Spillemyndigheden

The Danish Gambling Authority's requirements for the reporting of game data

This document contains the requirements, which license holders, who offer online casino or betting must comply with when reporting game data to the Danish Gambling Authority.

Version 2.0

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Introduction

The Danish Gambling Authority has made requirements for licence holders to offer online casino and betting to report data regarding their game offering. This reporting must reflect games which have been completed by players. The reporting is strictly game related and should not be considered as a reflection of the players balance on their game accounts.
The reporting of data must be performed in a definite form specified by The Danish Gambling Authority. This form is called standard records.
Standard records are XML structures, which are based on a number of terms. This document contains descriptions of the individual standard records and the data attributes they each contain. The document is divided into game categories and the reporting is described specifically for each of the following game categories:

1. Betting including bet exchange and Spread betting
2. Casino games
3. Poker cash
4. Poker tournaments
5. Pool games
6. Pool games regarding horse racing
7. Fantasy games

Besides standard records for reporting specific information for the game categories mentioned above, there are also standard records which are used across game categories. These are:

8. Jackpots
9. Daily summarised reportings (End Of Day)

The Danish Gambling Authority has specified a XSD scheme for each standard record. All the schemes can be found on spillemyndigheden.dk packed in a zip file together with this guidance and a validator tool. The XSD schemes themselves are placed in folders containing the following information:

- view: XSD-files which specifies each standard record type
- types: data types, which are used in the XSD schemes
- class: XSD-classes which contains all the attributes used in the standard records

Please note that a descriptive text in the XSD schemes may occur. This is to be ignored. It is the text in this document which is valid.

Version

Date	Version	Description
1.7.2015	1.0	This document compiles the requirements related to reporting of games by the use of standard records. This guide replaces the document “Conceptual Model of Standard Records” and replaces parts of the document ”Instructions for technical requirements v1.1”. A significant change regarding reporting is that the possibility to report casino games per move and poker cash games per hand is removed.
18.3.2016	1.1	Added information regarding reporting of bets purchased on a self-service terminal in a shop.
13.7.2016	1.2	Corrected the description of the data element “SpilFilErstatningIdentifika- tion” in the relevant standard records. Added further description in the sec- tion on replacement data.
30.10.2017	1.3	Added information on reporting of online bingo (see section on casino games) and fixed odds betting on horse races (see section on fixed odds betting).
6.12.2017	1.4	Updated with alternative alternative pool betting (“HestDK”/”Hesteagtig”)
22.6.2020	1.5	Changed the title of document. Addition of legal basis. Addition of game cat- egory “VirtuelFastOdds”. Clarification of frequency and number of data struc- tures. General updates and clarifications for instance regarding reporting terminal identification and transaction identification for land-based betting. Minor changes regarding reporting of pool games with variable stakes and handling of pool transfers.
4.9.2023	1.6	Change of guidance text regarding online bingo
1.10.2024	2.0	• Addition of a requirement that bets on fixed odds must be reported as independent transactions • Addition of requirements for reporting on odds for betting • Added requirement for reporting event information incl. list with country codes and sports • Added requirements for reporting odds on bets as well as specific requirements for reporting partially closed bets and Spreadbetting • Clarifying the handling of reporting for the betting exchange/BetExchange • Exception where SpillerInformationIdentifikation does not have to be reported for land-based betting has been removed after the introduction of the requirement for Player ID • Adding requirements for reporting RNG used for Virtual Fixed Odds • Adding a requirement that a casino session cannot be interrupted in the middle of a move, as well as a description of how "a move" is defined • Clarification of different poker types and how they are reported • Adding requirements to win lists in poker tournaments and manager games. • Clarification of downscaling of pool games • Adding new requirements for providing test data for Jackpots • Clarifying the handling of changes to reported data • Various clarifications and addition of various relevant guidance texts

It is important to emphasise that only the Danish version is legally binding, and that the English version holds the status of guidance only.

Legal basis

The legal basis for the requirements in this document is the executive orders for online casino, land-based bet- ting and online betting.

According to section 33 in the executive order on online casino, section 29 in the executive order on land-based betting and section 28 in the executive order on online betting, license holders must comply with the technical requirements, which appear from annex 1 to the executive orders. The requirements in this document are an implementation of section D "Krav til spildata (Standard Records)" in annex 1.

The executive orders including annex 1 are available on spillemyndigheden.dk.

Noncompliance with the requirements is punishable.

Other game types
If the licence holder wants to offer games not covered by this document, there is a procedure to get such games approved. See Technical requirements 9.1.3.

In this case, the Danish Gambling Authority will make the requirements for reporting and send those directly to the licence holder. These requirements have the same legal status as requirements in this document and will be added to later editions of this document.

Reporting frequency and number of data structures

For all standard records all blocs must be used exactly once unless "MinOcc" or "MaxOcc" indicate a different minimum or maximum. Likewise all fields in the bloc must be used exactly once, unless "Min" or "Max" indicate a different minimum or maximum. Finally "Choice" means that exactly one of the elements must be used exactly once and all other elements shall not be used.

The following standard records are related to the game purchase and should be considered as transaction structures. These standard records must be saved, so that no transaction/session is more than 5 minutes old, when it is placed on SAFE (If one generates 1 file every 5 minutes, the demand is automatically met):

- FastOddsTransaktionStruktur
- HestDKTransaktionStruktur/HesteagtigTransaktionStruktur
- KasinospilPrSessionStruktur
- PokerCashGamePrSessionStruktur
- PokerTurneringTransaktionStruktur
- PuljespilTransaktionStruktur
- ManagerspilTransaktionStruktur

Please notice that session-based transactions (casino games and poker cash) must be reported when the session has finished. The session must therefore not be suspended and reported every 5th minute. Please see the definition of a "session" in the sections on casino games and poker cash.

Also notice that game sessions must be connected to individuals (or single player coupons in case of land based gaming without ID. That means that if some form of community game is used, it must be reported as separate game sessions for each individual player.

It is important that when there is a reported or implied row price, it also applies to community games, that each player plays every combination a whole number of times.

Start-, End Of Game- and closing structures

The following standard records are related to the start or closing of a game, which timewise can stretch over a shorter or longer period. These standard records should be reported immediately after the step, which the rele- vant standard record is related to, has happened:

- FastOddsSlutStruktur: One "FastOddsSlutStruktur" must be reported per bet. The structure must be reported when the bet has been settled no matter if the player has won or lost the bet. When making a bet-resettlement there will be more than one "FastOddsSlutStruktur "per bet. See separate section on bet-resettlement.
- PokerTurneringStartStruktur: One "PokerTurneringStartStruktur" must be reported per poker tournament. The structure must, as a rule, be reported when the tournament has opened for registration. The Danish Gam- bling Authority allows, that the structure is not reported until it is stated whether there is a Danish player par- ticipating in the tournament.
- PokerTurneringSlutStruktur: One "PokerTurneringSlutStruktur" must be reported per poker tournament. The structure must be reported when the poker tournament has ended, and the winners have been found.
- PuljespilStartStruktur: One "PuljespilStartStruktur" must be reported per pool game. The structure must be re- ported when the pool game is opened for stakes.
- PuljespilEndOfGameStruktur: One "PuljespilEndOfGameStruktur" must be reported per pool game. The structure must be reported, when the pool game is closed for taking stakes.
- PuljespilSlutStruktur: One "PuljespilSlutStruktur" must be reported per pool game. The structure must be re- ported when the pool game has ended, and the winners have been found.
- ManagerspilStartStruktur: One "ManagerspilStartStruktur" must be reported per fantasy game. The structure must be reported, when the fantasy game is opened for stakes.
- ManagerspilSlutStruktur: One "ManagerspilSlutStruktur" must be reported per fantasy game. The structure must be reported when the fantasy game has ended, and the winners have been found.
- JackpotUdloesningStruktur: One "JackpotUdloesningStruktur" must be reported per jackpot. The structure must be reported when a jackpot has been won.
- HestDKEventStartStruktur/HesteagtigEventStartStruktur: One "HestDKEventStartStruktur"/"HesteagtigEventStartStruktur" must be reported per event. The structure must be reported at midnight (UTC) the day after the event has ended at the latest. An event is a predefined group of races held at a specific course on a specific day.
- HestDKStartStruktur/HesteagtigStartStruktur: One "HestDKStartStruktur"/"HesteagtigStartStruktur" must pe reported per game. The structure must be reported when a HestDK/Hesteagtig game is opened. Due to an issue with reserve horses reporting can be postponed until midnight (UTC) the day after the event has ended at the latest.
- HestDKSlutStruktur/HesteagtigSlutStruktur: One "HestDKSlutStruktur"/"HesteagtigSlutStruktur" must pe repor- ted per game. The structure must be reported when a HestDK/Hesteagtig game has ended. The structure must be reported at midnight (UTC) the day after the event has ended at the latest.
- HestDKEventSlutStruktur/HesteagtigEventSlutStruktur: One "HestDKEventSlutStruktur"/"HesteagtigEventSlutStruktur" must be reported per event. The structure must be reported when a HestDK/Hesteagtig event has ended end all winners have been found. The structure must be reported at midnight (UTC) the day after the event has ended at the latest.
- DKHestEventTotalstruktur/HesteagtigEventTotalstruktur: As an alternative to all "Start-" and "SlutStruktur"s as well as "EventStart-" and "EventSlutStruktur" regarding HestDK/Hesteagtig, everything can be reported in one structure – all data elements are the same.

If errors occur when reporting one of the data structures mentioned above, it can be necessary to report at re-placement file for the incorrect data structure. In that situation it will be necessary to deviate from the requirement,

that only one data structure must be reported. See separate section on reporting of replacement data.

End Of Day

The End Of Day structure contains a summary of transactions from one day for betting including bet exchange, casino games, bingo games and poker cash. The structure is used for saving a status once every day.

A day is defined in UTC-time and runs from 00:00 to 00:00. The following standard record must be saved on the license holders SAFE no later than 04.00 with data covering the previous day:

- EndOfDayRapportStruktur. One End Of Day report must be reported per game category per day per cur- rency. If the license holder uses game suppliers it is, allowed to report one End Of Day re- port per game category per day per currency per game supplier.

For further information on reporting of End Of Day report please see section below.

Data validation

The licence holder must make sure that reported data is compliant with the requirements, which are described in this document. This can be done by validating data before this is reported to the licence holders SAFE.

The purpose with this action is to prevent basic data errors, which in the end will entail work for the licence holder in form of error correction and new reporting of affected data.

The Danish Gambling Authority has put a data validation tool at the disposal of the licence holders. The tool can be found on Spillemyndigheden.dk. It is optional whether the licence holder will make sure data is reporting correctly, by implementing the data validation tool offered by The Danish Gambling Authority or by implement- ing an equivalent solution.

Reporting of test data when applying and in other situations

The Danish Gambling Authority requires the delivery of test data in the application process, as well as in other situations where the licence holder expands its range of games. It appears from Appendix 1 in which situations the Danish Gambling Authority must receive test data. The specific requirements for test data also appear in the appendix, e.g. requirements for structure and volume of test data.

Fixed odds betting including bet exchange and spread betting

Reporting of data from betting is done by using two different standard records: One for reporting of transactions (purchase of bet and cancellations) and one for reporting of winnings. Reporting of betting applies to both online and land-based offering.

The requirements in this section apply for fixed odds betting (SpilKategoriNavn: Fastoddsspil and FastoddsspilDanskHest), betting og electronically simulated sporting events (SpilKategoriNavn: VirtuelFastOdds) and bet exchange (SpilKategoriNavn: FastoddsspilBetexchange and FastoddsspilBeXDkHest).

Fixed odds betting can be done in various ways. For instance, it is possible to bet on a single match or on the outcome of more matches. It is also possible to do permutations e.g. 2 out of 3 (doubles).
Fixed odds betting must be reported as separate transactions, even with permutations. This means, for example, that the permutations of 2 out of 3 (doubles), must be treated as 3 separate bets and thus be reported as 3 transactions.

For fixed odds betting including bet exchange on horse races taking place on racetracks in Denmark the attribute

SpilKategoriNavn must always contain the value FastoddsspilDanskHest or FastoddsspilBeXDkHest respectively. This also applies to combination bets, where the bet on a horserace taking place in Denmark is combined with a bet on something else for instance a football match. For fixed odds betting on horse racing taking place on racetracks outside Denmark, the value of the attribute SpilKategoriNavn must always be Fastoddsspil (if they are not combined with a bet on a horse race on a racetrack in Denmark).

Examples of reporting:
Example 1: Liverpool vs. Manchester United, where the odds for a Manchester United win is 1.40. A player places a bet of 100 DKK on a Liverpool win, which also turns out to be the result. The player gets a win of 100 DKK x 1.40 = 140 DKK. In the attribute SpilKategoriNavn in both "FastOddsTransaktionStruktur" and "FastOddsSlutStruktur" must be reported Fastoddsspil. In the attribute "SpilIndskud" in "FastOddsTransaktionStruktur" should be reported 100 DKK and in the attribute "SpilGevinst" in "FastOddsSlutStruktur" should be reported 140 DKK.

Example 2: A player buys a combination consisting of the result of two events. The first event is a horse race taking place on a race track in Denmark, the second event is a football match. The player makes a stake of 50 DKK and the player loses the bet. In the attribute SpilKategoriNavn in both "FastOddsTransaktionStruktur" and "FastOddsSlutStruktur" must be reported "FastoddsspilDanskHest". In the attribute, "SpilIndskud" in "FastOddsTransaktionStruktur" must be reported 50 and in the attribute "SpilGevinst" in "FastOddsSlutStruktur" 0 must be reported.

Keys, which connect structures for fixed odds games:

1. "SpilTransaktionIdentifikation" connects a players stake with a cancellation, which both are reported in a "FastOddsTransaktionStruktur".
2. "SpilTransaktionIdentifikation" connects a players stake with a prize. Stakes are reported in a "FastOddsTransaktionStruktur" and prizes are reported in a "FastOddsSlutStruktur."

Process for reporting of fixed odds betting:

Besides using the standard records mentioned above for reporting betting the licence holder must also report summarized data on a daily basis. Please see the section on End Of Day reporting for details.

Event information

The list "Begivenhedsinformation" must be used for FastOddsspil and similar games (everything except VirtuelFastOdds among games using this structure).
For all these games, "Produkt" is not used (but this is used for VirtuelFastOdds), but the odds for the whole combination is reported in "Odds".

Information of each part of the bet (for instance on the 3 parts in a 9riple) are reported in a new list. Here "Begivenhedsodds" is reported as the odds for this part of the (for instance) 9riple. This odds must be understood as the odds if this part of the bet was alone in a single. The total odds in "Odds" is the same, if it is a single. For other cases, for instance a triple, the odds will usually be the product of the individual "Begivenhedsodds" but it must be rounded, if rounding is used towards the gambler.

Furthermore the odds can be altered for other reasons – for instance the total odds can be higher than the product if a reward for combining many parts in one bet is given, or if some of the parts are not independent but rather negatively correlated (for instance OB receive a red card and win the game). Reversely, the odds can be less than the product, if parts are positively correlated (for instance OB receive a red card and OB lose the game.

For VirtuelFastOdds no list of parts is used – it is all reported in "Produkt" – whether something looks like a combination or not.

Uniquely for partial closure of bets

If the bet is partially closed, this must be reported in "SlutStruktur" - with the fraction of the original bet being closed. This goes for the last part too, regardless of whether it is a win or not.

Example: A gambler bets DKK 20 at odds 5 on a football match. In the interval odds 2 is offered for bet closure, perhaps described by the bet being closed with a win of DKK 40. The gambler decides to close 60% for DKK 24. Now, it is reported: SpilGevinst: DKK 24 and Lukandel: 0,6

When the match is over, Lukandel:0,4 and SpilGevinst: DKK 40 or SpilGevinst: DKK 0 is reported, depending upon whether the gambler wins or not.

If the bet is not closed ahead of time, or if it is completely closed ahead of time (in a single closure), "lukandele" is not used.

Uniquely for BetExchange

For bet exchange (including FasstoddsspilBeXDkHest) both sides of the bet shall be reported. This means the amount the gambler offering the bet is liable for – and likewise said gambler's winnings must be reported – as for other bets including the part containing the return of the stake – meaning including the liability not lost.

Gambler A offer odds 1.90 for an Odense Boldklub win for up to DKK 100 as stake. Gambler B accepts the bet for a stake of DKK 10. Transactions are reported for Gambler A with a stake of DKK 9 (the liability on top of the return of the stake to player B) and for Gambler B with DKK 10 (do note that the offering of stakes for DKK 100 (liability DKK 90) is not reported). OB wins. Winnings are reported as DKK 0 for Gambler A and DKK 19 for Gambler B.

Gambler C offer odds 1.90 for a Manchester United win up to DKK 100 as stake. Gambler D accepts the bet for a stake of DKK 40. Transactions are reported for Gambler C with a stake of DKK 36 (the liability on top of the return of the stake to player D) and for Gambler D with DKK 40. United does not win. Gambler C pays DKK 2 as commission to the licence holder. Winnings are reported as DKK 0 for Gambler D and DKK 38 for Gambler C and Commission of DKK 2.

Uniquely for spread betting

Spread betting is reported with SpilKategoriNavn:SpreadBetting.

The maximum amount the gambler risks losing, is reported as "SpilIndskud" in "FastOddsTransaktionStruktur". The winning reported in "FastOddsSlutStruktur" shall include the part of the stake, that the gambler doesn't lose. Thus stake minus winning equals the net loss of the gambler.

Furthermore, in the field "Odds" in "FastOddsTransaktionStruktur", the part of the spread relevant for the gambler is reported, eg. The lower limit is the bet is "under" and the higher limit if the bet is "over".

Example: The Spread is 1.8-2.0 and the gambler plays "over" with DKK 10 per goal. So the gambler can lose no more than 20 DKK, if the game i sgoalless, so DKK 20 is reported as "SpilIndskud", and "Odds" as 2. Do note that for spread betting, "Odds" has nothing to do with a factor.

