

A Beginners Guide To Betting

This user guide is designed to help all those who are new to betting and will need a little help regarding some of the betting terms and markets we use here at Swingform.

Win

Where a player must win the tournament outright to give a return.

Positives

Massive returns!

Negatives

Be prepared to go up to a number of weeks in between winning bets in this market!

Each Way

A wager offered by bookmakers consisting of two separate bets; a win bet and a place bet. For the win part of the bet to give a return the selection must win or finish first in the event. For the place part of the bet to give a return the selection must either win or finish in the Top 5, the odds paid on the place part of the bet are usually a fraction, commonly a $\frac{1}{4}$ of the win odds.

Positives

Large returns with the additional security of a small return if the player finishes in the Top five.

Negatives

Can be expensive as this type of wager means staking two bets.

Top 10

Where a player must finish in the Top 10 for a return, though there is no additional return if a player goes on to Win the event.

Positives

A good strike rate meaning results come on a more regular basis than win or Each Way

Negatives

Statistically the odds offered in this market are a touch on the stingy side

Match betting

This is basically a wager based on the outcome of a match between just two players in the event, the player finishing in the highest position out of the two is deemed the winner.

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| Positives | The highest strike rate possible with very frequent positive results. |
| Negatives | Very short odds of usually around 10/11, meaning a winning bet will typically return a £10 profit for each £11 staked |

2Ball & 3Ball Betting

These type of bets refer to each day of a tournament, it matches up players according to who they are drawn to play with that day. Typically the first two days of a tournament are usually competed in three balls with two balls drawn for the last two days.

Group Betting

Each bookmaker offers prices based on the outcome of a match between usually five golfers in the event, the player finishing in the highest position out of the Group is deemed the winner.

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| Positives | High strike rate with positive results happening frequently |
| Negatives | Relatively short odds, the average price of each player in the Group is around 3/1, so a winning bet will typically return £40 for each £10 staked |