable to all GAMEWIN Contracts. These prohibitions are designed to protect market integrity by preventing persons with privileged access to nonpublic information, or with the ability to influence outcomes, from trading in Contracts referencing those outcomes.

Persons under 18 years of age are not permitted to create accounts on the Exchange.

The following persons are prohibited from trading in any GAMEWIN Contract referencing a competition in which they participate, which they influence, or about which they possess material nonpublic information:

- Current and former players, coaches, managers, and on-field or on-court staff of the teams or participants in the relevant competition;
- Game officials, referees, umpires, replay officials, and any officiating crew assigned to the relevant competition, as well as officiating supervisors, evaluators, and department staff employed by the relevant league or association;
- Paid employees and contractors of the league or association governing the relevant competition, including but not limited to league office staff, competition committee members, operations personnel, and scheduling officials;
- Team medical staff, athletic trainers, team physicians, physical therapists, and any other personnel with access to nonpublic injury, health, or conditioning information about players or participants;
- Team front office personnel, general managers, analytics staff, and other employees with access to nonpublic strategic, lineup, or game-plan information;
- Agents, certified contract advisors, and personal representatives of players or participants who, by virtue of that relationship, have access to nonpublic health, contract, or performance information;
- Employees and contractors of official data and statistics providers (Source Agencies) designated by the Exchange or by the relevant league for the relevant competition, who have access to nonpublic or pre-release competition data;
- Broadcast and media rights partners with credentialed on-site access who, by virtue of that access, receive nonpublic information about injuries, lineup decisions, or game conditions prior to public disclosure;
- Integrity monitoring organizations and sports betting regulators with access to nonpublic suspicious-activity reports, investigation findings, or player/official conduct information relating to the relevant competition;
- Ultimate beneficial owners of the teams or participants in the relevant competition and ultimate beneficial owners of the league or association governing the competition; and

- Household members and immediate family members — including parents, siblings, spouses, domestic partners, and children — of all persons listed above.

For competitions conducted under the auspices of a college or university athletic association (including but not limited to college baseball, college basketball, college football, college hockey, and women’s college basketball), the prohibitions relating to league or association employees apply only to employees of the specific institution whose team is participating in the relevant competition, rather than to employees of the national governing association as a whole. Current and former players, coaches, and staff prohibitions apply to the specific participating teams.

1.2 Baseball

1.2.1 Covered Leagues and Associations

GAMEWIN Baseball Contracts reference competitions conducted under the following leagues and associations:

- Major League Baseball (MLB)
- KBO League (Korean Baseball Organization)
- Nippon Professional Baseball (NPB)
- College Baseball (NCAA and affiliated governing bodies)

1.2.2 Additional Prohibited Persons — Baseball

The following persons are prohibited from trading in GAMEWIN Baseball Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- MLB umpire supervisors and evaluators employed by or under contract with MLB’s umpiring department, to the extent not already covered by the general prohibition on officiating supervisors;
 - Club front office personnel and baseball operations staff with access to nonpublic lineup, pitching rotation, bullpen availability, or player injury information not yet disclosed to the public;
 - Team statisticians and data analysts with access to proprietary in-game or advance scouting data not available to the public;
 - Official scorers designated by the relevant league, whose decisions directly affect statistics tracked by GAMEWIN Contracts; and
 - Video replay room personnel and technology staff with advance access to challenge or review outcomes prior to public announcement.
-

1.3 Basketball

1.3.1 Covered Leagues and Associations

GAMEWIN Basketball Contracts reference competitions conducted under the following leagues and associations, including but not limited to:

- National Basketball Association (NBA)
- Women's National Basketball Association (WNBA)
- EuroLeague
- Liga ACB (Spain)
- College Basketball (NCAA and affiliated governing bodies)

1.3.2 Additional Prohibited Persons — Basketball

The following persons are prohibited from trading in GAMEWIN Basketball Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- NBA G League players, coaches, and staff, to the extent they are on two-way contracts or otherwise have a current affiliation with an NBA team, and possess nonpublic information about that team's status or lineup decisions;
 - Team video coordinators and advance scouting staff with access to nonpublic opponent preparation materials or lineup strategy;
 - Draft lottery officials and league representatives involved in the NBA Draft Lottery process, for any GAMEWIN Contract referencing a competition whose outcome could affect lottery seeding; and
 - League front office personnel with access to nonpublic information about scheduling decisions, load management designations, or officiating assignments.
-

1.4 Football

1.4.1 Covered Leagues and Associations

GAMEWIN Football Contracts reference competitions conducted under the following leagues and associations:

- National Football League (NFL)
- College Football (NCAA and affiliated governing bodies, including College Football Playoff)

1.4.2 Additional Prohibited Persons — Football

The following persons are prohibited from trading in GAMEWIN Football Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- Offensive coordinators, defensive coordinators, and other play-callers with advance knowledge of game plans, play-calling tendencies, or formation strategies not yet disclosed to the public;
 - Team general managers, assistant general managers, and salary cap personnel with access to nonpublic roster or availability decisions;
 - NFL and college football officiating department staff with access to nonpublic officiating assignments or crew evaluations; and
 - Practice squad players and members of the injured reserve who, by virtue of daily team participation, have access to nonpublic health and preparation information.
-

1.5 Golf

1.5.1 Covered Leagues and Associations

GAMEWIN Golf Contracts reference competitions conducted under the following tours and associations:

