

SOUTH POINT NFL CHAMPIONSHIP PROP SHEET

TEAM TO SCORE FIRST IN THE GAME			
5857	PATRIOTS	-115	
5858	RAMS	-105	

FIRST SCORE OF THE GAME WILL BE			
5859	TOUCHDOWN	-190	
5860	ANY OTHER SCORE	+170	

WILL THERE BE A DEFENSIVE OR SPECIAL TEAMS TD IN THE GAME?			
5861	YES	+195	
5862	NO	-230	

WILL EITHER TEAM SCORE 3 UNANSWERED TIMES (EXCLUDES EXTRA PTS. & 2 PT CONVERSIONS)			
5863	YES	-210	
5864	NO	+180	

WILL THERE BE POINTS SCORED IN LAST 2 MIN. OF FIRST HALF			
5865	YES	-400	
5866	NO	+330	

LAST SCORE OF THE GAME (EXCLUDES PAT OR 2 PT CONVERSION)			
5867	TOUCHDOWN	-190	
5868	ANY OTHER SCORE	+170	

SHORTEST TD IN THE GAME WILL BE (FUMBLE RECOVERED IN END ZONE IS UNDER)			
5869	OVER 1.5 YARDS	+160	
	UNDER 1.5 YARDS	-180	

LONGEST TD IN GAME WILL BE (OFFENSE-DEFENSE OR SPECIAL TEAMS)			
5871	OVER 49.5 YARDS	-110	
	UNDER 49.5 YARDS	-110	

FIRST TOUCHDOWN SCORED IN THE GAME			
5873	PASSING TD	-155	
5874	ANY OTHER TD	+135	

TEAM TO SCORE LAST IN THE FIRST HALF			
5875	PATRIOTS	-110	
5876	RAMS	-110	

LAST SCORE OF THE FIRST HALF (EXCLUDES PAT OR 2 PT CONVERSION)			
5877	TOUCHDOWN	-125	
5878	ANY OTHER SCORE	+105	

WHICH HALF WILL HAVE MORE POINTS SCORED			
5879	FIRST HALF	+130	
5880	SECOND HALF + OT	-150	

WILL THE GAME BE DECIDED BY EXACTLY 3 POINTS?			
5881	YES	+425	
5882	NO	-550	

WILL THE TEAM THAT SCORES FIRST, WIN THE GAME?			
5883	YES	-175	
5884	NO	+155	

FIRST TURNOVER OF THE GAME WILL BE (IF NO TURNOVER, BETS ARE NO ACTION)			
5885	INTERCEPTION	-140	
5886	FUMBLE	+120	

WILL THERE BE A ROUGHING THE PASSER PENALTY CALLED IN GAME (MUST BE ACCEPTED)			
5887	YES	+150	
5888	NO	-170	

NO PARLAYS ON ALL PROPS - \$1000 LIMIT

OPENING LINES SUBJECT TO CHANGE *WINNERS DETERMINED BY STATS FROM NFL.COM*

* ON PLAYER PROPS AND MATCHUPS, PLAYER MUST PLAY IN GAME FOR ACTION *

ON LONGEST RUSH & RECEIVING PLAYER PROPS, PLAYER MUST HAVE ONE RUSHING ATTEMPT OR RECEPTION FOR ACTION

ON FIRST RUSH, RECEPTION OR TD PASS PLAYER PROPS, PLAYER MUST HAVE ONE RUSH, RECEPTION OR PASS TD FOR ACTION

MORE PROPOSITIONS ON THE NEXT PAGE PAGE #2