"SpilGevinst" is reported as follows, depending on the number of goals:

If 0 goals: Winnings DKK 0
If 1 goals: Winnings DKK 10
If 2 goals: Winnings DKK 20
If 3 goals: Winnings DKK 30
If 4 goals: Winnings DKK 40 and so on

FastOddsTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
FilInformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a licence holder. There may only be one SAFE per TamperToken username, however, it is possible to have several TamperToken usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting** Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer

		KasinospilMultiPlayer Bingospil Only the highlighted values are relevant for this game category. VirtuelFastOdds is used for bets on electronically simulated sports events.
TransaktionListe		
Transaktion, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR).
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's bet. The licence holder chooses this ID. The ID could for instance be generated as UUID. This element connects "FastOddsTransaktionStruktur"with "FastoddsSlutStruktur" for the bet concerned. Furthermore, the element connects bets with a cancellation for "FastOdds". Both the original bet and cancellation are reported in a transaction structure. The same "SpilTransaktionIdentifikation" can only be used again in a transaction structure, if it is the reporting of a cancellation of an earlier purchase.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player bought the bet (with time zone).
SpilForventetSlutDatoTid	Domain: DatoTid Data type: datetime	Expected date and time of settlement of the bet (with time zone).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> **Forhandler** **Selvbetjening** **Internet** **Mobil** **Andet** "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through

		a browser or downloadable client on a pc/laptop etc. “Mobil” is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. ”Andet” is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. This can also be if the gamble is renewed automatically. Before “Andet” is taken into use the license holder should contact the Danish Gambling Authority.
SpilIndskud	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount paid by the player in order to place the bet. This also covers the value of a bonus or free bet. By betexchange both players’ stakes must be sent as separate transactions and not be added into one single transaction. Only matched bets should be reported.’ By Spreadbetting the maximum stake, that the player risk to lose, must be reported as SpilIndskud.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The Domain name of the website, where the game has been played. If the game is played on an App, the name of the APP must be reported This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0 (if not a cancellation or correction of this block can be omitted)		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation ”0” i reported.

SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (with time zone).
Produkt, MinOcc=0 ((only to be used for VirtuelFastOdds)		
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The Licence holder's name for the gambling product, for instance "Football" or "Water polo". It is up to the Licence holder to use a logical nomenclature, perhaps using a known code. The nomenclature shall be traceable in the gambling system of the licence holder.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn must be further divided. The element must be unique for each event. For instance SpilProduktNavn = "HorseRacing", and SpilProduktIdentifikation = "HorseRacingHundested2202271816" (for racing in Hundested, "taking place" 27 February 2022 18:16). The nomenclature shall be traceable in the gambling system of the licence holder.
OddsAngivelse, MinOcc=0		
Odds	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Odds on the bet. If the licence holder use a value below 1, an explanation must be delivered to the DGA. Odds is reported as decimal odds, that is the number of times the gambler gets the stake back incl. The stake itself. If the gambler bets DKK 100 and gets DKK 500 if they win incl. the DKK 100 that was the stake, odds is reported as 5 ("4 for 1" in British terminology, and reversely "1 for 4" shall be reported as odds 1.25). For combinations the actual odds of the combination must be reported. Specifically for spread betting: The part of the spread which is relevant for the bet, that is the lower limit if the bet is "under", and the higher limit of the spread if the bet is "over". If the odds is unknown at the time of placement (e.g. due to the use of "starting price"), this element is omitted.
Begivenhedsinformation MinOcc=0 MaxOcc=Unlimited (Is used 0 times for VirtueltFastodds. For all other types of bets it is used 1 time for each outcome in a combination– and therefore 1 time for a "single")		
Begivenhedsnavn	Domain: TekstKort Data type: character Data length: 100	A telling name for the event – for instance a football match or tournament.

Landekode	Domain: Landekode Data type: character Data length: 3	Code for the ”country” to which the event belongs. For matches in a tournament, the “country” of the tournament is used – such that (European) Champions League is EUR regardless where the match takes place. For Golf on the European Tour, EUR is used and so on. Tennis will typically be global, unless for instance the bet is on a domestic club competition in a specific country. Allowed values: See appendix 2. These are IOC country codes, supplemented by codes for the “football nations” of the United Kingdom, ISO-codes continents, and the world.
Sportsgrenskode	Domain: Sportsgrenskode Data type: character Data length: 25	Code for ”sport” the event belongs to. Allowed values: See appendix 3. Do note that for sports outside those mentioned, the code ”AndetSport” must be used, while for events that are not sport and not covered by other categories the code ”Andet” must be used.
ForventetStarttidspunkt	Domain: DatoTid Data type: datetime	Date and time for the expected start (with time zone)
BegivenhedsIdentifikation	Domain: Tekst45 Data type: character Data length: 45	ID for the event. If odds are provided by a supplier, it is recommended to use the suppliers ID for the event. If two suppliers supply odds for the same event it is allowed to use different ID’s.
Udfaldsnavn	Domain: TekstKort Data type: character Data length: 100	A telling name for the outcome – for instance ”3-1” or “red card for Ipswich Town”. Information on the event shall not be repeated.
Udfaldsidentifikation	Domain: Tekst45 Data type: character Data length: 45	ID for the outcome. If the odds are delivered by a supplier, it is recommended to use the ID from the supplier. If several suppliers delivers odds for the same event it is allowed to use several distinct ID’s.
Begivenhedsodds MinOcc=0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive:-9999999999 totalDigits: 20 fractionDigits: 10	Odds for this part of the total bet – as if it was played as a single – see “Odds” for the convention used for odds values. If the odds is unknown at the time of placement (e.g. due to the use of “starting price”), this element is omitted.

List of country codes (Landekode)
For use in the "Landekode" field, the country codes can be found in appendix 2.

List of sport codes (Sportsgrenskode)
For use in the "Sportsgrenskode" field, the sports codes can be found in appendix 3.

FastOddsSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: **v2**
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file, which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Fastoddsspil** **FastoddsspilBetexchange** **FastoddsspilDanskHest** **FastoddsspilBeXDkHest** **VirtuelFastOdds** **SpreadBetting** Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Only the highlighted values are relevant for this game category.

		VirtuelFastOdds is used for bets on electronically simulated sports events.
TransaktionListe		
Transaktion, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	
SpilGevinst	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount the player has won on the bet (including the player's stake). If the player has lost the bet and thus has lost the stake, this amount will be zero. If a match has taken place, and the result of the bet is, that the gambler win back their stake (for instance Asian Handicap), a win with the identical amount to the stake must be reported. For Spread betting SpilGevinst shall include the part of the stake, that the player does not lose. (The stake being defined as in SpilIndskud) If the player has lost the bet, and thereby the stake, then this amount will be zero.
SpilKommission	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The licence holder's commission after any possible discount agreement in connection with providing access to betting. This information is for instance used for bet exchange. This attribute must only include commission and is not stakes minus winnings. It must only be reported, if a specific commission from the

		stakes or the winnings is being claimed. The Danish Gambling Authority does not expect this value to be negative – therefore kindly contact the DGA before submitting negative values.
SpilFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time of settlement of the bet (with time zone).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
TilfældighedGenerator MinOcc=0 MaxOcc=Unbounded (Only used for VirtuelFastOdds).		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG.
Lukandele MinOcc=0 (Only to be used for partially settled bets – but also for the last part of these)		
Lukandel	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The fraction of the total bet which is settled with this winning given as a decimal between 0 and 1. All digits available must be used, unless a smaller number is equally accurate.

Casino games including online bingo

Reporting of casino games is done by using one standard record. Both stakes and winnings are reported in the same standard record.

Casino games are games in which the customer plays against a licence holder. For a customer a casino game consists of a session during which the customer performs a number of moves. A move could be a spin on a slot machine or a hand played in black jack. Each move requires a stake and offers the chance of a win. The stakes from a session in a casino game should be calculated as the sum of all stakes during the session.

The game category KasinospilSingleplayer covers games, where the player plays against the casino for instance slot machines, roulette and blackjack. The game category KasinospilMultiplayer covers games, where players play against each other for instance yatzy and backgammon.

Casino games are reported as sessions. A session starts the moment a player makes the first stake on a slot machine until the player closes the slot machine, or from a player makes the first stake at a blackjack table until the player leaves the table. However, the general rule is that a session cannot be stopped in the middle of a move. A move equals the cost of one stake. That is if, for example, you win access to a feature game, but where the game account is not written down further, this is a part of the same move. Thus, the session cannot be stopped until the next time the player makes a choice that writes down the credit. This also applies if the reason for the interruption is that the player changes the sales channel in the middle of a move. In this case, one of the sales channels used in

the session can be reported.

A session is closely connected with the attribute SpilProduktNavn, which the licence holder must report in each session. The SpilProduktNavn is helping clarify, which game the player has played during the session. The use of SpilProduktNavn requires that a new session is reported each time the player changes game.

Licensee has the option, but not the obligation, to end the current session after the last move before midnight (UTC time). In this case, this must be done so that End of Day reporting matches the sessions that end on that day. This must be seen in relation to the fact that the licence holder must not base the calculation of End of Day reporting on the files submitted to the Danish Gambling Authority.

Online bingo is a game in which a player pays for one or more bingo card in order to participate in a specific bingo game. The prizes are won by having all the numbers in a line or all the numbers on a full card. Bingo games are reported individually for each player's participation in a bingo game. This means that each reporting of a bingo transaction consists of one player's participation in one bingo game. Furthermore must two bingo games with

the same name but played at two different times be treated like two different games. In each transaction SpilProduktNavn clarifies, which game the player has played. This requires that the license holder report a new transaction, each time the player is playing a new bingo game.

Examples of reporting:
Example 1: A player inserts 20 DKK in a slot machine and makes three spins. Each spin is 1 DKK and the player wins 1 DKK in first spin and 1 DKK in third spin. In the field KasinospilIndskudSpil should be reported 3 DKK and in KasinospilGevinstSpil should be reported 2 DKK for the session. In the field KasinospilAntal- Træk should be reported 3, since the player made 3 spins.

Example 2: A player inserts 10 DKK in a slot machine where 0.5 DKK of these goes to a progressive jackpot pool. The player makes 1 spin and wins 100 DKK. In the field KasinospilIndskudSpil should be reported 9.5 DKK and in the field KasinospilIndskudJackpot should be reported 0.5 DKK. In Kasinospil- GevinstSpil should be reported 100 DKK. This field should not contain any jackpot prizes, since jackpot prizes are reported in a separate standard record.

Example 3: 2 players (1 from DK + 1 from another country) plays backgammon against each other. They each place a stake of 100 EUR from which the licence holder takes explicitly 5 EUR in commission from each. Remember only to report the Danish players. The Danish player wins. In the field KasinospilIndskudSpil should be reported 95 EUR and in the field KasinospilKommission should be reported 5 EUR. In KasinospilGevinstSpil should be reported 190 EUR.

Example 4: A player pays 10 DKK for a bingo card, so the player can participate in a bingo game. 1 DKK goes to a jackpot pool. The player wins a prize of 300 DKK. In the attribute KasinospilIndskudSpil must be reported 9 and in the attribute KasinospilIndskudJackpot must be reported 1. In the attribute Kasino- spilGevinstSpil must be reported 300, this attribute must not contain any jackpot prizes, because jackpot prizes are reported in a separate standard record. In the attribute KasinospilAntalTræk must be reported 1, because the player has played one bingo game.

Key, which connects standard records for casino games:

1. "SpilTransaktionIdentifikation" connects a players stake with a cancellation, which are both reported in a "KasinospilPrSessionStruktur".

Process for reporting casino games:

Besides using the standard record mentioned above for reporting casino games the licence holder must also re- port summarized data on a daily basis. Please see the section on End Of Day reporting for details.

KasinospilPrSessionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.

SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **KasinospilSinglePlayer** **KasinospilMultiPlayer** **Bingospil** Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest PokerTurnering PokerCashGame Only the highlighted values are relevant for this game category. KasinoSinglePlayer and KaisnoMultiPlayer are used for casino games. Bingospil must always be used for reporting bingo games, no matter what type of bingo game is being played.
KasinospilAggregeretPrSession		
KasinospilSession, MinOcc = 1, MaxOcc = Unbounded		
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be the name of the slot machine, that the player is seeing. SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. Regarding bingo games: When reporting bingo games SpilProduktNavn must be unique for each game. This also applies for the same type of bingo games is played at two different times – it must be possible to identify these individually. Like other casino games this name must be understandable and it must be possible to find in the licence holder's gaming system. If, for example, there are six players in the bingo game, then SpilProduktnavn will have to be repeated in the six "KasinospilPrSessionStruktur" that are part of the exact bingo game

SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the game is played on an open network, i.e. players from several providers take part in the same game. “1” must be reported, if the game is on an open network and “0” must be reported for closed network.
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID’s either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player’s casino game session. The licence holder chooses this ID. The ID could for instance be generated as UUID. The element connects a casino transaction with a cancellation of a casino transaction. Both the original transaction and cancellations are reported in a transaction structure. The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player started the casino game session (with time zone).
SpilFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time when the casino game session has ended (with time zone).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> Forhandler Selvbetjening **Internet** **Mobil** **Andet** Only the highlighted values can be used for casino games. “Forhandler” is used for landbased games e.g. bets placed at a shop. “Selvbetjening” is used for bets purchased at a self-service terminal placed in a shop. “Internet” is used for games played through a browser or downloadable client on a pc/ laptop etc. “Mobil” is used for games played on a mobile phone/smart phone/tablet re- gardless of whether it is browser based or through an application.

		”Andet” is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. This can also be if the gamble is renewed automatically. Before “Andet” is taken into use the license holder should contact the Danish Gambling Authority.
KasinospilKategori	Domain: KasinoSpilKategori Data type: character Data length: 20	Reporting of subcategory of what casino game is being played in the session. Permitted values from Data Domain: **roulette** **baccarat** **puntobanco** **blackjack** **poker** **spilleautomat** **bingo** **kombinationsspil** **andet** "Poker" are single player versions, e.g. the versions UTH, 3 card poker and video poker. Combination games are, for example, games like Hearts and Yatzy. The Danish Gambling Authority must be notified if you want to use the category "other".
KasinospilIndskudSpil	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Share of the player’s stakes in a session allocated to the game itself, excluding stakes allocated to jackpot or any charged commission. This must also cover stakes coming from a bonus or free spins. For reporting of bingo this is the amount a player pays to participate in one specific bingo game excluding stakes allocated to jackpot or commission.
KasinospilGevinstSpil	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	A player’s total winnings in a casino session (including stakes) or the winnings in a single game of bingo (including stakes). This also includes the value of free bets won, as well as other non-monetary winnings. Jackpot wins should not be reported in this attribute. Jackpot winnings are reported in a separate standard record. For details on jackpot reporting please see section about jackpots.

KasinospilAntalTræk	Domain: TalHel Data type: number Data length: 18	Number of moves in the player's casino game session. For instance will this be the number of spins played on a slot machine or the number of hands played in black jack. A move equals the cost of one bet. That is if, for example, you win access to a feature game, but where the game account is not written down further, this counts in the same move. For bingo reporting this number will always be "1", because the license holder must send a new record every time the player plays a new bingo game.
KasinospilKommission	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount which the licence holder has claimed as commission for the moves in the session. This attribute must only include commission and is not stakes minus prizes paid out. It must only be reported if a specific commission from the stakes is being claimed. Commission could be e.g. in peer-to-peer games, where two players are playing against each other, and the licence holder claims a commission for the game. If a negative value is reported, the Danish Gambling Authority must be notified.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Shall not be used
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The Domain name of the website, where the game has been played. If the game is played on an App, the name of the APP must be reported.
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body. For reporting of live casino games where no RNG is used for generating results, please use the value "LIVE"

TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG to game results. For reporting of live casino games where no RNG is used for generating results, please use the value “LIVE”
SpilAnnullering, MinOcc = 0 (if not a cancellation or correction this block can be omitted)		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation ”0” is reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (with time zone).
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the re- port, which is done, when the jackpot has been won. It is therefore important, that the same “JackpotIdentifikation” is used in the “KasinospilPrSessionStruktur”s and the “JackpotUdløsningStruktur”, which is reported, when the jackpot has been won. When a jackpot is won, the new jackpot must have a new unique “JackpotIdentifikation”.
KasinospilIndskudJackpot	Domain: BeløbPositivNega- tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the player’s stake in the casino game session that is allocated to a jackpot.

Poker

Poker is divided into single player, cash games and tournaments. Poker single player is poker where the player plays against the casino (the house). This includes both live games and video poker. Poker single player is reported as a casino game, which is described in the section ***Casino games including online bingo***. In cash games, the player places an amount of money at a table and can usually leave the game after each hand. Cash Games are reported as described in the section: ***Poker cash games***. In tournaments, a stake is paid and a total pool is played for, which is shared between the winners. Poker tournaments are reported as described in the section ***Poker tournaments***. Please note that this section contains special rules for reporting the tournament format “spin poker”.

Poker cash games

Reporting of poker cash games is done by using one standard record. Both stakes and winnings are reported in the same standard record.

Poker cash games should be reported in sessions. A session is started when a player joins a table until the player leaves the table. There is one session per player per table.

The stakes from a poker cash session is calculated as the sum of all stakes made during the session.

Example:
A player starts a session with 20 DKK at a poker table and plays three hands. The stake of the first hand ends at 1 DKK and the stake of the second hand ends at 2 DKK. The player wins 2 DKK on the first hand and wins 3 DKK on the second hand. In the element PokerSessionIndskudSpil must be reported 3 DKK (1 DKK + 2 DKK) and in PokerSessionGevinstSpil must be reported 5 DKK (2 DKK + 3 DKK) for the session and in PokerSessionAntalHænder must be reported 2, since the player played two hands.

Key, which connect standard records for poker cash games:

1. "SpilTransaktionIdentifikation" connects a players stake with a cancellation, which are both reported in a "PokerCashGamePrSessionStruktur".

