

Card # 10001

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10002

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10003

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10004

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10001

Card # 10002

Card # 10003

Card # 10004

Card # 10005

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10006

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10007

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10008

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10005

Card # 10006

Card # 10007

Card # 10008

Card # 10009

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10010

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10011

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10012

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10009

Card # 10010

Card # 10011

Card # 10012

Card # 10013

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10014

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10015

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10016

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10013

Card # 10014

Card # 10015

Card # 10016

Card # 10017

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10018

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10019

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10020

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10017

Card # 10018

Card # 10019

Card # 10020

Card # 10021

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10022

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10023

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10024

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10021

Card # 10022

Card # 10023

Card # 10024

Card # 10025

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10026

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10027

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10028

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10025

Card # 10026

Card # 10027

Card # 10028

Card # 10029

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10030

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10031

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10032

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10029

Card # 10030

Card # 10031

Card # 10032

Card # 10033

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10034

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10035

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10036

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10033

Card # 10034

Card # 10035

Card # 10036

Card # 10037

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10038

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10039

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10040

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10037

Card # 10038

Card # 10039

Card # 10040

Card # 10041

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10042

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10043

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10044

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10041

Card # 10042

Card # 10043

Card # 10044

Card # 10045

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10046

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10047

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10048

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10045

Card # 10046

Card # 10047

Card # 10048

Card # 10049

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10050

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10051

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10052

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10049

Card # 10050

Card # 10051

Card # 10052

Card # 10053

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10054

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10055

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10056

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10053

Card # 10054

Card # 10055

Card # 10056

Card # 10057

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10058

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10059

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10060

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10057

Card # 10058

Card # 10059

Card # 10060

Card # 10061

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10062

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10063

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10064

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10061

Card # 10062

Card # 10063

Card # 10064

Card # 10065

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10066

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10067

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10068

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10065

Card # 10066

Card # 10067

Card # 10068

Card # 10069

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10070

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10071

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10072

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10069

Card # 10070

Card # 10071

Card # 10072

Card # 10073

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10074

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10075

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10076

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10073

Card # 10074

Card # 10075

Card # 10076

Card # 10077

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10078

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10079

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10080

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10077

Card # 10078

Card # 10079

Card # 10080

Card # 10081

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10082

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10083

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10084

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10081

Card # 10082

Card # 10083

Card # 10084

Card # 10085

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10086

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10087

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

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USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10088

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

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or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10085

Card # 10086

Card # 10087

Card # 10088

Card # 10089

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

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or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10090

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10091

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

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or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10092

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

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USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

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5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10089

Card # 10090

Card # 10091

Card # 10092

Card # 10093

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10094

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

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or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10095

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

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USE L.V. RULES ON INCOMPLETE GAMES

Payouts

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5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10096

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

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Payouts

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5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10093

Card # 10094

Card # 10095

Card # 10096

Card # 10097

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

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or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10098

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

SPECIFIED CONSIDERED NO GAME

(EXCEPTION: Sat game moved to Sunday,
or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10099

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

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or Sun games moved to Sat. are valid)

USE L.V. RULES ON INCOMPLETE GAMES

Payouts

3 TEAMS 5 for 1

4 TEAMS 9 to 1

5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10100

PARLAY CARD

FOR ENTERTAINMENT PURPOSES ONLY

*RULES ARE AS FOLLOWS

Not to be sold

All ties lose

GAMES NOT PLAYED ON DATE

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Payouts

3 TEAMS 5 for 1

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5 TEAMS 16 to 1

6 TEAMS 25 to 1

7 TEAMS 40 to 1

8 TEAMS 70 to 1

9 TEAMS 120 to 1

10 TEAMS 150 to 1

SPECIAL 9 TEAMS OUT OF 10, 5 to 1

Card # 10097

Card # 10098

Card # 10099

Card # 10100