ODDS

The odds on the TV monitors in the Race Book show a horse's price to win. To calculate the winning payoff for a \$2 bet, multiply the odds by two and add \$2 (your original wager). For example, if a horse has odds of 3-1, the payoff will pay \$8....(3x2) = 6 + \$2 = \$8.

WIN ODDS	\$2 BET RETURN
1-9	\$2.20
1-5	\$2.40
2-5	\$2.80
3-5	\$3.20
4-5	\$3.60
1-1	\$4
6-5	\$4.40
7-5	\$4.80
8-5	\$5.20
9-5	\$5.80
2-1	\$6
5-2	\$7
3-1	\$8
7-2	\$9
4-1	\$10
9-2	\$11
5-1	\$12
6-1	\$14
7-1	\$16
8-1	\$18
9-1	\$20
10-1	\$22
12-1	\$26
15-1	\$32
20-1	\$42
40-1	\$82





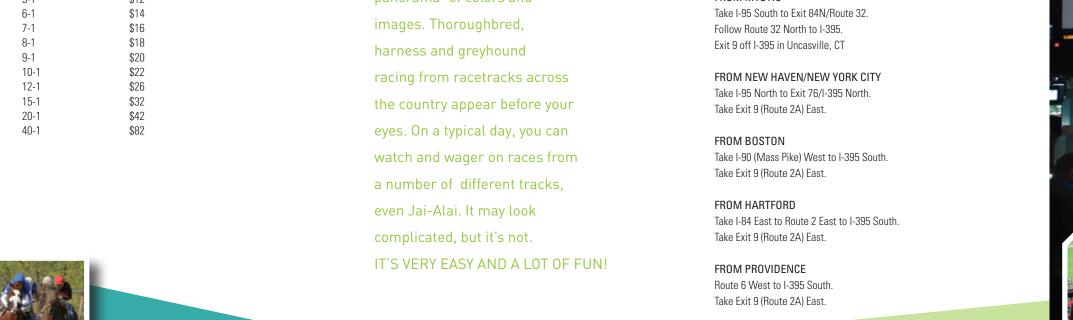
A WORLD AT PLAY

One look inside Mohegan Sun's Race Book and you'll see a panorama of colors and

JUST MINUTES OFF INTERSTATES 95 & 395. THE EXCITING WORLD OF MOHEGAN SUN IS AN EASY RIDE FROM JUST ABOUT ANYWHERE.

1.888.226.7711 TOLL FREE MOHEGANSUN.COM

FROM MYSTIC





BEGINNER'S GUIDE

to Race Book





9/15



GETTING STARTED

Some people play their favorite numbers. Some play their home address or a birthday or they see a name that they like. Others enjoy the challenge of handicapping – the art of analyzing the past performances to determine which runner will win. Past performances are just that – a record of each runner's past races. This information is contained in the programs that are available at the program stand. With a little time and effort, you can learn how to read the past performances and grasp the fundamentals of handicapping. There is nothing more exciting than picking a winner.

EARN MOMENTUM DOLLARS

If you have a Mohegan Sun Momentum card, you can use it in the Race Book to earn Momentum Dollars every time you make a wager. Simply present your card to the teller before placing your bet at the window or swipe it through the self-service terminal prior to entering your selections. If you do not have a Momentum card, you may obtain one free of charge at any of the Player's Club booths located throughout the property.

WAGER WITHOUT THE WAIT

The Mohegan Sun Race Book offers its guests the opportunity to wager from their seat by establishing a one-day "Tiny Tim" account. To learn more about this convenient way to play, or to open an account, visit any of the friendly staff at the Race Book teller line.



TYPE OF WAGERS

WIN (moderate)

With this wager, the horse must come in first.

PLACE (easy)

The horse must come in first or second for you to collect.

SHOW (easiest)

The horse can come in first, second or third. This is the most conservative wager in racing and your safest chance at cashing a ticket.

QUINELLA (least difficult)

Your horses must finish first and second – in any order – for you to collect. For example, if you bet a 1-2 quinella, you win if the finish is 1-2 or 2-1. You would make the wager by saying: \$2 quinella 1-2.