Process for reporting poker cash games:

Besides using the standard records mentioned above for reporting poker cash games the licence holder must also report summarized data on a daily basis. Please see the section on End Of Day reporting for details.

PokerCashGamePrSessionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2

SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for col- lecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **PokerCashGame** KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest PokerTurnering Only the highlighted value is relevant for this game category.
PokerCashGameAggregeretPrSession		
CashGameSession, MinOcc = 1, MaxOcc = Unbounded		

SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should beunderstandable.
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the game is played on an open network, i.e. players from several providers take part in the same game. "1" must be reported, if the game is on an open network and "0" must be reported for closed network.
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's poker cash game session. The licence holder chooses this ID. The ID could for instance be generated as UUID. The element connects a poker cash transaction with a cancellation for poker cash. Both the original transaction and cancellations are reported in a transaction structure. The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player started the poker cash game session (with time zone).
SpilFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time when the poker cash game session has ended (with time zone).
SpilSalgskanal	Domain: Salgskanal	Through what sales channel the game was provided.

	Data type: character Data length: 45	Permitted values from Data Domain: Forhandler Selvbetjening **Internet** **Mobil** **Andet** Only the highlighted values can be used for poker cash games. “Forhandler” is used for landbased games e.g. bets placed at a shop. “Selvbetjening” is used for bets pur- chased at a self-service terminal placed in a shop. “Internet” is used for games played through a browser or downloadable client on a pc/ laptop etc. “Mobil” is used for games played on a mobile phone/smart phone/tablet re- gardless of whether it is browser based or through an application. ”Andet” is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. This can also be if the gamble is renewed automatically. Before “Andet” is taken into use the li- cense holder should contact the Danish Gambling Authority.
PokerSessionIndskudSpil	Domain: BeløbPositivNega- tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The player’s total buyin for the session allocated to the game, excluding stakes allocated to jackpot. This must be reported excluding rake. This must also cover stakes coming from a bonus.
PokerSessionRake	Domain: BeløbPositivNega- tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total rake for the player in the session excluding allocations for a jackpot. Please see below for contributions to jackpot.
PokerSessionGevinstSpil	Domain: BeløbPositivNega- tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	A player’s total winnings in a session including stakes. Jackpot wins should not be reported in this attribute. Jackpot winnings are reported in a separate standard record. For details on jackpot reporting please see section about jackpots.

PokerSessionAntalHænder	Domain: TalHel Data type: number Data length: 18.	Total number of hands played by the player in the session. This is the number of times the player has been dealt cards in the session.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Shall not be used
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The Domain name of the website, where the game has been played. If the game is played on an App, the name of the APP must be reported
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG.
SpilAnnullering, MinOcc = 0 (if not a cancellation or correction this block can be omitted)		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the trans-action is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation ”0” is reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (with time zone).
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the report, which is done, when the jackpot has been won. It is therefore important, that the same “JackpotIdentifikation” is used in the “KasinospilPrSessionStruktur” and the “JackpotUdløsningStruktur”,

		which is reported, when the jackpot has been won.
PokerSessionIndskudJackpot	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive:-9999999999 totalDigits: 20 fractionDigits: 10	Part of the rake in the poker cash game session that is allocated to a jackpot.

Poker tournaments

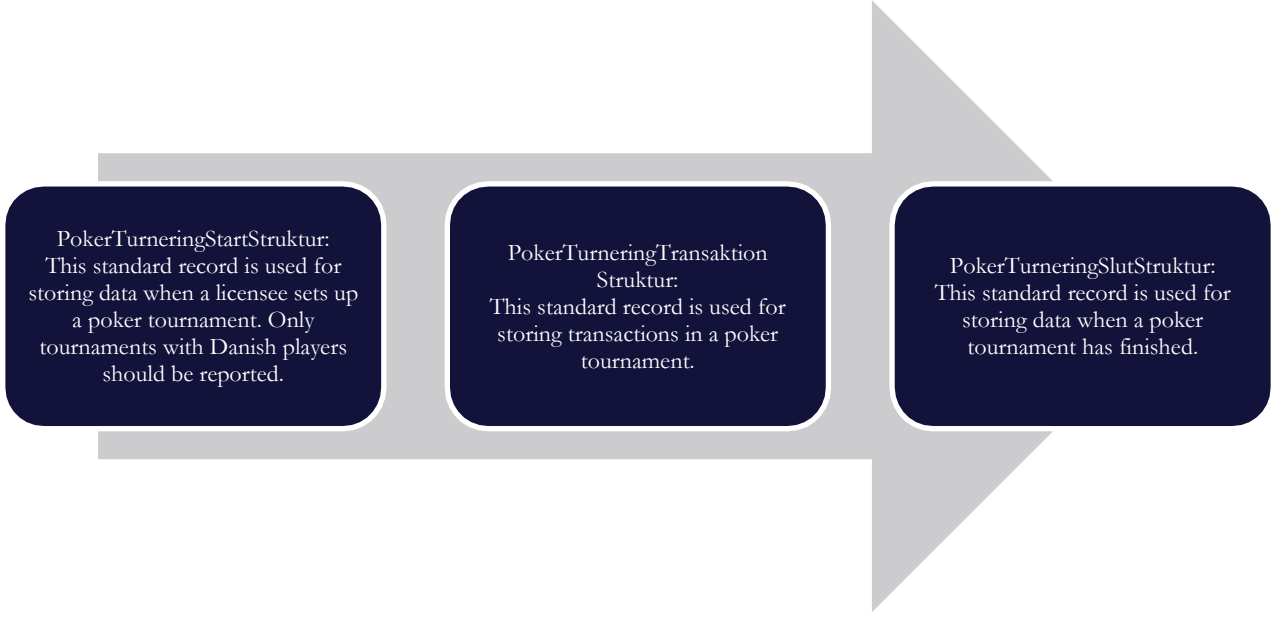
Reporting of poker tournaments is done by using 3 different standard records: One record is used at the start of a poker tournament (PokerTurneringStartStruktur), one record is used for porting transactions such as buy in and cancellations (PokerTurneringTransaktionStruktur) and one is used to summarize data from each poker tournament, when the poker tournament has finished (PokerTurneringSlutStruktur).

The Danish Gambling Authority should only receive information on poker tournaments, in which one or more players of the licence holder participate. This can in practice be handled by reporting the "PokerTurneringStartStruktur" at the moment, where it is no longer possible for players to unregister from participation in the poker tournament, and at least one player of the licence holder is registered for participation in the tournament.

Keys, which connect the standard records for reporting a poker tournament:

1. "SpilProduktIdentifikation" connects the "StartStruktur", "TransaktionStruktur" and "SlutStruktur" for a poker tournament.
2. "SpilTransaktionIdentifikation" connects a players stake with a cancellation which both are reported in a "PokerTurneringTransaktionStruktur".

Process for reporting a poker tournament:



Spin poker

For so called *spin poker*, a kind of poker tournament where the size of the prizes are drawn from a known probability distribution, the following applies:

"PokerKøbFee" shall be the fee corresponding to what the licence holder keeps ion average given the theoretical Return To Player. "PokerKøbBeløb" remains what the gambler actually pays, with the fee subtracted.

The adjustment made from the sum of these "PokerKøbBeløb" to what the actual pool played for is, is reported as "PokerTilføjetPrizepool". This is done for the whole addition to the pool, regardless that not all gamblers necessarily are customer of the licence holder, and thus not all stakes necessarily reported.

Example:
5 gamblers each pays 10 DKK to participate. The theoretical Return To Player is 94%. It is most likely that they play for DKK 30. Once in a while they play for DKK 1000.

It is reported (in transactions) for each of the 5 gamblers (for those of them who are customers at the licence holder): PokerKøbFee= 0,6 kr and PokerKøbBeløb=9,4 kr.

When they play for DKK 30, the following is furthermore reported in "SlutStruktur":

PokerTilføjetPrizepool=-17 kr. and PokerGevinstTotal=30 kr.

When they play for DKK 1000, the following is furthermore reported in "SlutStruktur":

PokerTilføjetPrizepool=953 kr. and PokerGevinstTotal=1000 kr.

PokerTurneringStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.

SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used, when the li- cence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **PokerTurnering** PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be understandable.

SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for poker tournaments must be divided further. This specification is called "SpilProduktIdentifikation". This attribute connects the start structure, the transactions and the closing structure for each poker tournament. This attribute must therefore be unique for each poker tournament. The "SpilProduktIdentifikation" can for in- stance be a combination of the SpilProduktNavn, a date and a further definition describing the poker tournament. It is the licence holder's responsibility to make the naming logic and unique. It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be understandable.
Turneringsinfo		
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the poker tournament is offered on an open network, i.e. players from several providers take part in the same game. "1" must be reported, if the game is on an open network and "0" must be reported for closed network.
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the re- port, which is done, when the jackpot has been won. It is therefore important, that the same "JackpotIdentifikation" is used in the "PokerTurneringStartStruktur and the "JackpotUdløsningStruktur", which is reported, when the jackpot has been won.

PokerTurneringTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		

SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **PokerTurnering** PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest Only the highlighted value is relevant for this game category.

SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should beunderstandable.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for poker tournaments must be divided further. This specification is called SpilProduktIdentifikation.
		This attribute connects the start structure, the transactions and the closing structure for each poker tournament. This attribute must therefore be unique for each poker tournament. The SpilProduktIdentifikation can for in- stance be a combination of the SpilProduktNavn, a date and a further definition describing the poker tournament. It is the licence holder's responsibility to make the naming logic and unique. It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be understandable.
TurneringTransaktionInfoListe		
TurneringTransaktionInfo, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)

SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's poker tournament transaction. The licence holder chooses this ID. The ID could for instance be generated as UUID. The element connects a poker tournament transaction with a cancellation of a poker tournament transaction. Both the original transaction and cancellations are reported In a transaction structure. The same id can only be used again in a poker transaction structure, if it is re-porting of a cancellation of a reported poker tournament transaction.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player made the poker tournament transaction (buyin, addon, rebuy) (with time zone).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> Forhandler Selvbetjening **Internet** **Mobil** **Andet** Only the highlighted values can be used for poker tournaments. "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/ laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet re- gardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. This can also be if the gamble is renewed automatically. Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.

PokerKøbType	Domain: PokerKøbType Data type: character Data length: 10	Reporting of the transaction type. Permitted values from Data Domain: **buyin** **addon** **rebuy**
PokerKøbBeløb	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount a player has paid for the poker purchase excluding fee. This must also cover the value of a free ticket or bonus given to a player. The amount must not include a possible contribution to jackpot. Jackpot contri- butions is reported in the attribute Spil-IndskudJackpot.
PokerKøbFee	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Reporting of the fee, which is charged by the licence holder when a player makes a poker tournament transaction (buyin, addon, rebuy). The fee reported in this attribute must not include a possible contribution to a jackpot. Jackpot contributions is reported in the attribute SpilIndskudJackpot.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Shall not be used.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The Domain name of the website, where the game has been played. If the game is played on an App, the name of the APP must be reported.
SpilAnnullering, MinOcc = 0 (if not a cancellation or correction this block can be omitted)		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the trans-action is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation ”0” is reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (with time zone).
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		

JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the re- port, which is done, when the jackpot has been won. It is therefore important, that the same "JackpotIdentifikation" is used in "PokerTurneringTransaktionStruktur" and "JackpotUdløsningStruktur", which is reported, when the jackpot has been won.
SpilIndskudJackpot	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount that is paid to a jackpot.

PokerTurneringSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used, when the li- cence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		

SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **PokerTurnering** PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be understandable.

SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for poker tournaments must be divided further. This specification is called "SpilProduktIdentifikation". This attribute connects the start structure, the transactions and the closing structure for each poker tournament. This attribute must therefore be unique for each poker tournament. The "SpilProduktIdentifikation" can for in- stance be a combination of the SpilProduktNavn, a date and a further definition describing the poker tournament. It is the licence holder's responsibility to make the naming logic and unique. It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must beunderstandable.
TurneringsSlutInfo		
SpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time when the poker tournament finished (with time zone).
PokerAntalSpillereTillIndh	Domain: TalHel Data type: number Data length: 18	Number of players who participated in the poker tournament, and who is a customer with the licence holder.
PokerAntalSpillereTotal	Domain: TalHel Data type: number Data length: 18	Total number of players who participated in the poker tournament. This number includes players, who are customer with the licence holder and players who are customer with other op- erators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerAntalSpillereTillIndh.
PokerAntalSpillereKval	Domain: TalHel Data type: number Data length: 18	Number of participating players who have qualified to the poker tournament through other poker tournaments offered by the licence holder.

PokerBuyInTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount of buyin paid by the licence holder's customers for the poker tournament. This must be reported excluding fee.
PokerBuyInTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total amount of buyins made by all players in the tournament across opera- tors. This must be reported excluding fee. This amount includes buyins from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerBuyInTotal.
PokerFeeTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee charged by the licence holder. This must include paid on both buyins, rebuys and addons.
PokerFeeTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee charged for the tournament across operators. This must include paid on both buyins, rebuys and addons. This amount includes fees charged by the licence holder and other operators. (if the poker tournament has been of- fered on a network). If the poker tournament is not offered on a network this value will be equal to PokerFeeTillIndh.
PokerRebuyTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total amount of rebuy paid by the li- cence holder's customers during the poker tournament. This must be reported excluding fee.
PokerRebuyTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal	The total amount of rebuys during the poker tournament across operators.

	maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	This must be reported excluding fee. This amount includes rebuys from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerRebuyTillIndh.
PokerAddonTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total amount of addons paid by the licence holder's customers throughout the poker tournament. This must be reported excluding fee.
PokerAddonTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total amount of addons during the poker tournament across operators. This must be reported excluding fee. This amount includes addons from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerAddonTillIndh.
PokerBuyinAntalTillIndh	Domain: TalHel Data type: number Data length: 18	The total number of buyins made by the licence holder's customers.
PokerBuyinAntalTotal	Domain: TalHel Data type: number Data length: 18	The total number of buyins made in the poker tournament. This number includes buyins from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerBuyinAntalTillIndh.
PokerRebuyAntalTillIndh	Domain: TalHel Data type: number Data length: 18	The total number of rebuys made by the licence holder's customers.

PokerRebuyAntalTotal	Domain: TalHel Data type: number Data length: 18	The total number of rebuys made in the poker tournament. This number includes rebuys from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerRebuyAntalTillIndh.
PokerAddonAntalTillIndh	Domain: TalHel Data type: number Data length: 18	The total number of addons made by the licence holder's customers.
PokerAddonAntalTotal	Domain: TalHel Data type: number Data length: 18	The total number of addons made in the poker tournament. This number includes addons from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerAddonAntalTillIndh.
PokerTilføjetPrizepool	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	For tournaments with a guaranteed prize pool the operator will guarantee a minimum prize pool, meaning that if the sum of buyin, rebuy and addon is not sufficient to meet the guarantee, the operator will have to add extra funds to the pool, paying an amount up to the guarantee. In this attribute It should be indicated how much the licence holder and other operators (if the play is provided in a network) have contributed to the prize pool. For spin poker, the amount added to the pool (see the text above the structures).
PokerGevinstTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total prize pool (buyin, rebuy, addon and any amount added to the prize pool) won at the end of the tournament by the licence holder's customers.

PokerGevinstTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total prize pool (buyin, rebuy, addon and any amount added to the prize pool) won at the end of the tournament by customers of all operators. If the poker tournament is not offered on a network this value will be equal to PokerGevinstTilIndh.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given bythe certifying body.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG.
VinderListe MinOcc=0		
Vinder, MinOcc = 0, MaxOcc = Unbounded. Players who have not won anything shall not be included here.		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. Licence holders defines this themselves but must be unique for each of their players. Can e.g. be customer number or player number. Must not be a CPR number.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's purchase for participating in the poker tournament. This connects the poker tournament transaction with the list of winners (vinderliste) in the "PokerTurneringSlutStruktur", and it shall be the same "SpilTransaktionIdentifikation" as used for the player's "BuyIn" to the tournament.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the player's winnings coming from the poker tournament prize poole (including stake).
SpilGevinstJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20	Part of the player's winnings coming from the jackpot.

	fractionDigits: 10	

Pool games of betting

Reporting of pool games is done by using three four different standard records: One is used at the start of a pool game (PuljespilStartStruktur). One for reporting transactions such as purchase and cancellations (Puljespil-TransaktionStruktur). One is used for reporting summarized data when it is no longer possible to place stakes and make cancellations (PuljespilEndOfGameStruktur). And one for reporting winnings when the pool game has ended (PuljespilSlutStruktur).

In pool games (puljespil) the size of a player's prizes will depend on the total stakes and what results the other players have bet on. In a pool game the players compete for the total pool of stakes or a predetermined prize guarantee.

A pool game consists of at least one "match", which represent an outcome the player has to guess. A "match" can be anything the licence holder decides e.g. from a football match to which words will be used in the Queen's New Year speech.

The licence holder must report the possibilities for playing on a general form, where each possible out- come matches a number.

The general form for pool games consists of general combinations and a general key. A general combination contains what the player has converted to a combination of numbers. This is reported in the data element RækkeSpilkombinationer, where each played combination is reported on the general form. The winner combination is also reported on the general form in the data element PuljespilVinderRække. If PuljespilVinderRække is compared with all RækkeSpilkombinationer (combinations) it is possible to see how many winners there are in the different prize pools.

The general key is used to translate a general combination to something universally understood, e.g. to see which football team the player has placed his bet on to win the match. With the general key it should be possible to translate both the winning combination and the operated combinations into something universally understood. The licence holder must report a general key for each pool game, that is opened, and this is done by using the fields PuljespilNøgleBeskrivelse and PuljespilNøgleGenerel.

