

MILE HIGH STAKES

Season-Long Denver Broncos Football Squares

100% Payout

Zero Fees

Super Bowl Equalization

Target Payout Allocation

All payout amounts are disclosed before the season and scale with the total prize pool. Carryovers happen when no owned square wins. **100% of all funds are paid out by season end** — the Super Bowl clears any remaining balance.

Regular Season

68%

Playoffs

15%

Super Bowl

17%

1 The Basics

- 1 This is a season-long football squares pool covering all Denver Broncos regular season games, playoff matchups, and the Super Bowl.
- 2 The pool is run by a single organizer who handles operations, communications, and rule calls.

2 Buy-In & Ownership

- 1 **\$100 per person**, paid in full at entry. One square per participant.
- 2 Your square stays with you all season — no mid-season changes. Exception: auto-assigned squares can be changed by contacting the organizer before Week 1 kickoff.

3 Pool size grows each year: **Year 1:** 20 players → **Year 2:** 25 → **Year 3:** 30 → **Year 4+:** 33

4 Pool full? Join the waitlist — you'll be notified when a spot opens (which can happen if someone doesn't renew on time).

3 Priority & Square Selection

1 First come, first served — priority is based on when you originally paid.

2 Priority list is public. Once you've picked your square, it's yours for life — returning players don't re-pick each season.

4 Games & Schedule

1 All Denver Broncos regular season games are in play.

2 During the Broncos bye week, we typically pick an alternate matchup so you still have a game in play (18 regular season games total). The organizer may opt to skip the bye week — announced in advance if so.

3 **Playoffs:** Broncos games take priority. When they're not playing, the organizer picks an alternate matchup. One game per playoff week.

5 How Winning Works

1 **Fresh numbers every game.** Both teams get randomly assigned digits 0-9 before each matchup.

2 The last digit of each team's final score determines the winning square.

3 Final score includes overtime. Tie games count (rare, but valid).

Example: If the Broncos win 27-24, the winning square is **7-4** (Broncos digit: 7, Opponent digit: 4).

6 Carryovers & Jackpots

- 1 If no one owns the winning square, the prize carries over to the next game.
- 2 Carryovers stack — a 5-game carryover means a payout 5x the base amount!
- 3 All carryover money rolls until won or until the Super Bowl.

7 Super Bowl — The Grand Finale

- 1 All remaining empty squares on the board are filled so every score combination is covered. Extra squares are distributed evenly among participants, with any remainder assigned by priority order.
- 2 **Everything pays out.** No money carries into next season.

8 Mid-Season Entry

- 1 Jump in anytime — even during playoffs. Full \$100 buy-in required.
- 2 You're eligible for all future games, but not retroactively for games already played.
- 3 Your entry increases the prize pool for remaining games.

9 Renewals & Deadlines

- 1 Renewal deadline is announced each year with plenty of notice (email, text, etc.).
- 2 Pay before the deadline to keep your priority. Miss it? Your spot goes to the next in line.

10 Transfers

- 1 Want to transfer your square? Get organizer approval first.
- 2 Ownership and priority transfer together.

- 1 100% payout.** No fees. No house cut. Every dollar goes to winners.
- 2** The organizer makes all final calls on rules, matchups, and disputes.
- 3** By joining, you agree to these rules and the organizer's interpretations.

Know Your Odds

What to realistically expect from your \$100 investment

WIN CHANCE

1%

per game

SEASON WIN

~21%

win at least once

BREAK EVEN

~20%

earn \$100+

EXPECTED

\$0

net value

Simulated Season Outcomes (50,000 seasons each)

Season	Players	Pool	Avg Payout	Avg Super Bowl	Largest Payout
Year 1	20	\$2,000	\$398	\$692	\$2,000
Year 2	25	\$2,500	\$417	\$766	\$2,500
Year 3	30	\$3,000	\$429	\$833	\$3,000
Year 4+	33	\$3,300	\$435	\$873	\$3,300

Why Only ~21% Win?

You own 1 square out of 100 possible score combinations. That's a 1% shot each game. Over 20 games plus the Super Bowl, math says you'll win at least once about 21% of the time. Most seasons, you won't win — but when you do, carryovers often make it worth the wait.

The Jackpot Effect

With only 20-33 owned squares, most games carryover (67-80% chance). That's by design! Carryovers stack into bigger payouts. A 5-game carryover means a winner takes home 5x the base prize. The Super Bowl catches everything left.

Per-Game Base Payouts

Base amounts before carryovers — actual payouts are often much higher

	20 PLAYERS \$2,000 POOL	25 PLAYERS \$2,500 POOL	30 PLAYERS \$3,000 POOL	33 PLAYERS \$3,300 POOL
Regular Season per game	\$80	\$100	\$120	\$132
Playoffs per game	\$100	\$125	\$150	\$165
Super Bowl base payout	\$340	\$425	\$510	\$561

Based on 17 regular season games and 3 playoff games.

Carryovers make these numbers just the starting point.

With only 20-33 owned squares out of 100, most games have no winner — and the prize rolls forward. A 3-game carryover triples the payout. A 5-game streak means 5x. In a 20-player pool, a regular season game with a 5-game carryover pays **\$400** instead of \$80. The Super Bowl collects all remaining carryovers, so its actual payout is almost always significantly higher than the base amount shown above.

100% Fair. Every dollar in = every dollar out. No rake, no fees, no house edge.

Mile High Stakes • Official Rules v9 • Last updated: May 18, 2026 • All rules subject to organizer interpretation

Simulations are illustrative and based on 50,000 modeled seasons per configuration.