EXACTA OR PERFECTA (tough)

The two runners you select must finish first and second — in exact order — for you to collect. For example, if you select horse #3 to run first and horse #8 to finish second, they must finish in that order. Make the wager by saying: \$2 exacta 3-8.

TRIFECTA (tougher)

The runners you select must finish one, two, three in the exact order. Make the wager by saying: \$2 trifecta 6-8-10.

SUPERFECTA (toughest)

Your horses must finish first, second, third and fourth in order to collect. The superfecta is the ultimate thrill-seeking wager for a single race. Good luck, but note the odds are against you.



DAILY DOUBLE (tough)

You must correctly select the winner in each of the two designated races. Most tracks have an early daily double in races one and two, but some offer additional daily double wagering throughout the card. When the daily double is offered in races one and two, you must pick the winner of race one and the winner of race two. For example, if you like the 2 horse in the first race and the 8 horse in the second race, you would say to the teller: \$2 Daily Double 2 - 8. If the 2 wins the first race and the 8 wins the second race, you collect!

PICK THREE (tougher)

You must correctly select the winners of three consecutive races. All three must win in order for you to collect. The Pick 3 is much tougher than the daily double, but the payoffs typically make up for it.

PICK FOUR & PICK SIX (toughest)

This wager is similar to the Pick 3, except you must pick the winners of four (Pick 4) or six (Pick 6) consecutive races. The Pick 6 is the ultimate jackpot wager in the racing industry with lotto-like payouts because all six must win for you to collect.

WAGERING STRATEGY THE BOX

Boxing runners gives you more opportunities to cash a bet. Most horseplayers utilize the box when it comes to playing exactas, trifectas and superfectas. By boxing horses, they can run in any order, so long as you have the right numbers. For instance, if you like #1 and #2 for an exacta, if you "box" the exacta, you will collect if your horses finish 1-2 or 2-1. It's not necessary to box two runners in a quinella, because your picks can come in either order. But you can make a three runner quinella box. For example, if you box the 1, 2 and 3 in a quinella, you win if the result comes in 1-2, 2-1, 1-3, 3-1, 2-3 or 3-2. A \$2 quinella box will cost the same as a \$1 exacta box. The chart below will help you calculate the cost to make a "box" wager:

\$1 Exacta Box 2 horses costs \$2			\$1 Trifecta Box			\$1 Superfecta Box			
			3 horses costs \$6 (3x2x1)			4 horses costs \$24 (4x3x2x1)			
	2 1101362 00312	ΦΖ		2 1101262 002	12 40	(SXZXT)	4 1101383 00313	φ24	(4X3X2X1)
	3 horses	\$6	(3x2)	4 horses	\$24	(4x3x2)	5 horses	\$120	(5x4x3x2)
	4 horses	\$12	(4x3)	5 horses	\$60	(5x4x30)	6 horses	\$360	(6x5x4x3)
	5 horses	\$20	(5x4)	6 horses	\$120	(6x5x4)			
	6 horeas	¢3U	(6v5)						

THE KEY

The box is a great wager when you want to put more than one horse on top, but if you absolutely, positively love a horse to win a race, then you might want to "key" him. Let's say you like #3 to win. To use him on top of three other horses in an exacta, you would say "\$1 exacta key 3 with 5, 7, 8." The total bet would be \$3. (Three bets: 3-5, 3-7, 3-8)

In trifecta wagering, if you like #3 to win, you may key him on top of three or more horses. For example, a \$1 trifecta key 3 with 5, 7, 8 will collect if #3 wins the race and any two of the three other runners come in second and third. This is a \$6 wager. You can put four horses behind the 3. You increase your chances by another runner because two of the four horses have to come in second and third. This ticket costs \$12. A \$1 wager will give you half the pay-off.

TRIFECTA KEY \$1 COMBINATIONS

3 runners behind the winner: 1 with 2-3-4 = \$6 4 runners behind the winner: 1 with 2-3-4-5 = \$12 5 runners behind the winner: 1 with 2-3-4-5-6 = \$20 6 runners behind the winner: 1 with 2-3-4-5-6-7 = \$30 7 runners behind the winner: 1 with 2-3-4-5-6-7-8 = \$42

HOW TO SAY YOUR WAGER TO THE TELLER

Track / Amount / Type of Wager / Number(s)

Example: "Belmont: \$2 to win on number 5"