Example - Pool game with three matches:
Match 1: Team 1 versus Team 2
Match 2: Team 3 versus Team 4
Match 3: Team 5 versus Team 6

The general key is reported as nine lines, each line containing the data elements "PuljespilNøgleKampNummer", "PuljespilNøgleBeskrivelse", "PuljespilNøgleGenerel". This corresponds to the delivered in "PuljespilStartStruktur". The example looks as follows:

1, Team 1, 1
1, Draw, 2
1, Team 2, 3
2, Team 3, 1
2, Draw, 2
2, Team 4, 3
3, Team 5, 1
3, Draw, 2
3, Team 6, 3

In the example there are three players. Player 1 and 2 are each playing one combination, and player 3 is playing two combinations. The played combinations are reported in RækkeSpilkombinationer as follows:

Player 1, combination 1: 1,2,3
Player 2, combination 1: 1,1,1
Player 3, combination 1: 1,3,2
Player 3, combination 2: 1,3,3

After the matches have been played the winning combination is reported on the general form with PuljespilVinderRække. It looks as follows: 1,3,2.

It is quickly seen that player 3 has won on combination 1.

With the description reported in "PuljespilStartStruktur" it is possible to transform what the player has played into something more generally understandable. The player has played as follows: Team 1,Team 4, Draw.

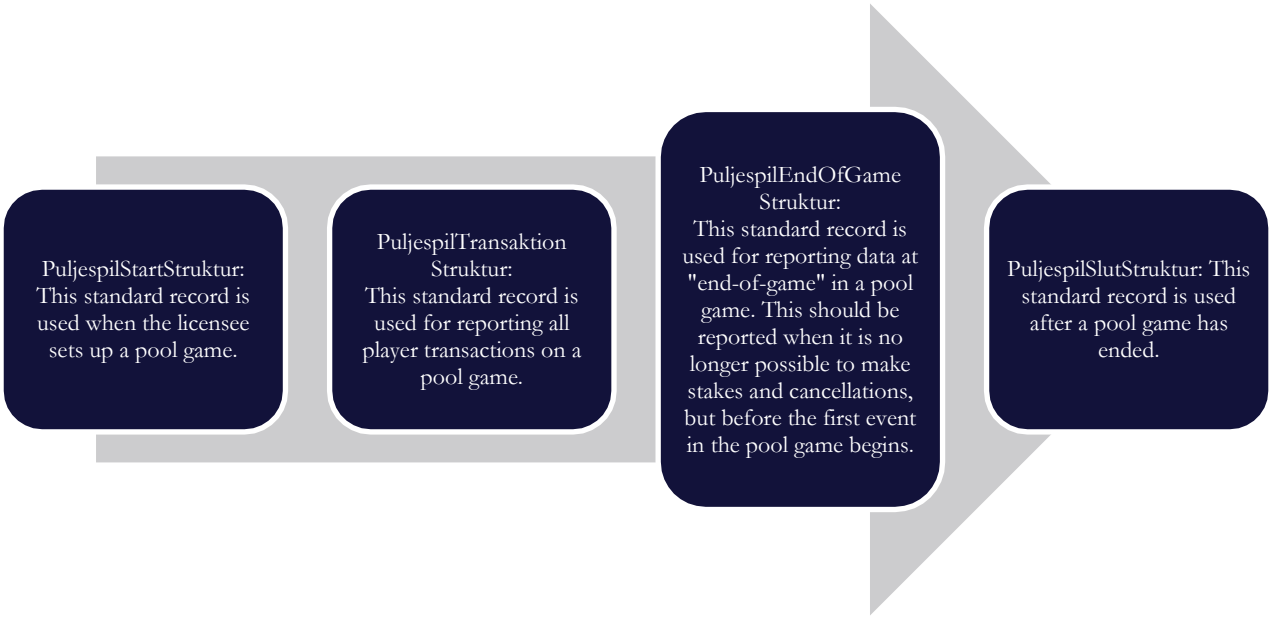
If one wish to see all betting possibilities, it can be put together as follows based on what is reported in "PuljespilStartStruktur":

Match 1: Team 1, Draw, Team 2
Match 2: Team 3, Draw, Team 4
Match 3: Team 5, Draw, Team 6.

Keys, which connect the standard records for reporting a pool game:

1. "SpilProduktIdentifikation" connects "StartStruktur", "TransaktionStruktur", "EndOfGameStruktur" and "SlutStruktur" for each pool game.
2. "SpilTransaktionIdentifikation" connects a players stake with a cancellation, which are both reported in a "PuljespilTransaktionStruktur".

Process for reporting pool games:



PuljespilStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description

Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikation MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used when the licence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.

SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Puljespil** **PuljespilDanskHest** PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tips13". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be understandable.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for pool games must be divided further. This specification is called SpilProduktIdentifikation. This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game. This attribute must therefore be unique for each pool game. The SpilProduktIdentifikation can for in- stance be a combination of the SpilProduktNavn and a date if the pool game is only offered once every day. It is the licence holder's responsibility to make the naming logic and unique. Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13- 2024-week10". It should be possible to find the naming partly or in total in the licence holder's

		gaming system.
GenerelPuljeNøgleListe		
GenerelPuljeNøgle, MinOcc = 1, MaxOcc = Unbounded		
PuljespilNøgleKampNummer	Domain: TalHel Data type: number Data length: 18	The number of the match in the pool game.
PuljespilNøgleBeskrivelse	Domain: TekstKort Data type: character Data length: 100	Description in text of a possible match outcome. Example: For the match FCK - Brøndby, it is for example reported "FCK", "draw" or "Brøndby".
PuljespilNøgleGenerel	Domain: TalHel Data type: number Data length: 18	The reporting of a possible outcome on the general form.
Pulje		
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the pool game is offered on an open network, i.e. players from several providers take part in the same game. “1” must be reported, if the game is on an open network and “0” must be reported for closed network.
PuljespilGevinstPuljeProcent	Domain: Procent Data type: decimal Data length: 6	The percentage of the total stakes which will be used for as winnings. If the licence holder provides this game in cooperation with others, it is the percentage of the stakes at the licence holder which will be used for winnings that is reported – regardless of the fraction of winnings which is won by customers of the licence holder.
PuljespilAntalResultatPuljer	Domain: TalHel Data type: number Data length: 18	Number of results pools.
PuljespilAntalKampe	Domain: Tal2 Data type: integer Data length: 2	Number of matches a player must bet on to have formed a combination in the pool game.
PuljespilRækkePris	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The price for playing one combination in the pool game. If the game has a variable stake, the minimal stake is the natural choice. However, the price stated here must be chosen, such that all possible stakes are an integer times this price. For instance, if the minimum stake is 2 kr., but stakes of 5 kr. are also allowed, one can choose 1 kr. as the price stated here.

SpilForventetSlutDatoTid	Domain: DatoTid Data type: datetime	Expected date and time of settlement of the pool game (with time zone).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Resultatpulje, MinOcc = 1, MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the various prize pools. The identification must be the number of correct results the player must have to win a prize in each pool. Example: Tips 13 – there are 4 prize pool identifications (13, 12 ,11 and 10)
GevinstPuljeGevinstProcent	Domain: Procent Data type: decimal Data length: 6	The percentage allocated to this prize pool of the total prize pool for the game. The total of all GevinstPuljeGevinstProcent must be 100. If some pools get funds from other sources than stakes, this is not to be reported here.
GevinstPuljeOverførselPrimo	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount of money that is transferred to any prize pool from a previous pool game. This is for the whole pool e.g. for all providers combined. If there is a transfer from one pool to the other for the same game before the beginning of the pool game, the reported amount shall be positive for the receiving pool and negative for the sending pool. Finally, as the same pool could be involved in multiple transfers, only the sum of these (with correct signs) shall be reported.

PuljespilTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2

SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Puljespil** **PuljespilDanskHest** PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tips13". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system.

		A launched “SpilProduktNavn” may not be changed without prior consent from the Danish Gambling Authority, since data analysis at the DGA may use this. “SpilProduktNavn” must be so specific, that all products with the same “SpilProduktNavn” must have the same rules (they do not need to have the same pools nor the percentages of winnings – but they must have the same rules for minimum winnings, roundings and so on). The reverse is not required; different “SpilProduktNavn”s can have the same rules.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder’s SpilProduktNavn for pool games must be divided further. This specification is called SpilProduktIdentifikation. This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game. This attribute must therefore be unique for each pool game. The SpilProduktIdentifikation can for in- stance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day. It is the licence holder’s responsibility to make the naming logic and unique. Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13- 2024-week10". It should be possible to find the naming partly or in total in the licence holder’s gaming systemand must be understandable.
Pulje		
SpillerOgKupon, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID’s either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)

SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's pool game transaction. The licence holder chooses this ID. Could for instance be generated as UUID. The element connects a pool game transaction with the specification of win- ners (Vinder) in the "PuljespilSlutstruktur". Furthermore, the element connects a pool game transaction with a cancellation of a pool game transaction. Both the original transaction and the cancellation are reported in a transaction structure. The same id can only be used again in a transaction structure, if it is a cancellation of a reported transaction.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player made the pool game transaction (with time zone).
SpilSalgsKanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> **Forhandler** **Selvbetjening** **Internet** **Mobil** **Andet** "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/ laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet re- gardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. This can also be if the gamble is renewed automatically. Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.
SpilAntalRækker	Domain: TalHel Data type: number Data length: 18	A game may consist of a number of combinations, each of them consisting of matches with results options. This field indicates how many combinations a player has played.

SpilIndskud	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount paid by the player to take part in the pool game. This also covers the value of a bonus or free bet.
SpilIndskudSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the player's stake, which is allocated to the game. This also covers the value of a bonus or free bet. The number in this field must be excluding possible stake allocated to a jackpot.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
SpilSted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The Domain name of the website, where the game has been played. If the game is played on an App, the name of the APP must be reported This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0 (if not a cancellation or correction this block can be omitted)		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation ”0” is reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (with time zone).
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		

JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the report, which is done, when the jackpot has been won. It is therefore important, that the same “JackpotIdentifikation” is used in the “PuljespilTransaktionStruktur” and the “JackpotUdløsningStruktur”, which is reported, when the jackpot has been won.
SpilIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the player’s take, which is allocated to a jackpot.
SpilkombinationerListe		
Spilkombinationer, MinOcc = 1, MaxOcc = Unbounded		
RækkeNummer	Domain: TalHel Data type: number Data length: 18	The number of the combination in question.
RækkeSpilkombinationer	Domain: TekstLang Data type: character Data length: 500	Precise information about the combinations played. System games cannot be reported bundled. Each combination must be given a combination number. The played combination must be reported on the general form in a list with a comma between each match, for example "1,12,2,8" or “01,12,02,08”. This attribute must be reported the same way, as the “PuljespilVinderRække” in the closing structure (PuljespilSlutStruktur), so The Danish Gambling Authority can com- pare the two attributes). If the game contains a joker, meaning that the player automatically will get the current match as a correct guess, “?” is reported. This is not the same as a full cover bet, where the number of combinations played increases by a factor of possible outcomes (these must be “unpacked” as separate combinations instead)

PuljespilEndOfGameStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file, which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikation MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used when the licence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Puljespil** **PuljespilDanskHest** PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest

		VirtuelFastOdds SpreadBetting Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tips13". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be understandable
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for pool games must be divided further. This specification is called "SpilProduktIdentifikation". This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game. This attribute must therefore be unique for each pool game. The "SpilProduktIdentifikation" can for in- stance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day. It is the licence holder's responsibility to make the naming logic and unique. Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-2024-week10". It should be possible to find the naming partly or in total in the licence holder's gaming systemsnd must be understandable.
Pulje		
PuljespilEndOfGameDatoTid	Domain: DatoTid Data type: Datetime	Date and time when the game is closed, and it is no longer possible to make stakes cancellations (with time zone).

PuljespilIndskudSpilTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total amount of the stakes for all games played with the licence holder. This amount should not include stakes allocated to a jackpot.
PuljespilIndskudSpilTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	If the pool game is offered in a network, then this attribute must contain the total amount of stakes placed in the pool game, including stakes from both the licence holder's customers and other operator's customers. This amount should not include stakes allocated to a jackpot. If the pool game is not offered on a network, this number will be equal to PuljespilIndskudSpilTillIndh.
PuljespilIndskudJackpotTilll ndh MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total amount of the licence holder's customer's stakes allocated to a jackpot.
PuljespilIndskudJackpotT otal MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	If the pool game is offered in a network, then this attribute must contain the total amount allocated to a jackpot. Including both contributions from the licence holder's customers and other operator's customers. If the pool game is not offered on a network, this number will be equal to PuljespilIndskudJackpotTillIndh.
PuljespilAntalRækkerTillIndh	Domain: TalHel Data type: number Data length: 18	Total number of combinations played by the licence holder's customers. The number is calculated with respect to the stake given in "StartStruktur".
PuljespilAntalRækkerTotal	Domain: TalHel Data type: number Data length: 18	If the pool game is offered in a network, then this attribute must contain the total number of combinations played in the pool game. Including both combinations played by the licence holder's customers and other operator's customers. If the pool game is not offered on a network, this number will be equal to PuljespilAntalRækkerTillIndh. For calculation of the number of combinations for higher stakes than "rækkepris" – please see the field

		above.
PuljespilGevinstPuljeBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total size of the prize pool. The total prize pool is the sum of stakes allocated to the prize pool and any amount transferred to the prize pool from prior games. If the game is provided in cooperation with other providers, it is the total pool for all providers which is to be reported. This amount could also include any other transfer from operators to the pool if known at the EOG time, for instance to reach a minimum guaranteed value of the pool.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR

PuljespilSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used, when the licence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.

TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Puljespil** **PuljespilDanskHest** PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tips13". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and must be understandable.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for pool games must be divided further This specification is called "SpilProduktIdentifikation". This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game. This attribute must therefore be unique for each pool game. The "SpilProduktIdentifikation" can for in- stance be a combination of the SpilProduktNavn and a date, if

		the pool game is only offered once every day. Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13- 2024-week10". It should be possible to find the naming partly or in total in the licence holder's gaming system and must be understandable.
Pulje		
SpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time that the pool game ends (with time zone).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG.
ResultatPuljeListe		
GevinstkategorierOgGevinster MinOcc = 1 MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the individual prize pool. The identification must be the number of correct results the player must have to win a prize in each pool. Example: Tips 13 – there are 4 prize pool identifications (13, 12 ,11, and 10)
GevinstPuljeAntalGevinsterTilIndh	Domain: TalHel Data type: number Data length: 18	Number of prizes in the prize pool, which have been won by the licence holder's customers. The number is calculated with respect to the stake given in "StartStruktur". If there is no prizes in a pool, because the winnings would be lower than a threshold or similar, the counting must still be done here and include those who would have won, had there been a prize.

GevinstPuljeAntalGevinsterTotal	Domain: TalHel Data type: number Data length: 18	If the pool game is offered in a network, then this attribute must contain the total number of prizes in the prize pool won by both the licence holder's customers and other operator's customers. If the pool game is not offered on a network, this number will be equal to GevinstPuljeAntalGevinsterTillIndh. Guidance: For pool games with variable stakes, these are counted with respect to "PuljespilRækkePris" from "Start Struktur".
GevinstPuljeBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount of money in the particular prize pool (incl. stakes "won back") won by the customers of the licence holder. This amount is after any rounding has occurred or that the licence holder for some other reason has added or subtracted from its own winners.
GevinstPuljeBeløbTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	If working in cooperation with another operator, state the total amount of money won in the particular prize pool (incl. stakes) for all customers before any money has been taken away or added by operators to their own customers. If the pool game is not offered on a network, this number will be equal to GevinstPuljeBeløbTillIndh minus GevinstPuljeTilføjetBeløb.
GevinstPuljeBeløbPerRække	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	How big the prize is for each correct combination (including the stake). This amount shall not be rounded if roundings only occur after the multiplication of the number of winning combinations that each winner has. Example: For the prize pool dedicated to players with 13 correct in Tips13, it must be stated how big the prize for 13 correct is. Similar with respect to the other prize pools for 12, 11, and 10 correct. Guidance: For pool games with variable stakes, this number is calculated with respect to the "PuljespilRækkePris" given in "StartStruktur".
GevinstPuljeTilføjetBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10 .	The amount added to the particular prize pool by the licence holder to its own players, which is not a transfer from another prize pool. This is typically relevant when the licence holder has guaranteed a minimum pool size or, the other way around, a cap on the individual winning or winnings in total. This amount must include various

		roundings. The value of roundings to the advantage of the player is considered to be of positive sign. The value of roundings to the disadvantage of the player is considered to be of negative sign. This means that the product of GevinstPuljeBeløbPerRække and GevinstPuljeAntalGevinsterTillIndh becomes identical to GevinstPuljeBeløbTillIndh minus the part of GevinstPuljeTilføjetBeløb, which would come from roundings made after GevinstPuljeBeløbPerRække has been calculated, which one could call individual rounding
GevinstPuljeOverførselUltimo	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount transferred from the prize pool to future pool games. This applies for the total pool across operators (if the game is offered on a network). If there is a transfer from one pool to another for the same game after the game, this shall also be reported here. The reported amount shall be negative for the receiving pool and positive for the sending pool. A possible reason for this could be if there are no winners in one of the pools or the winnings would fall below a threshold. Finally, as the same pool could be involved in multiple transfers, only the sum of these (with correct signs) shall be reported.
ResultatgrundlagListe		
Resultatgrundlag, MinOcc = 1, MaxOcc = Unbounded		
PuljespilVinderRække	Domain: TekstLang Data type: character Data length: 500	Precise information about the winning combination. The winning combination must be reported on the general form in a list with a comma separating each match in the combination, e.g "1,12,2,8" This attribute must be reported the same way as the RækkeSpilkombinationer in the transaction structure (PuljespilTransaktionStruktur), so The Danish Gambling Authority can compare the two attributes. If a match is taken out of the pool game, corresponding to all players get a correct guess for this match, for instance due to a match cancellation, a “?” is introduced in “PuljespilVinderRække”. If two outcomes are both considered correct guesses, two lists are to be delivered with both options. This can be generalised to arbitrarily many winning combinations.