- PGA Tour
- LPGA Tour

1.5.2 Additional Prohibited Persons — Golf

The following persons are prohibited from trading in GAMEWIN Golf Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- Caddies of competing players, who have access to nonpublic information about the player's physical condition, equipment selection, and round-by-round strategy;
 - Tournament directors and operations staff with advance access to nonpublic course setup, pin position, or tee-time pairing information;
 - Course setup officials with advance knowledge of daily course configuration not yet disclosed to the public;
 - Scoring officials and shot-tracking technology operators with access to nonpublic or pre-release scoring data; and
 - Tour medical staff and fitness trainers with access to nonpublic injury, withdrawal, or fitness information for competing players.
-

1.6 Ice Hockey

1.6.1 Covered Leagues and Associations

GAMEWIN Ice Hockey Contracts reference competitions conducted under the following leagues and associations, including but not limited to:

- National Hockey League (NHL)
- American Hockey League (AHL)
- Svenska Hockeyligan (SHL — Sweden)
- College Hockey (NCAA and affiliated governing bodies)

1.6.2 Additional Prohibited Persons — Ice Hockey

The following persons are prohibited from trading in GAMEWIN Ice Hockey Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- AHL players, coaches, and staff on NHL-affiliated contracts or two-way deals who have access to nonpublic information about the affiliated NHL team's lineup or injury status;
 - Equipment managers and equipment staff with access to nonpublic injury or health information about players arising from equipment modifications or protective gear assessments;
 - Video coaches and advance scouting staff with access to proprietary nonpublic game-plan or opponent preparation materials; and
 - Goaltending coaches with advance knowledge of a starting goaltender's availability or health status prior to public disclosure.
-

1.7 MMA

1.7.1 Covered Leagues and Associations

GAMEWIN MMA Contracts reference competitions conducted under the following promotion:

- Ultimate Fighting Championship (UFC)

1.7.2 Additional Prohibited Persons — MMA

The following persons are prohibited from trading in GAMEWIN MMA Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- Cornermen and corner assistants present during training camps or fight preparation who have access to nonpublic information about a fighter's conditioning, injury status, or game plan;
- Cutmen with access to nonpublic information about a fighter's physical condition or pre-existing injuries;
- UFC matchmakers and booking personnel with advance knowledge of fight cancellations, opponent substitutions, or weight-class changes not yet publicly announced;
- Athletic commission members, medical personnel, and ringside physicians assigned to the event who have access to pre-fight medical examination results or weigh-in findings; and

-
- Training partners and strength and conditioning coaches with access to nonpublic information about a fighter's preparation or physical readiness.
-

1.8 Motor Sports

1.8.1 Covered Leagues and Associations

GAMEWIN Motor Sports Contracts reference competitions conducted under the following series and sanctioning bodies:

- IndyCar Series
- NASCAR (Cup Series, Xfinity Series, and Craftsman Truck Series)
- Formula 1 (FIA Formula One World Championship)

1.8.2 Additional Prohibited Persons — Motor Sports

The following persons are prohibited from trading in GAMEWIN Motor Sports Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- Crew chiefs with access to nonpublic information about car setup, fuel strategy, pit stop timing, and driver physical condition;
 - Team engineers and strategists with access to nonpublic technical data, race strategy, or telemetry information;
 - Pit crew members with access to nonpublic real-time strategy decisions, mechanical condition information, or in-race communications;
 - Race stewards and FIA/IndyCar/NASCAR officials with access to nonpublic penalty deliberations, protest rulings, or technical inspection findings prior to public announcement; and
 - Team mechanics and technical staff with access to nonpublic information about car reliability, engine status, or planned mechanical changes.
-

1.9 Soccer

1.9.1 Covered Leagues and Associations

GAMEWIN Soccer Contracts reference competitions conducted under the following leagues, associations, and competitions, including but not limited to:

- Major League Soccer (MLS)
- Premier League (England)
- UEFA Champions League
- La Liga / Spain Primera División

- Bundesliga (Germany)

1.9.2 Additional Prohibited Persons — Soccer

The following persons are prohibited from trading in GAMEWIN Soccer Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- Kit staff and physios/physiotherapists with access to nonpublic injury, fitness, or return-to-play information about players;
 - Video analysts and performance analysts with access to proprietary nonpublic opponent preparation or tactical data;
 - VAR (Video Assistant Referee) officials and video operations center staff with access to nonpublic review deliberations or officiating communications prior to public announcement;
 - Match delegates and match commissioners appointed by the relevant governing body who have access to nonpublic pre-match or in-match information about team or official conduct; and
 - Club technical directors and sporting directors with access to nonpublic lineup, squad availability, or tactical preparation information.
-

1.10 Tennis

1.10.1 Covered Leagues and Associations

GAMEWIN Tennis Contracts reference competitions conducted under the following tours, events, and governing bodies, including but not limited to:

- ATP Tour
- WTA Tour
- Grand Slam tournaments (Australian Open, Roland Garros, Wimbledon, US Open)

1.10.2 Additional Prohibited Persons — Tennis

The following persons are prohibited from trading in GAMEWIN Tennis Contracts referencing competitions in which they participate or that they have the ability to influence, in addition to those enumerated in the General Prohibitions above:

- ATP and WTA supervisors and tournament referees with access to nonpublic information about match scheduling changes, default proceedings, or disciplinary rulings prior to public announcement;
- Player physiotherapists and touring medical staff with access to nonpublic injury, illness, or withdrawal information;
- Ranking officials and ATP/WTA tour administrators with advance knowledge of ranking-affecting decisions or points allocations not yet publicly disclosed; and

- On-court coaching staff and hitting partners traveling with a player who have access to nonpublic information about the player's physical condition or competitive readiness.

Appendix C

[Confidential Treatment Requested]

Appendix D

[Confidential Treatment Requested]