VinderListe		
Vinder, MinOcc = 0, MaxOcc = Unbounded. Players who have not won anything, may not be included here.		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's pool game transaction. The licence holder chooses this ID. Could for instance be generated as UUID. The element connects a pool game transaction with the specification of winners (Vinder) in the "PuljespilSlutStruktur". The same ID can only be used again in a transaction structure, if it is a cancellation of a reported transaction.
RækkeNummer	Domain: TalHel Data type: number Data length: 18	The number of the combination, which contains the winning combination.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the win coming from the pool game itself (including the stake)
SpilGevinstJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the win coming from a jackpot.

Scaling down of a pool game

If a pool game is scaled down, meaning that all combinations are evaluated as if they have one additional guess correct (probably due to nobody having a correct combination), this is done by inserting a joker character "?" (as for a cancelled match) in any place in the "PuljespilVinderRække". For instance, if there are 3 "matches", and the correct outcomes are 7,9,13, this shall be reported as follows:

<ResultatGrundlagListe>

<ResultatGrundlag>

<PuljespilVinderRække>7,9,?</PuljespilVinderRække>

</ResultatGrundlag>

<ResultatGrundlag>

<PuljespilVinderRække>7,?,13</PuljespilVinderRække>

</ResultatGrundlag>

<ResultatGrundlag>

<PuljespilVinderRække>?,7,13</PuljespilVinderRække>

</ResultatGrundlag>

</ResultatGrundlagListe>

Thus, all played combinations with 2 correct guesses will be counted to as to have 3 correct guesses.

Fantasy (Manager) game

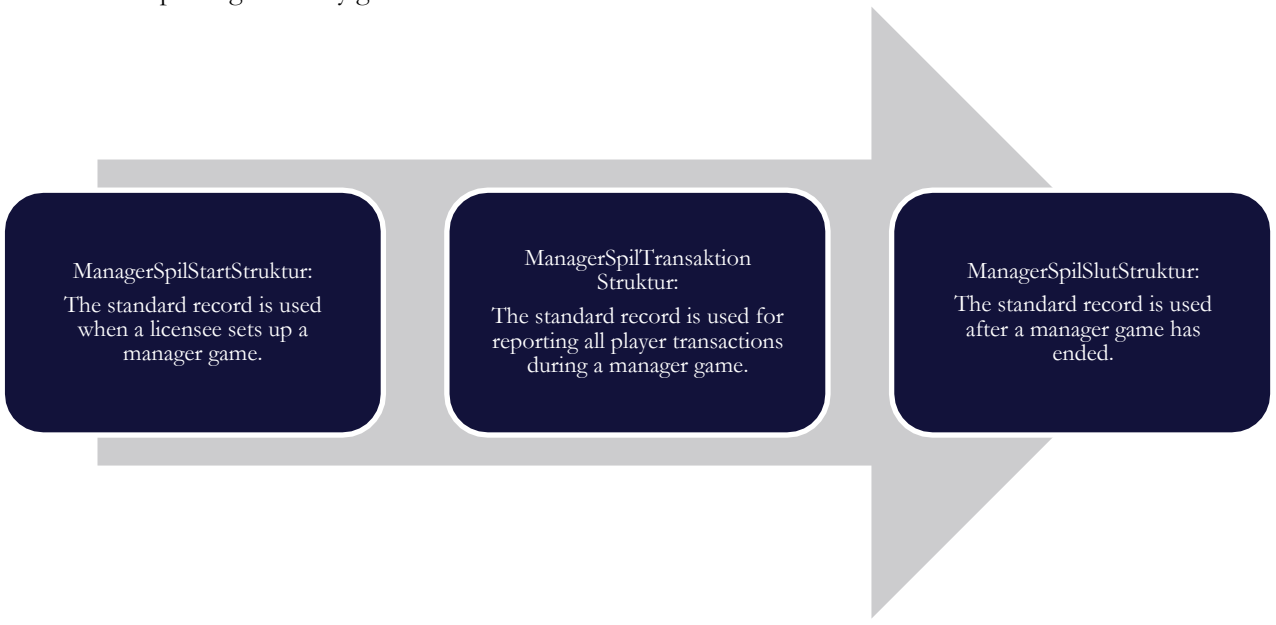
Reporting of fantasy (manager) games is done by using three different standard records: The first is used for reporting at the beggining of a game (ManagerSpilStartStruktur), the second is used for reporting player transactions such as buy in and cancellations (ManagerSpilTransaktionStruktur) and the third is used to report summarized data at the end of a -fantasy game (ManagerSpilSlutStruktur).

Fantasy is a type of pool game in which a player is placing a buy-in from the be- ginning of a tournament. Later during the tournament, it is possible to buy services, which can and cannot go in the prize pool.

Keys, which connect the standard records for reporting a fantasygame:

1. "SpilProduktIdentifikation" connects a "StartStruktur", "TransaktionStruktur" and a "SlutStruktur" for a fantasy game.
2. "SpilTransaktionIdentifikation" connects a players stake with a cancellation, which both are reported in a "ManagerSpilTransaktionStruktur" and with a possible win in "ManagerSpilSlutStruktur".

Process for reporting a fantasy game:



ManagerSpilStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used, when the li- cence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for col- lecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.

SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Managerspil** Puljespil PuljespilDanskHest PokerCashGameq KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting PokerTurnering Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Fantasy Tour". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and must be understandable.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for fantasy games must be divided further. This specification is called "SpilProduktIdentifikation". The "SpilProduktIdentifikation" can for instance be a combination of the "SpilProduktNavn" and a date, if the fantasy game is offered once every day. This attribute connects the start structure, the transactions and the closing structure for each fantasy game. This attribute must therefore be unique for each fantasy game. Example: SpilProduktNavn = "FantasyTour", and SpilProduktIdentifikation = "Fantasy Tour2015".
SpilInfo		

SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the fantasy game is offered on an open network, i.e. players from several providers take part in the same game. “1” must be reported, if the game is on an open network and “0” must be reported for closed network.
SpilForventetSlutDatoTid	Domain: DatoTid Data type: datetime	Expected date and time of settlement of the fantasy game (with time zone).

ManagerSpilTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.

SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Managerspil** Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting PokerTurnering Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Fantasy Tour". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and must be understandable.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for Fantasy games must be divided further. This specification is called "SpilProduk-tIdentifikation". The "SpilProduktIdentifikation" can for instance be a combination of the "SpilProduktNavn" and a date, if the -game is offered once every day. This attribute connects the start structure, the transactions and the closing structure for each fantasy game. This attribute must therefore be unique for each fantasy game. Example: SpilProduktNavn = "Fantasy Tour ", and SpilProduktIdentifikation = "Fantasy Tour 2015".
SpilTransaktionsInfoListe		
ManagerSpilTransaktionsInfo, MinOcc = 1, MaxOcc = Unbounded		

SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's fantasy game transaction. The licence holder chooses this ID. The ID could for instance be generated as UUID. The element connects a fantasy game transaction with a cancellation of a manager game transaction. Both the original transaction and the cancellation are reported in a transaction structure. The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player made the fantasy game transaction (with time zone).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. Permitted values from Data Domain: **Forhandler** **Selvbetjening** **Internet** **Mobil** **Andet** Only the highlighted values can be used for fantasy games. "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/ laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. This can also be if the gamble is renewed automatically. Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.

ManagerspilKøbType	Domain: ManagerspilKøbType Data type: character Data length: 20	The type of purchase in a fantasy game. If there are acquisitions which are not in the pool, they are not reported to the Danish Gambling Authority. Permittede values from Data Domain: **Tilmelding** **TilkøbTilPulje**
ManagerspilKøbBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount paid by the player in order to take part in the fantasy game. This also covers the value of a bonus or free bet. This amount must be excluding any claimed fee or commission.
ManagerspilKøbFee	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount which the licence holder has claimed as fee or commission for the purchase of the game. Is only reported if the licence holder claims a separate fee or commission If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
SpilSted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The Domain name of the website, where the game has been played. If the game is played on an App, the name of the APP must be reported. This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0 (if not a cancellation or correction of this block can be omitted)		

SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the trans-action is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation ”0” i reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (with time zone).

ManagerspilSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikati on MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used when the licence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.

SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Managerspil** Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting PokerTurnering Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Fantasy Tour". SpilProduktNavn is a subgrouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and must be understandable.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for Fantasy games must be divided further. This specification is called "SpilProduktIdentifikation". The "SpilProduktIdentiflkation" can for instance be a combination of the "SpilProduktNavn" and a date, if the fantasy game is offered once every day. This attribute connects the start structure, the transactions and the closing structure for each fantasy game. This attribute must therefore be unique for each fantasy game. Example: SpilProduktNavn = "Fantasy Tour", and SpilProduktIdentifikation = "Fantasy Tour 2015".
ManagerspilSlutInfo		
SpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time that the fantasy game ends (with time zone).

ManagerspilSpillereTillIndh	Domain: Antal Data type: number Data length: 12	The number of players at the licence holder who participate in the fantasy game.
ManagerspilSpillereTotal	Domain: Antal Data type: number Data length: 12	The number of players at all operators who participate in the fantasy game. If the fantasy game is not offered on a net- work, this number will be equal to ManagerspilSpillereTillIndh
ManagerspilTilmeldingBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total amount of stakes paid to the licence holder at registration in the - fantasygame. This must be reported excluding fee.
ManagerspilTilmeldingBeløbTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total amount of stakes paid to all oper- ators at registration in the fantasy game. If the fantasy game is not offered on a net- work, this number will be equal to ManagerspilTilmeldingBeløbTillIndh This must be reported excluding fee.
ManagerspilTilmeldingFeeTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee or commission for all players at the licence holder in the fantasy game. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, nil is reported.
ManagerspilTilmeldingFeeTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee or commission for all players at all operators in the fantasy game. If the fantasy game is not offered on a net- work, this number will be equal to ManagerspilTilmeldingFeeTillIndh Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, nil is reported.

ManagerspilTilkøbPuljeBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total stakes in the form of acquisitions to the pool at the licence holder in the fantasy game. This must be reported excluding fee.
ManagerspilTilkøbPuljeBeløbTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total stakes in the form of acquisitions to the pool at all operators in the fantasy game. If the pool game is not offered on a net- work, this number will be equal to ManagerspilTilkøbPuljeBeløbTillIndh This must be reported excluding fee.
ManagerspilTilkøbPuljeFeeTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee or commission from acquisitions to the pool for the licence holder in the fantasy game. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
ManagerspilTilkøbPuljeFeeTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee or commission from acquisitions to the pool at all operators in the fantasy game. If the fantasy game is not offered on a network, this number will be equal to ManagerspilTilkøbPuljeFeeTillIndh Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
ManagerspilTilføjetPrizepool	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total amount which is added to the prize pool by the licence holder. If played in network the total amount which is added by all operators must be reported.

ManagerspilGevinstTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total prize in the prize pool at the licence holder in the fantasy game.
ManagerspilGevinstTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total prize in the prize pool for all operators in the fantasy game. If the pool game is not offered on a network, this number will be equal to ManagerspilGevinstTillIndh
ManagerspilTilbagebetalingProcent	Domain: Procent Data type: decimal Data length: 6	The Return To Player for the fantasy game – given as a percentage.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
VinderListe MinOcc=0		
Vinder, MinOcc = 0, MaxOcc = Unbounded. Gamblers who did not win anything, may not be included here.		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's fantasy game transaction. Must be the same ID as used when the game was bought. It is the ID from "Tilmelding", not a potential "TilkøbTilPulje" which must be used.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The part of the win coming from the game itself (including the stake).
SpilGevinstJackpot	Domain: BeløbPositivNegativ10Decimaler10	The part of the win coming from the jackpot

	Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	

Alternative pool betting – typically on Horse Racing ("HestDK" and "Hesteagtig").

This section regards an alternative structure for reporting pool games structurally identical to horse race. The model is a continuation of the data model used by the monopoly for pool betting on horse racing before the liberalisation in January 2018. "HestDK" (English: Hest: Horse) is used for horse races taking place in Denmark. (and betting combinations consisting partly hereof). "Hesteagtig" (in English: "Hesteagtig": "Horse like") in all other cases. Notice that "PuljespilDanskHest" and "Puljespil" respectively, can also be used, but these formats cannot handle reserve horses or the reporting of a dead heat. For "Hesteagtig", the notion/ "heste" (English: Horse) below can represent horses or anything that structurally replaces horses in the game.

Structures for HestDK/Hestagtig

The Danish Gambling Authority requires that any licence holder reports data for "HestDK/Hesteagtig" in five different structures: two structures for the reporting of an "HestDK/Hesteagtig" event, and three structures for reporting information about "HestDK/Hesteagtig" games. However, four of the structures can be combined into the structure "DKHestEventTotalStruktur"/"HesteagtigEventTotalStruktur".

"HestDK"/"Hesteagtig" events: One structure for reporting initiation of an event ("HestDKEventStartStruktur" / "HesteagtigEventStartStruktur") and one structure for reporting completion of an event ("HestDKEventSlutStruktur" / "HesteagtigEventSlutStruktur").

"HestDK"/"Hesteagtig" games: One structure for reporting initiation of a game ("HestDKStartStruktur" / "HesteagtigStartStruktur"), one for reporting transactions such as stakes and cancelations thereof ("HestDK-TransaktionStruktur" / "HesteagtigTransaktionStruktur"), and finally one for reporting a summary of the game, including information winnings – sent after the conclusion of the game ("HestDKSlutStruktur" / "HesteagtigSlutStruktur").

Keys connecting structures for HestDK/Hesteagtig:

1. "HestDKEventIdentifikation"/ "HesteagtigEventIdentifikation" connects "EventStartStruktur" with "EventSlutStruktur" and connects to "Start"-, "Transaktion"- og "Slutstruktur"s for all games in the event.
2. "SpilProduktIdentifikation" connects "StartStruktur", "TransaktionStruktur" and "SlutStruktur" for each game.
3. "SpilTransaktionIdentifikation" connects a player's stake with a cancellation, both of which are reported in a "PuljespilTransaktionStruktur".

As an alternative to reporting separated "StartStruktur", "SlutStruktur", "EventStartStruktur" and "EventSlutStruktur" all structures can be combined into one "EventTotalstruktur" ("DKHestEventTotalstruktur" / "HesteagtigEventTotalstruktur"). All data fields are the same – so the description below of the structures applies for the "EventTotalStruktur" as well.

HestDKEventStartStruktur/HesteagtigEventStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of the XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once, the licence holder will be instructed to report data again.
SpilFilErstatningIdentifikation MIN: 0	Domain: Tekst300 Data type: character Data length: 300	This attribute is used only when the licence holder has uploaded file containing error(s) to the SAFE, and thus needs to deliver replacement data. SpilFilErstatningIdentifikation should specify the attribute SpilFilIdentifikation of the file containing the error.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holder's username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to the SAFE-ID of the SAFE of a licence holder. There may only be one SAFE per Tamper Token username. However, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **HestDK** **Hesteagtig** Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest

		VirtuelFastOdds SpreadBetting Only the highlighted values are relevant for this game category.
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The Licence holder chooses the format. However, the identification must be understandable – at least when ap- plying a known code.
HestDKStamdata		
HestDKEventDato/ HesteagtigEventDato	Domain: DatoType formatted as YYYY-MM-DD YYYY: Year (number) MM: Month (number) DD: Day (number)	Date of the horse racing event. Valid Values: All valid dates (must follow UTC time).

HestDKStartStruktur/HesteagtigStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of the XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once, the licence holder will be instructed to report data again.
SpilFilErstatningIdentifikation MIN: 0	Domain: Tekst300 Data type: character Data length: 300	This attribute is used only when the licence holder has uploaded file containing error(s) to the SAFE, and thus needs to deliver replacement data. Spil- FilErstatningIdentifikation should specify the attribute SpilFilIdentifikation of the file containing the error.
TilladelsesindehaverOgSpil		

SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holder's username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to the SAFE-ID of the SAFE of a licence holder. There may only be one SAFE per Tamper Token username. However, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **HestDK** **Hesteagtig** Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted values are relevant for this game category.
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn Data type: character Data length: 20	Indication of which type of game the record concerns. Permitted values from Data Domain: 2af4 DD Komb KombFP Kvartet KvartetPlus Kvintet KvintetPlus KvintetPlusNy Placepot Plads Quadpot Quintpot Sekstet Septet Swinger Trilling Trio TrioFP Tripot Tvilling TvillingFP V3 V4 V5 V6 V64 V65 V75 V76 V86 V87 Vinder
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The licence holder chooses the format. However, the identification must be understandable – at least when applying a known code.

SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's "SpilProduktIdentifikation" links the "StartStruktur", "TransaktionStruktur" and the "SlutStruktur" of a game, and must be unique for each game. That is the "SpilProduktIdentifikation" must differ from all other races and all types of games within the same event and furthermore it must differ from all games on all other events.
GenerelSpilNøgleListe		
GenerelSpilNøgle, MinOcc = 1, MaxOcc = Unbounded		
PuljespilNøgleNummer	Domain: TalHel Data type: number Data length: 18	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
PuljespilNøgleBeskrivelse	Domain: TekstKort Data type: character Data length: 100	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
PuljespilNøgleValideTal	Domain: TekstLang Data type: character Data length: 500	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel Data type: number Data length: 18	The number of the race in the event. See specific section on Merged pools below.
HestDKReservehesteAutomatisk/ HesteagtigReservehesteAutomatisk MinOcc = 0	Domain: TekstLang Data type: character Data length: 500	List of reserve horses generated for a race (if relevant). The list must be comma separated and reflect the order in which the horses is used for replacements. Example: 8,11,6,4,9,1,10,5,7,2,3
HestDKPuljeInfo		
PuljespilGevinstPuljeProcent	Domain: Procent Data type: decimal Data length: 6	The percentage of the total stakes which will be won. If the game is offered in cooperation with others, the licence holder must specify the percentage of total stakes received by the licence holder that is transferred to the prize pool, even though that amount does not reflect the fraction of the pool that is paid out as winnings to the clients of the licence holder.
SpilForventetSlutDatoTid	Domain: DatoTid DataType: datetime	Expected date and time of settlement of the game (with time zone).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR

GevinstPuljeListe		
GevinstPulje, MinOcc = 1, MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
GevinstPuljeGevinstProcent	Domain: Procent Data type: decimal Data length: 6	The percentage of the total price pool of the game that goes to this specific prize pool. The sum of all “GevinstPuljeGevinstProcent” within the same game must be 100.
GevinstPuljeBeskrivelse	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
GevinstPuljeGara nti MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The minimum amount in the prize pool guaranteed by the licence holder. If the amount is changed after it is reported in “StartStruktur”, the “StartStruktur” is considered to be in error and a new one, denoting the right amount, must be generated to replace the original.

HestDKTransaktionStruktur/HesteagtigTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of the XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once, the licence holder will be instructed to report data again.

TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holder's username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to the SAFE-ID of the SAFE of a licence holder. There may only be one SAFE per Tamper Token username. However, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **HestDK** **Hesteagtig** Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted values are relevant for this game category.
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn Data type: character Data length: 20	Indication of which type of game the record concerns. Permitted values from Data Domain: 2af4 DD Komb KombFP Kvartet KvartetPlus Kvintet KvintetPlus KvintetPlusNy Placepot Plads Quadpot Quintpot Sekstet Septet Swinger Trilling Trio TrioFP Tripot Tvilling TvillingFP V3 V4 V5 V6 V64 V65 V75 V76 V86 V87 Vinder

HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The licence holder chooses the format. However, the identification must be understandable – at least when applying a known code.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's "SpilProduktIdentifikation" links the "StartStruktur", "TransaktionStruktur" and the "SlutStruktur" of a game and must be unique for each game. That is the "SpilProduktIdentifikation" must differ from all other races and all types of games within the same event and fur- thermore it must differ from all games on all other events.
SpillerOgKupon		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's pool game transaction. The licence holder chooses this ID. Could for instance be generated as UUID. The element connects a transaction with the specification of winners (Vinder) in the "SlutStruktur". Furthermore, the element connects a pool game transaction with a cancellation of a pool game transaction. Both the original transaction and the cancellation is reported in a transaction structure. The same ID can only be used again in a transaction structure, if it is a cancellation of a reported transaction.
SpilKøbDatoTid	Domain: DatoTid DataType: datetime	Date and time when the player made the transaction (with time zone).
SpilSalgsKanal	Domain: Salgskanal Data type: character Data length: 13	The sales channel through which the game was provided. Permitted values from Data Domain: **Forhandler** **Selvbetjening** **Internet** **Mobil** **Andet** "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop.

		"Internet" is used for games played through a browser or downloadable client on a pc/laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. This can also be if the gamble is renewed automatically. Before "Andet" is taken into use the licence holder should contact the Danish Gambling Authority.
SpilAntalRækker	Domain: TalHel Data type: number Data length: 18	The number of combinations the player has betted on. In Danish be aware not to confuse "AntalRækker" with "rækkenummer". Here in "TransaktionStruktur" the reported number of combinations should NOT be weighted with respect to any underlying unit price per combination. So here it is the number of "different" combinations one can see in this transaction – no matter how they are packed.
SpilIndskud	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount paid by the player in order to take part in the pool game. This also covers the value of a bonus or free bet.
SpilIndskudSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the player's stake, which is allocated to the game itself. The number in this field must be excluding any stake allocated to a jackpot. When there is no jackpot this value will be identical to "SpilIndskud".
KunToppulje	Domain: KunToppulje Data type: character Data length: 20	Type of coupon. Can be 0 or 1. "1" if the game contains multiple prize pools and the player has chosen only to play for the top prize pool. Otherwise "0". Permitted values from Data Domain: 1 0
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR

SpilSted		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The Domain name of the website, where the game has been played. If the game is played on an App, the name of the APP must be reported. This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0 (if not a cancellation or correction of this block can be omitted)		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the trans-action is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation ”0” is reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (with time zone).
ReservehesteManuelt, MinOcc = 0, MaxOcc = Unbounded		
PuljespilNøgleNummer	Domain: TalHel Data type: number Data length: 18	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel Data type: number Data length: 18	The number of the race in the event.
HestDKReservehesteManuelt	Domain: TekstLang Data type: character Data length: 500	List of reserve horses chosen by the player for a specific race. The list must be comma separated and reflect the order in which the horses is used for replacements. example: 10,7
Spilkombinationer, MaxOcc = Unbounded		
RækkeNummer	Domain: TalHel Data type: number Data length: 18	Be aware that ”rækkenummer” in “transaktioner” denotes the race number of a game (i.e. race 3 of 5 in a V5 for the V- games). For bets on an single race the ”rækkenummer” denotes the rank in that race (i.e. for “trio”, the value 1 in “rækkenummer” denotes the horses the player bets will win, and the value 2 denotes those that will be second etc.). For “tvilling”, it does not matter which of

		the two horses (RækkeSpilkombinationer) is indicated in association with “rækkenummer” 1 and “rækkenummer” 2. I.e.: “rækkenummer” :1, “RækkeSpilkombinationer”: 3 “rækkenummer” :2, “RækkeSpilkombinationer”: 5 Represents the same combination as: “rækkenummer” :1, “RækkeSpilkombinationer”: 5 “rækkenummer” :2, “RækkeSpilkombinationer”: 3 Thus for “tvilling” both 3,5 and 5,3 must be listed as wins in “PuljespilVinderRække” in “SlutStruktur”). Futhermore, it should be noted for “Vinder” and “Plads” the “rækkenummer” must always be 1, thus it is always necessary to use “RækkeSpilkombinationer” for reporting the combination.
RækkeSpilkombinationer	Domain: TekstLang Data type: character Data length: 500	Precise information about the combination played. This must be specified for each ”RækkeNummer”, which refers to either a race or a rank (see “Rækkenummer” above). The played combination must be denoted as a comma separated list of all horses in the combination. E.e. "1,12,2,8" or ”01,12,02,08” this could e.g. be the four horses that the player bets will be number 2 in a “trio” or the four horses to win the second race of a V5 game.

HestDKSlutStruktur/HesteagtigSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2

SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of the XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once, the licence holder will be instructed to report data again.
SpilFilErstatningIdentifikation MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	This attribute is used only when the licence holder has uploaded a file containing error(s) to the SAFE, and thus needs to deliver replacement data. SpilFilErstatningIdentifikation should specify the attribute SpilFilIdentifikation of the file containing the error.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holder's username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to the SAFE-ID of the SAFE of a licence holder. There may only be one SAFE per Tamper Token username. However, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **HestDK** **Hesteagtig** Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted values are relevant for this game category.

HestDKKategoriNavn / HesteagtigKategoriN avn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn Data type: character Data length: 20	Indication of which type of game the record concerns. <u>Permitted values from Data Domain:</u> 2af4 Trio DD TrioFP Komb Tripot KombFP Tvilling Kvartet TvillingFP KvartetPlus V3 Kvintet V4 KvintetPlus V5 KvintetPlusNy V6 Placepot V64 Plads V65 Quadpot V75 Quintpot V76 Sekstet V86 Septet V87 Swinger Vinder Trilling
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The licence holder chooses the format. However, the identification mustunderstandable– at least when applying a known code.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's "SpilProduktIdentifikation" links the "StartStruktur", "TransaktionStruktur" and the "SlutStruktur" of a game, and must be unique for each game. That is the "SpilProduktIdentifikation" must differ from all other races and all types of games within the same event and fur- thermore it must differ from all games on all other events.
Opsummering		
HestDKIndskudSpilTillIndh/ HesteagtigIndskudSpilTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The sum of all stakes (that has not been cancelled) related to the particular "SpilProduktIdentifikation". See specific section on Merged pools below.
HestDKAntalRækkerTillIndh/ HesteagtigAntalRækkerTillIndh	Domain: TalHel Data type: number Data length: 18	Number of unit stakes bet by customers of the licence holder (that has not been cancelled) related to the particular "SpilProduktIdentifikation". The implicit unit stake must be chosen such that the number reported in this field is always an integer. See specific section on Merged pools below.

HestDKGevinstPuljeBeløb/ HesteagtigGevinstPuljeBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total sum of all prize pools related to one ”SpilProduktIdentifikation”. The total prize pool is the sum of the prize pools (not just the part paid out to customers of the licence holder) before money is added or subtracted by the individual provider towards its own’s customers, if there are more providers. If the game is not offered in a cooperation with other operators, this amount will be ”GevinstPuljeBeløbTilIndh” minus ”GevinstPuljeTilføjetBeløb” (for all pools combined). Furthermore, this means that it must include any amount transferred to the prize pool (for all pools combined) from prior games and any amount added to the pool and any amount transferred from the prize pool (for all pools combined) to later pools must be subtracted before reporting the sum. See specific section on Merged pools below.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
HestDK/Hesteagtig		
HestDKLukketForSpilDatoTid/ HesteagtigLukketForSpilDatoTid	Domain: DatoTid Data type: datetime	Last possible time for placement of stakes (with time zone). Only the final time is reported. Any temporary stops (for instance due to a start later suspended) in the receiving of new stakes should not be reported.
HestDKSpilProduktFaktiskSlut-DatoTid/ HesteagtigSpilProduktFaktiskSlut-DatoTid	Domain: DatoTid Data type: datetime	Actual date and time of the conclusion of the game (with time zone).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
ResultatHestDKListe, MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
GevinstPuljeAntalGevinster Til- IIndh	Domain: TalHel Data type: number Data length: 18	Number of prizes in the particular prize pool that is won by customers of the licence holder. The number must be calculated in accordance with the implicit unit stakes. If there are no prizes in a pool because the winnings would be lower than a threshold or similar, the counting must still be done here and include those who would have won, had there been a

		prize. See specific section on Merged pools below.
GevinstPuljeBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount of money in the particular prize pool (incl. stakes “won back”) won by the customers of the licence holder. This amount is after any rounding has occurred or that the licence holder for some other reason has added or subtracted from its own winners. See specific section on Merged pools below.
GevinstPuljeBeløbPerRække	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Winnings per winning combination (including the stake). This shall be reported with respect to the underlying implicit unit stake. This amount shall not be rounded if these roundings only occur after the multiplication of the number of winning combinations (with respect to the unit stake) that each winner has. See specific section on Merged pools below.
GevinstPuljeTilføjetBeløb MinOcc=0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount added to the particular prize pool by the licence holder, which is not a transfer from another prize pool. This is typically relevant when the licence holder has guaranteed a minimum pool size or, the other way around, a cap on the individual winning or winnings in total. This amount includes various roundings. The value of roundings to the advantage of the player is considered to be of positive sign. The value of roundings to the disadvantage of the player is considered to be of negative sign. This means that the product of GevinstPuljeBeløbPerRække and GevinstPuljeAntalGevinsterTillIndh become identical to GevinstPuljeBeløbTillIndh minus any part of GevinstPuljeTilføjetBeløb which is due to rounding after “GevinstPuljeBeløbPerRække” has been calculated, e.g. what could be called “individual rounding”.
GevinstPuljeOverførselPrimo MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount of money that is transferred to the prize pool from a previous pool game. This is for the whole pool e.g. for all providers combined. If there is a transfer from one pool to the other for the same game before the beginning of the race, the reported amount shall be positive for the

		receiving pool and negative for the sending pool. Finally, as the same pool could be in-volved in multiple transfers, only the sum of these (with correct signs) shall be reported. See specific section on Merged pools below.
GevinstPuljeOverførselUlti mo MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount of money transferred from the prize pools to future pool games. This is for the whole pool e.g. for all providers combined If there is a transfer from one pool to the other for the same game after the race, the reported amount shall be negative for the receiving pool and positive for the sending pool. A possible reason for this last case could be, if there are no winners in one of the pools or the winnings would fall below a threshold. Finally, as the same pool could be in- volved in multiple transfers, only the sum of these (with correct signs) shall be reported. See specific section on Merged pools below.
Resultatgrundlag, MaxOcc = 245		
PuljespilVinderRække	Domain: TekstLang Data type: character Data length: 500	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
Vinderliste. See specific section on merged pools below		
Vinder, MinOcc = 0, MaxOcc = Unbounded. Players, who have not won anything, may not be included here.		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID's either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR)
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's pool game transaction. The licence holder chooses this ID. Could for instance be generated as UUID. The element connects a pool game transaction with the specification of winners (Vinder) in the "PuljespilSlutStruktur".
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999	The part of the total prizes in the game that originates from the game (including money from stakes, excluding any jackpot).

	minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	
UdgåedeHeste, MinOcc = 0, MaxOcc = Unbounded		
PuljespilNøgleNummer	Domain: TalHel Data type: number Data length: 18	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel Data type: number Data length: 18	The number that identifies the particular race within the event. See specific section on Merged pools below.
HestDKUdgåedeHeste/ HesteagtigUdgåedeHeste	Domain: TekstLang Data type: character Data length: 500	comma separated list of horses that did not start (such that it counts as if the horse did not participate – for instance such that reserve horses come into play - this must be in line with the rules of the licence holder). Example: i.e.: 3,5,9

HestDKEventSlutStruktur/HesteagtigEventSlutStruktur

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of the XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once, the licence holder will be instructed to report data again.
SpilFilErstatningIdentifikation MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	This attribute is used only when the licence holder has uploaded a file containing error(s) to the SAFE, and thus needs to deliver replacement data. SpilFilErstatningIdentifikation should specify the attribute SpilFilIdentifikation of the file containing the error.
TilladelsesindehaverOgSpil		

SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holder's username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to the SAFE-ID of the SAFE of a licence holder. There may only be one SAFE per Tamper Token username. However, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **HestDK** **Hesteagtig** Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted values are relevant for this game category.
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The licence holder chooses the format. However, the identification must be understandable – at least when applying a known code.
HestDKStamdata / HesteagtigStamdata		
HestDKEventSlutDatoTid/ HesteagtigEventSlutDatoTid	Domain: DatoTid Data type: datetime	Date and time for the ending of the last race on the particular day (event) (with time zone).
HestDKOmsætningFørAnnulleringer/ HesteagtigOmsætningFørAnnulleringer	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10 .	The sum of all stakes (both cancelled and non-cancelled stakes) within the event.

HestDKOmsætningEfterAnnullering/ HesteagtigOmsætningEfterAnnulleringer	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The sum of all non-cancelled stakes within one event.
HestDKAnnulleringerBeløb/ HesteagtigAnnulleringerBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10.	The sum of all cancelled stakes within one event.

HestDKEventTotalStruktur/HesteagtigEventTotalStruktur

These "TotalStruktur"s (total structures) are a catch all alternative to all "Eventstart"-, "Eventslut"-, "Start"- and "Slutstruktur"s in an event. All data elements are identical to those used in the 4 types they replace.

Structures for Winnings and game key for "Hesteagtig"/"HestDK"

The purpose of this subchapter is to describe how the generic key in standard records is used to report structures for winnings, and how combinations (rækker) for both transactions and winning combinations are reported.

It is necessary to specify this for "Hesteagtig"/"HestDK", since the logic of each game is incorporated in the Control System of the Danish Gambling Authority (DGA). This specification is therefore to be built in by both licence holders and suppliers to the DGA. "HestDK" is to be used for pool betting on horse racing held at Danish racecourses – including pool betting where any such race forms part of a combination bet ("Puljespil-DanskHest" is also allowed). "Hesteagtig" is to be used for all other pool betting ("Puljespil" is also allowed).

Vinder (Winner)
In "StartStruktur", the general game key, its description, and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer ": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description, "Præmiepulje": Prize Pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system" .
"PuljespilVinderRække": The winning "combination" will contain one number, which is the number of the winning horse.

Plads (Place)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer ": the specific race number).

GenereISpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Plads	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

Please note that the number of pools must reflect the number of places that prizes are awarded for.

In "StartStruktur" the prize pools are also stated – see below (resultatTalSpil: result of number game, GevinstPuljeIdentification: Prize Pool Identification. GevinstPuljeBeskrivelse: Prize Pool Description. Præmiepulje: Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Præmiepulje 2
3	Præmiepulje 3

Please note that the number of pools must reflect the number of winning places.

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system" .

"PuljespilVinderRække": At least 3 winning "combinations" will be sent (or 2 in races with few participants – depending on the rules of the licence holder); each winning combination contains one number. In case of a dead heat, all "combinations" which will result in a prize must be reported. Example: Horse 1 wins, Horse 2 comes second, and Horse 3 and Horse 4 are in a dead heat for third place. The following has to be reported:

```
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>3</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>4</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>
```

Please note that in "SlutStruktur", the number of winners must be counted separately for each pool. The pools must be listed in the same order as the winners in this list. However, as long as the two lists match, it does not matter which order winners are listed. For dead heats: Since a dead heat can result in additional prize pools, a replacement file has to be sent for the "StartStruktur" with the updated list of pools – if "StartStruktur" is first sent after the race has finished, the right list of pools can of course be sent to start with. In this special case (dead

heats), pools can be of different sizes – thus the winning horses must be matched to pools of the right size – but otherwise the order is still up to the licence holder; the largest pools do not have to be listed first.

Please note that even if the sizes of the pools change as a result of the different stakes put on the different horses, the percentages for each pool shall NOT be changed accordingly. This matters, because it might be that (parts of) stakes from losing bets only that are shared equally between the winning combinations.

Swinger

In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Plads 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Plads 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

Please note, as for "Plads", that there is no real difference between the two keys.

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentification": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Præmiepulje 2
3	Præmiepulje 3

Please note, that the number of pools must reflect the number of winning combinations. Please note, as for "Plads" there is no real difference between the prize pools.

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system"

"PuljespilVinderRække": There shall always be at least 6 winning combinations, of which there are three which are different in substance, which each reappear in the opposite order (or, for small races, one substantial winning combination, and its opposite – it depends on the rules of the game – such a game will be identical to "Tvil-ling"). A winning combination is a comma separated list with two numbers.

A typical reporting will look like this (Horse 1 wins, Horse 2 comes second, Horse 3 comes third):

```
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,3</PuljespilVinderRække>
```

```
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>3,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,3</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>3,2</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>
```

There are no demands to the order in which these combinations are reported – this includes no demand of "identical" combinations to be listed consecutively (which they are not in the example above).

If there is a dead heat for third place, between Horse 3 and Horse 4, the following combinations are also reported:

```
<ResultatGrundlag>
<PuljespilVinderRække>1,4</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>4,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,4</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>4,2</PuljespilVinderRække>
</ResultatGrundlag>
```

If the combination of horses in the dead heat is also a winning bet (i.e. because the winning criteria is two horses in the Top 3, not one in Top 2 and one further in the Top 3), the following are also reported:

```
<ResultatGrundlag>
<PuljespilVinderRække>3,4</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>4,3</PuljespilVinderRække>
</ResultatGrundlag>
```

Please note that in "SlutStruktur", the number of winners must be counted separately for each pool. The pools must be listed in the same order as the winning combinations in the list (where the first listing of a "real" winning combination determines its rank). However, as mentioned above, it does not matter in which order the winning combinations are listed.

For dead heats: Since a dead heat can result in additional prize pools, a replacement file has to be sent for the "StartStruktur" with the updated list of pools. If "StartStruktur" is first sent after the race has finished, the right list of pools can, of course, be sent to start with. In this special case (dead heats), pools can be of different sizes – thus the winning horses must be matched to pools of the right size – but otherwise the order is still up to the licence holder; the largest pools do not have to be listed first.

Please note that even if the sizes of the pools change as a result of the different stakes put on the different horses, the percentages for each pool shall NOT be changed accordingly. This matters, because it might be that (parts of) stakes from losing bets only that are shared equally between the winning combinations.

2af4 (2 of 4)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer ": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Top4nr1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Top4nr2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

Please note, as for "Plads" and "Swinger", that there is no real difference between the two keys.

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentification": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool, udgået: non-starter)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Præmiepulje 2 - Udgået

Please note, that as a starting point there is only one prize pool, in spite of the number of different winning combinations. "Præmiepulje 2 - Udgået" is for gamblers who have one "winning" horse and one non-starter. This means, that if there are no non-starters, there are no winners in "Gevinstpulje2". However, this pool shall be reported anyway – and the "GevinstPuljeGevinstProcent"'s shall be reported as 100 and 0, respectively. If Prize Pool 2 is activated, "GevinstPuljeOverførselUltimo" is used for both pools – a positive amount for prize pool 1 and a negative amount for prize pool 2 – for the total pools covering all providers.

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": There shall always be reported at least 12 winning combinations, of which 6 are substantially different, each being reported in both possible orders and each consisting of two numbers.

Thus, a typical reporting will look like "Swinger" – only with more combinations – see this.

There are no demands as to the order in which the winning combinations are reported. This includes no demand of "identical" combinations being listed consecutively.

Please note that in "SlutStruktur", the number of winners must be counted separately for each pool. If Prize Pool 2 is not in use, 0 winners are reported and the "GevinstPuljeBeløbPerRække" is set to 0. (If the licence holder should wish to report another amount in this case, please contact the DGA)

Raket ("the Rocket" – automatic placement of winnings as a new stake in another pool)
"Raket" is not a game in its own right, but a system that will generate transactions of the types "Plads" and/or "Vinder".

"Raket" transactions may, just as other transactions, be packed as described in "Reporting of combinations in a system" . The first transaction in a "raket" must be delivered to the SAFE when the "raket" is bought. The following transactions must be delivered to the SAFE individually, if the preceding transaction results in a prize.

Trio (or SuperTrio – top 3 in the right order)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
3	Nummer tre	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentification": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

""Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": The winning combination is a comma separated list with three numbers. In case of a dead heat, all "combinations" which will result in a prize must be reported. Example: Horse 1 wins, Horse 2 comes second, Horse 3 and Horse 4 are in a dead heat for third place. The following has to be reported:

```
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2,3</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,2,4</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>
```

TrioFP
This category is used for a game identical to "Trio", except for the case where a gambler has bet on a single or two non-starter(s). In this case, rather than the stake being returned, the gambler has the chance to win from one of two extra prize pools. This is typically the case for races in French racecourses.

GenerelSpilnøgle – as "Trio"

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Vinder, toer og udgået hest
3	Vinder, toer og udgået hest

(Vinder, toer og udgået hest: Winner, Runner up and non-starter, Vinder og to udgåede heste: Winner and two non-starters)

Winning combinations
Only winning combinations corresponding to wins in prize pool one are reported – as for "Trio". This means there are only more than one, if there is a dead heat for first or second place. Winning combinations for the second and third prize pools can be identified from the list of non-starters.

GevinstPuljeGevinstProcent
"GevinstpuljeProcent" shall be reported as it would be, if all pools have winners and at the default values i.e. the values expected before the racing takes place. These percentages are not changed, neither if there are no winners in the first, second or third prize pools nor if the percentages change as a result of rules, such that only (a share of) stakes of losing bets are distributed as given by the percentages.

Kvartet, Kvintet, Sekstet og Septet
The game types "Kvartet" (Quartet), "Kvintet" (Quintet), "Sekstet" ("sextet") and "Septet" (Septet) works likewise for 4,5,6 and 7 horses in the right order, respectively.

Thus, in "StartStruktur" the general game key for septetbecomes:

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
3	Nummer tre	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
4	Nummer fire	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
5	Nummer fem	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
6	Nummer seks	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
7	Nummer syv	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

For all these games, there is the same winning pool as for"Trio".

Tvilling (Twin – winner and runner up predicted in no particular order)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": The winning combination is a comma-separated list containing two numbers. Since "Tvilling" is independent of ordering, there will be multiple winning combinations. Example: Horse 1 wins, Horse 2 is the runner-up. The following winning combinations must be listed:

<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,1</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

In case of a dead heat, all "combinations" which will result in a prize must be reported. Example: Horse 1 wins, and Horse 2 and Horse 3 are in a dead heat for second place. The following winning combinations must be reported:

<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,3</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>3,1</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

Please note, that if the licence holder also considers bets on Horse 2 and Horse 3 as a winning combination, these must also be listed (i.e. if the rules stipulate that two top-two horses must be predicted, rather than the winner and the runner up).

TvillingFP

This category is used for a game identical to "Tvilling", except for the case where a gambler has bet on a single non-starter. In this case, rather than the stake being returned, the gambler has the chance to win from an extra prize pool. This is typically the case for races in French racecourses.

General game key – as "Tvilling"

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Vinder og udgået hest

(Vinder og udgået hest: Winner and non-starter)

Winning combinations
Only winning combinations corresponding to wins in prize pool one are reported – and only in the order, in which the two horses cross the line - in contrast to "Tvilling". This means there shall only be more than one in case of a dead heat for first or second place. Winning combinations for the second prize pools can be identified from the list of non-starters.

"GevinstPuljeGevinstProcent"
"GevinstpuljeProcent" shall be reported as it would be, if both pools have winners and at the default values i.e. the values expected before the racing takes place. These percentages are not changed, neither if either pool has no winners nor if the percentages change as a result of rules, such that only (a share of) stakes of losing bets are distributed as given by the percentages.

Trilling ("Triplet")
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
3	Nummer tre	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

Please note, that as for "Tvilling" there is no real difference between the three keys, since the ranking is immaterial.

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentification": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække:" The winning combination is a comma separated list containing three numbers. Since "Trilling" is independent of ordering, multiple winning combinations must be reported. Example: Horse 1 wins, Horse 2 is the runner-up. Horse 3 comes third. The following winning combinations must be listed:
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2,3</PuljespilVinderRække>

</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,3,2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,1,3</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,3,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>3,1,2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>3,2,1</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

In case of a dead heat, all "combinations" which will result in a prize must be reported. Example: Horse 1 wins, and Horse 2 comes second and Horse 3 and Horse 4 are in a dead heat for third place. All the 6 winning combinations above must be reported and also 6 more combinations where "3" is replaced by "4."

Please note, that if the licence holder also considers bets on Horse 3 and Horse 4 as a winning combination, these must also be listed (i.e. if the rules stipulate that two top-three horses must be predicted, rather than one in the top 2 and further one in top 3).

Komb (short for combination – winner and runner up predicted in the correct order)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system" .

The winning combination is a comma-separated list containing two numbers. "Komb" is dependent upon ordering. Example: Horse 1 wins, Horse 2 is the runner op. The following winning combinations must be listed:
<ResultatGrundlagListe>

<ResultatGrundlag>
<PuljespilVinderRække>1,2</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

In case of a dead heat, all "combinations" which will result in a prize must be reported. Example: Horse 1 wins, and Horse 2 and Horse 3 are in a dead heat for second place. The following winning combinations must be reported:
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,3</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

KombFP
This category is used for a game identical to "Komb", except for the case where a gambler has bet on a single non-starter. In this case, rather than the stake being returned, the gambler has the chance to win from an extra prize pool. This is typically the case for races in French racecourses.

General game key – as "Komb"

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Vinder og udgået hest

(Vinder og udgået hest: Winner and non-starter)

Winning combinations
Only winning combinations corresponding to wins in prize pool one are reported – as for "Komb". This means there are only more than one, if there is a dead heat for first or second place. Winning combinations for the second prize pools can be identified from the list of non-starters.

"GevinstPuljeGevinstProcent"
"GevinstpuljeProcent" shall be reported as it would be, if both pools have winners and at the default values i.e. the values expected before the racing takes place. These percentages are not changed, neither if either pool has no winners nor if the percentages change as a result of rules, such that only (a share of) stakes of losing bets are distributed as given by the percentages.

DD (DagensDubbel and LunchDubbel – predict the winners of two races)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer ": the specific race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

The winning combination is a comma-separated list containing two numbers. Example: Horse 1 wins race 1, and Horse 1 wins race 2. The following winning combinations must be listed:
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,1</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

In case of a dead heat, all "combinations" which will result in a prize must be reported. Example: Horse 1 wins race 1, and Horse 1 and Horse 2 are in a dead heat for first place in race 2. The following winning combinations must be listed:
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,2</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

V4 (Winners of 4 races)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Au-tomatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1- 20	Kommasepareret liste

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

The winning combination is a comma-separated list containing four numbers. Example: Horse 1 wins race 1, Horse 1 wins race 2, Horse 1 wins race 3, and Horse 1 wins race 4. The following winning combinations must be listed:

<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,1,1,1</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

In case of a dead heat, all "combinations" which will result in a prize must be reported. Example: Horse 1 wins race 1, Horse 1 wins race 2, Horse 1 wins race 3, and Horse 1 and Horse 2 are in a dead heat for first place in race 4. The following winning combinations must be listed:

<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,1,1,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,1,1,2</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

V5 (Winners of 5 races)

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description. "Præmiepulje": Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": The winning combinations and dead heats must be reported as for V4 – with five numbers instead of four.

V64 (Winners of 6 races – prizes for 4 correct predictions)

In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

6	Vinder afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description.

Præmiepulje: Prize pool , Alle 6 rigtige: all six correct, 5 af 6 Rigtige: five of six correct, 4 af 6 Rigtige: four of six correct)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1 – Alle 6 rigtige
2	Præmiepulje 2 – 5 af 6 rigtige
3	Præmiepulje 3 – 4 af 6 rigtige

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": The winning combinations and dead heats must be reported as for V4 – with six numbers instead of four.

In transactions, "KunToppulje" is reported as "1" if a player has chosen only to play for the top prize pool. If this is not the case, "0" is reported.

V3 and V6

As V4 and V5, the games V3 and V6 exist, where the gambler must find the winner of 3 or 6 races respectively. V6 can also be seen with V65 (below) as the starting point, but only with the first prize pool.

V65 (Winners of 6 races – prizes for 5 correct predictions)

In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
6	Vinder afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description, "Præmiepulje": Prize pool, Alle 6 rigtige: all six correct. 5 af 6 Rigtige: five of six correct)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1 – Alle 6 rigtige
2	Præmiepulje 2 – 5 af 6 rigtige

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": The winning combinations and dead heats must be reported as for V4 – with six numbers instead of four.

In transactions, "KunToppulje" is reported as "1" if a player has chosen only to play for the top prize pool. If this is not the case, "0" is reported.

V75 (Winners of 7 races – prizes for 5 correct predictions)

In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
6	Vinder afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
7	Vinder afdeling 7	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentifikation": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description, "Præmiepulje": Prize pool, Alle 7 rigtige: all seven correct. 6 af 7 Rigtige: six of seven correct, 5 af 7 Rigtige: five of seven correct)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1 – Alle 7 rigtige
2	Præmiepulje 2 – 6 af 7 rigtige
3	Præmiepulje 3 – 5 af 7 rigtige

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": The winning combinations and dead heats must be reported as for V4 – with seven numbers instead of four.

In transactions, "KunToppulje" is reported as "1" if a player has chosen only to play for the top prize pool. If this is not the case, "0" is reported.

V76
Is reported ad V75, but without the third prize pool.

V86 (Winners of 8 races – prizes for 6 correct predictions)
In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
6	Vinder afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
7	Vinder afdeling 7	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

8	Vinder afdeling 8	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentification": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description, "Præmiepulje": Prize pool, Alle 7 rigtige: all seven correct. 6 af 7 Rigtige: six of seven correct, 5 af 7 Rigtige: five of seven correct)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1 – Alle 8 rigtige
2	Præmiepulje 2 – 7 af 8 rigtige
3	Præmiepulje 3 – 6 af 8 rigtige

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": The winning combinations and dead heats must be reported as for V4 – with eight numbers instead of four.

In transactions, "KunToppulje" is reported as "1" if a player has chosen only to play for the top prize pool. If this is not the case, "0" is reported.

V87

Is reported ad V86, but without the third prize pool.

Placepot

In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer": the specific race number, Plads afdeling: Place race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Plads afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
2	Plads afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
3	Plads afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
4	Plads afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
5	Plads afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste
6	Plads afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer	Kommasepareret liste

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number

game, "GevinstPuljeIdentification": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description, "Præmiepulje": Prize pool, Alle6rigtige: all six correct.)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1 – Alle 6 rigtige

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

"PuljespilVinderRække": Winning combinations must be reported as V6 (and V65) – but in contrast to those games, normally there will be a huge number of winning combinations – if there are three place "winners" in each race there will be 729 winning combinations, which are all to be reported. In case of (a) dead heat(s) there will be even more. We refer to the fact, that we can handle up to 4096 winning combinations, corresponding to 4 place "winners" in all 6 races.

Quintpot, Quadpot, Tripot
Games corresponding to Placepot, but with 5, 4 and 3 races respectively.

KvartetPlus
"KvartetPlus" (Quartet Plus) may not be taken into use, if prior notice has not been given to the Danish Gambling Authority as stated in section 6.2.3 of "Programme for Change Management", which is a part of the Certification Programme of the Danish Gambling Authority. This means that the Danish Gambling Authority must be notified at least 60 days before the game is to be offered.

KvintetPlus (Quintet Plus)
The game is about predicting top 5 in the right order. There are no automatic reserves, and the gambler can choose up to one reserve (manually). If there are 5 horses remaining in the combination after a possible insertion of a reserve, the gambler plays for prize pools 1-4. If only 4 horses remain in the combination, the gambler plays for prize pools 5-7. Non-starters are withdrawn from the combination, lower placed horses are promoted to a higher place (i.e. to a lower number) and a reserve, if relevant, in inserted at the end.

In "StartStruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer ": the specific race number, Plads afdeling: Place race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
3	Nummer tre	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
4	Nummer fire	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer
5	Nummer fem	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer

ReservehesteManuelt: Where the manually chosen reserve is listed, it is only necessary to list it once, with "NøgleNummer" 1.

In "StartStruktur" the prize pools are also stated – see below ("ResultatTalSpil": result of number game, "GevinstPuljeIdentification": Prize Pool Identification. "GevinstPuljeBeskrivelse": Prize Pool Description,

"Præmiepulje": Prize pool, Alle 5 i rigtig rækkefølge: all five in the correct order. Alle 5 i Top 5: all 5 in Top5, Første 4 i mål på Kupon: First 4 horses on coupon, Første 3 i mål på Kupon: First 3horses on coupon, red: red(uced), Alle 4 i rigtig rækkefølge:

All 4 in the correct order, Alle 4 i Top 4: All 4 in Top 4,

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Alle 5 i rigtig rækkefølge
2	Alle 5 i top 5
3	Første 4 i mål på kupon
4	Første 3 i mål på kupon
5	Red alle 4 i rigtig rækkefølge
6	Red alle 4 i top 4
7	Red første 3 i mål i på kupon

All 7 pools must be created, regardless of whether there are non-starters.

"GevinstPuljeGevinstProcent": Is reported as it is planned from the beginning – i.e. "0" for prize pools 5-7. These shall not be changed later. The counting of winners is done for each pool separately. This includes pools 5-7. If there are no non-starters "GevinstPuljeAntalGevinsterTillIndh" is set to "0" for these 3 pools.

"GevinstpuljeoverførselUltimo": If there are winners in pools 5-7, money is transferred to these using "GevinstpuljeoverførselUltimo; transferring pools with a positive sign, receiving pools with a negative sign. This means, that if no money is transferred to future games, the sum of all "GevinstpuljeoverførselUltimo" shall be zero. These amounts are for the total pools covering all providers.

"Rækkespilkombinationer" (combinations) – see "Reporting of combinations in a system".

PuljespilVinderRække: The winning combination is a comma separated list of 5 numbers. All combinations that can result in a win in price pool 1 are reported. Example: Horse 1 wins, Horse 2 is runner up, Horse 3 and Horse 4 are in a dead heat for third place and Horse 5 is fifth. The following winning combinations are reported.

<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2,3,4,5</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,2,4,3,5</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

KvintetPlusNY

KvintetPlusNy is identical to KvintetPlus, except that the third prize is won if any 4 horses on the coupon are in the Top 5.
Therefore:
GevinstPuljeIdentifikation: 3 GevinstPuljeBeskrivelse: 4 af 5 i top 5

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Alle 5 i rigtig rækkefølge
2	Alle 5 i top 5

3	4 af 5 i top 5
4	Første 3 i mål på kupon
5	Red alle 4 i rigtig rækkefølge
6	Red alle 4 i top 4
7	Red første 3 i mål i på kupon

Managing return of stakes

There are different rules for the different types of games as toregarding when a stake has tomust be returned. For an example, is in "trio", where all stakes are returned if fewer than four horses start. The returning of stakes shall be dealt with in "standard records" by annulling all transactions and sending a "SlutStruktur" with an empty winning combination:

<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække/>
</ResultatGrundlag>
</ResultatGrundlagListe>

If only some gamblers' stakes are to be returned, for example if the horse they have bet on does not start, annulments must be sent for the relevant transactions. Obviously, in this case, no empty winning combination shall be sent.

Scaling down of V5 and V4 and others

According to the rules (in force prior to January 1st 2018 for the monopoly operator) V5 is changed to V4 if there are no winners, and likewise V4 can be changed to V3. This is dealt with by using a question mark as a wild card element for the last position in the winning combination. Example: Horse 1 wins race 1, Horse 2 wins race 2, Horse 3 wins race 3, and horse 4 wins race 4. If no gamblers have correctly predicted all four winners, the winning combinations shall be reported as follows:

<ResultatGrundlag>
<PuljespilVinderRække>1,2,3,?</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,2,?,4</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,?,3,4</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>?,2,3,4</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

Please note that this scaling down is NOT reported as the scaled down game (V4/V3) but as the original version – so that all transactions sent are still valid.

If only some races are cancelled, the winner of the cancelled race is also reported as "?". So, if in the example above race 3 is cancelled instead, the following is to be reported:

<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2,?,4</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

Managing "SpillerInformationIdentifikation" (Player-ID)
As with other liberalised betting.

Reporting of combinations in a system
In order to reduce the number of combinations in standard records and for the handling of reserve horses, the combinations may be reported in a system. A gambler has chosen the following V65 system:

Race 5 horse 5 or 9
Race 6 horse 2 or 6
Race 7 horse 5
Race 8 horse 4 or 5 or 10
Race 9 horse 1 or 12 or 13
Race 10 horse 7 or 8

In the licence holder's system, the following 6 combinations will probably be registered:
1 5 5,9
2 6 2,6
3 7 5
4 8 4,5,10
5 9 1,12,13
6 10 7,8

When the system is unpacked. It becomes combination1*combination2*combination3*combination4*combination5*combination6 – in this case 72 combinations. Here are the first combinations unpacked:
5,2,5,4,1,7
9,2,5,4,1,7
5,6,5,4,1,7
9,6,5,4,1,7
...

The chosen combinations (if the packing in a system is chosen) shall be stated in standard records as follows, where "RækkeNummer" is the key number in "GenerelSpilNøgle" and "Rækkespilkombinationer" lists the chosen horses in the given race:

```
 <SpilkombinationerListe>
<Spilkombinationer>
<RækkeNummer>1</RækkeNummer>
<RækkeSpilkombinationer>5,9</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>2</RækkeNummer>
<RækkeSpilkombinationer>2,6</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>3</RækkeNummer>
<RækkeSpilkombinationer>5</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>4</RækkeNummer>
<RækkeSpilkombinationer>4,5,10</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>5</RækkeNummer>
<RækkeSpilkombinationer>1,12,13</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
```

<RækkeNummer>6</RækkeNummer>
<RækkeSpilkombinationer>7,8</RækkeSpilkombinationer>
</Spilkombinationer>
</SpilkombinationerListe>

Please note that if this packing is not chosen, the reserve list must be correct for each combination. The Danish Gambling Authority is not convinced that this is possible (and it is the responsibility of the licence holder to ensure that the submitted data is correct). The alternative is to send cancellations and resend all combinations in which a reserve horse is activated.

On the other hand, please note that if "horses" 4,6,8 are chosen for all places in "trio" (chosen as an example of a game concerned with one race only)

<SpilkombinationerListe>
<Spilkombinationer>
<RækkeNummer>1</RækkeNummer>
<RækkeSpilkombinationer>4,6,8</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>2</RækkeNummer>
<RækkeSpilkombinationer>4,6,8</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>3</RækkeNummer>
<RækkeSpilkombinationer>4,6,8</RækkeSpilkombinationer>
</Spilkombinationer>
</SpilkombinationerListe>

It MUST be stated, that there are 6 (3*2*1) combinations not 27 (3*3*3) as one would get by multiplication. We note that all the 21 non-existing combinations corresponds to combinations that can never result in a win (example: {4,6,4} is impossible, since horse 4 cannot finish 1st and 3rd in the same race).

Reserve horses

If a horse or more horses in a player's combination is/are (a) nonstarter(s), in some cases (a) reserve horse(s) is/are inserted.

The rules described in this section apply, when there are no specific rules mentioned in the rules for the particular game. First, manually chosen horses from the player's transaction are inserted. These are inserted in the order that they are reported, regardless of whether these horses have already been chosen as an original choice by the player.

Subsequently, horses from the automatic list of reserve horses (from "StartStruktur") are used, but only those which are not already a part of the transaction. This means that neither horses originally chosen by the player, nor manually chosen horses are (re)used. If the whole list of reserve horses has been used (seems very unlikely), the list is used again from the beginning. This time only horses that have already been used twice in the transaction are skipped. This means only horses that are both originally chosen by the player and chosen manually as a reserve, are skipped.

If the whole list has been used for a second time, the list is also used for a third time and so on. Before the third iteration starts, all horses are already in the combination twice, so all horses can be used.

Multiple prize sizes in games with typically one prize size only

Above it is described, how game types ("Plads" and "Swinger"), which normally have multiple prize sizes are managed, when more pools and prize sizes are added, for example due to a dead heat.
The rules for games which typically do not have multiple prize sizes differ. This could be "trio", where there are different prize sizes when there is a dead heat.

The DGA have chosen a flexible approach to this rare situation. It seems a natural choice, to use a weighted average as "GevinstPrRække", so that the product of the number of winners and their winnings equal total winnings, but other solutions, such as using one of the prize sizes, are also allowed.

General rules concerning "AntalRækker" in different structures

In "SlutStruktur" the amount bet at the licence holder (IndskudSpilTillIndh) and the number of combintions (AntalRækkerTillIndh) are stated. Here "antal rækker" (number of combinations) shall be understood with respect to a specific unit stake per combination (calculable from "IndskudSpilTillIndh" divided by "AntalRækkerTillIndh"). It is for this unit stake that the "GevinstPuljeBeløbPerRække" (WinningsPerCombination) shall be understood. Since all reported data for fields named "antal rækker" (i.e. all fields mentioning a number of combinations) must be integers, the unit stake must be chosen low enough to ensure this (example: if the gambler can bet both DKK 2 or DKK 5 per combination, the unit stake cannot be more than DKK 1).

Furthermore, for games where the gambler can choose to play only for the Top Pool: The number of combinations must be calculated according to the principles above. However, when counting the number of winners (AntalGevinsterTillIndh) these must be weighted according to whether the play was only aiming for the Top Pool or not. Combinations in play only for the Top Pool must be multiplied by a factor (100 divided by the percentage of the prize pool that is in the Top Pool) – if this factor is not an integer, this must be taken into account when deciding the unit stake (example: a game has a stake of DKK 1 per combination. However, the factor for the Top Pool is 2.5 [The Top Pool is 40% of the pools] – therefore, the number of combinations must always be an even number before (possible) multiplication, so the unit stake cannot be higher than DKK 0.50).

In transactions we have "antal rækker" and "indsats". Here "antal rækker" means the number of combinations shown "below". This means that if "SlutStruktur" has an implicit unit stake of DKK 10 and the gambler bets DKK 200 in total on 2 "horses", "antal rækker" is reported as "2" and "indsats" as "200" (rather than asking the licence holder to report both horses ten times each).

In "StartStruktur" the "gevinstpuljeprocent" (percentage of pools in the specific pool) must be reported. In cases where it is possible to play only for the Top Pool, "gevinstpuljeprocent" must be stated as if no players played for the Top Pool only (no adjustment after what the players actually choose must be made).

Merged pools

If pools (for instance from Vinder, Plads, Tvilling and Trio) for the same race are merged (typically to stabilise the running odds), stakes are reported as usual for the particular type of bet.
The (random) transfer of means from wins on one bet type to the other, shall not (and may not) be reported as transfers [GevinstPuljeOverførselPrimo, GevinstPuljeOverførselUltimo]. Winnings and counting of winners work as usual for the specific bet type. Instead, the following is reported:

HestDKLøbNummer/HesteagtigLøbNummer: 1000000 (1 million) is added to the race number (e.g. for race number four, 1000004 is reported). Thus, it is visible that it is a merged pool and which bet types take part. In the, presumably, highly unlikely case that the licence holder participates in several merged pools concerning the same race, the next pool shall be reported by adding two million and so on.

As HestDKGevinstPuljeBeløb/HesteagtigGevinstPuljeBeløb the contribution of the specific bet type INTO the merged pool is reported. This means that this number is not adjusted to how many of the gamblers of this particular bet type who win.

Jackpot

Licence holders must report data when jackpots are won. A jackpot is an extra game, players participate in by playing other games, and where the licence holder typically takes a small part of the players' stakes to finance the jackpot pool. You can only win the jackpot by playing another game.

If a prize is part of a game's regular prize structure, the prize shall not be reported by using the "JackpotUdløsningStruktur". In this case, the licence holder must use the data structure for the game category, where the prize has been won, for instance "KasinospilPrSessionStruktur".

Reporting of a "JackpotUdløsningStruktur" is only done in situations, where one or more of a licence holder's Danish customers have contributed to the jackpot pool.

This means that a jackpot prize shall not be reported in a situation, where the licence holder is part of a network jackpot, and the jackpot is won, without any of the licence holder's Danish customers having contributed to the jackpot pool.

However, this also means that a jackpot prize shall be reported in situations, where one or more of the licence holder's Danish customers have contributed to a network jackpot, but where the jackpot is won by a customer from another operator.

If the license holder adds funds to a jackpot, this must be reported in the field JackpotKommissionRake with a negative sign. The same is the case if the funds originate from a previous jackpot. The former jackpot is referred to in this guidance as the "mother" jackpot. The jackpot that receives the funds is referred to in these guidance as the "child" jackpot.

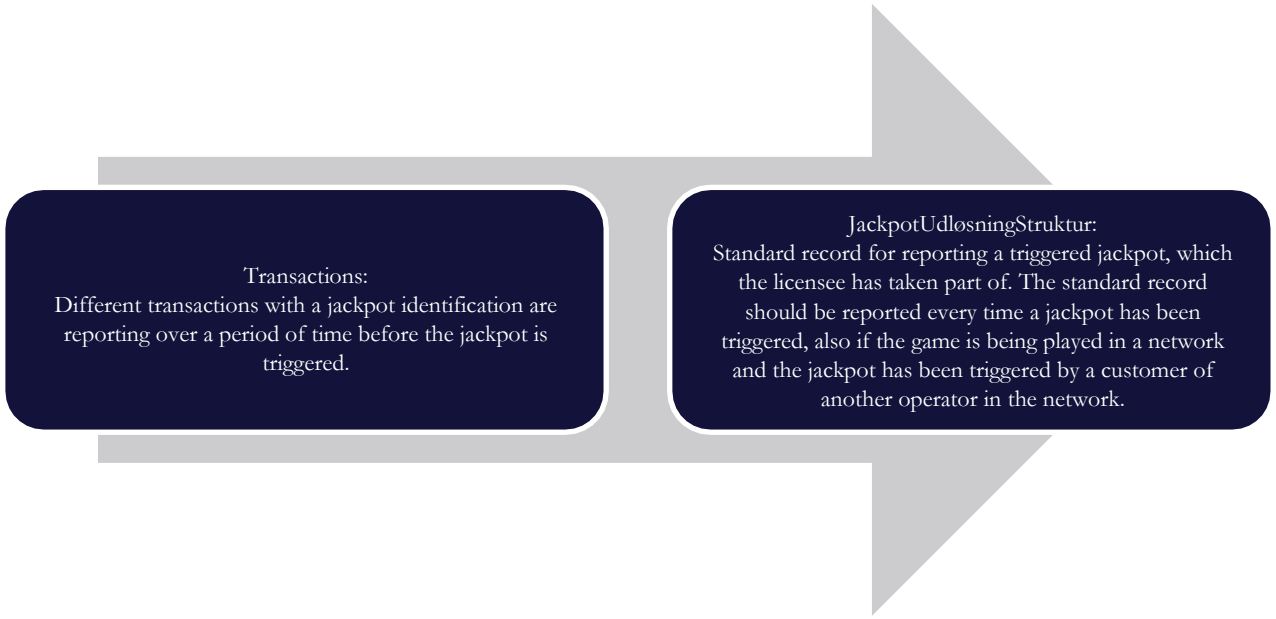
Examples:
The jackpot is for instance known from slot machines, which can be connected to a common jackpot pool, which can be won across several connected slot machines. Each slot machine connected to the progressive jackpot contributes to the jackpot pool (progressive jackpot). The jackpot can be won from a slot machine offered by a licence holder or from a slot machine offered by other operators connected to the jackpot through a network.

A jackpot can also be the Bad Beat jackpot in poker. Certain tables have a predetermined hand, which gives access to a jackpot. A player who has a hand corresponding to or better than this and loses the game will win the jackpot.

Key, which is used for connecting the "JackpotUdløsningStruktur
" to other games:

1. "JackpotIdentifikation" and "SpillerInformationIdentifikation" in combination connects transaction structures and the "JackpotUdløsningStruktur". From these two pieces of information, it must be possible for the Danish Gambling Authority to verify that the player has contributed to the jackpot pool.

Process for reporting jackpots:



JackpotUdløsningStruktur

This standard record contains the following information:

Attribute	Format – requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.

SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used, when the li- cence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for col- lecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **KasinospilSinglePlayer** **KasinospilMultiPlayer** **Bingospil** **Puljespil** **PokerCashGame** **PokerTurnering** Managerspil PuljespilDanskHest Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Only the highlighted values are relevant for this game category.
Jackpot		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the transactions, which contains contributions to the jackpot. It is therefore important, that the same JackpotIdentifikation is used in the previous transactions connected to the jackpot in question and the “JackpotUdløsningStruktur”, which is reported, when the jackpot has been won. When a jackpot is won, the “JackpotIdentifikation” may no longer be used.

JackpotDatoTid	Domain: DatoTid Data type: datetime	Date and time when the jackpot has been triggered/won (with time zone).
JackpotTotalGevinst	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive:-9999999999 totalDigits: 20 fractionDigits: 10	Total payout from the jackpot won by one or more players. If a jackpot pool is closed before a winner is found, zero “0” must be reported in this data element.
JackpotKommissionRake	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Share of the jackpot which has been claimed as commission or rake. (Overall, not necessarily by the license holder) If the jackpot is supplemented by funds from the license holder, in addition to the stated jackpot deposits (e.g. to supplement up to a minimum win or as an initial contribution to the jackpot, this must also be reported here - with a negative sign. This also applies to funds that are "inherited" from a previous jackpot (mother) Conversely, if funds are passed on to a future jackpot (child), this is reported with a positive sign. If a jackpot pool is closed before a winner is found, the balance of the jackpot pool at the time of closing must be reported in this data element. There may be several contributions to this field. It is the sum that is reported.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR The currency in which the Jackpot is won is stated.
Spiller		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players, and the same player may not have several ID’s either. It can for instance be a customer or player number. It cannot be a Danish civil registration number (CPR) If the jackpot is won by a customer from another operator on a network, and the licence holder does not have an identification on this customer, then this attribute should be reported with the value “notcustomer”. If a jackpot pool is closed before a winner is found, "NO WINNER" must be reported in this data element.

JackpotGevinst	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Share of the jackpot which a given player wins. If a jackpot pool is closed before a winner is found, zero "0" must be reported in this data element.

End Of Day

This standard record contains summarized game data from the licence holder. The report contains information from the categories with one of the following SpilKategoriNavn:

- Fastoddsspil
- FastoddsspilBetexchange
- FastoddsspilDanskHest
- FastoddsspilBeXDkHest
- PokerCashGame
- KasinospilSinglePlayer
- KasinospilMultiPlayer
- Bingospil
- SpreadBetting

The End Of Day report should therefore not be reported for the following game categories: Pool games, manager games and poker tournaments.

The licence holder must generate one report for each currency used by Danish players during each day. The report must be generated from the licence holders gaming system or another system belonging to the licence holder, in which the relevant information is available. **The End Of Day report must therefore not be based on a count or summation of numbers and amounts, which have been reported in transactions to the licence holders SAFE during the day.**

Reporting of casino games in the End Of Day report:
As mentioned above in the section about casino games, reporting of stakes and winnings are made in the same standard records. For this game category, stakes and the connected winnings are always reported the same day. This should also be the case in the End Of Day report for this game category.

Reporting of pokercash in the End Of Day report:
As mentioned above in the section about poker cash games, reporting of stakes and winnings are made in the same standard records. For this game category, stakes and the connected winnings are always reported the same day. This should also be the case in the End Of Day report for this game category.

Reporting of fastodds in the End Of Day report:
As mentioned above in the section about betting, reporting of stakes and winnings are made in two different standard reports. There is often a long period between reporting of the stake and a possible win. Stakes made onbetting must be reported in the End Of Day report covering the day, on which the bet was made. Winnings must be reported in the End Of Day report covering the day, on which the bet is settled.

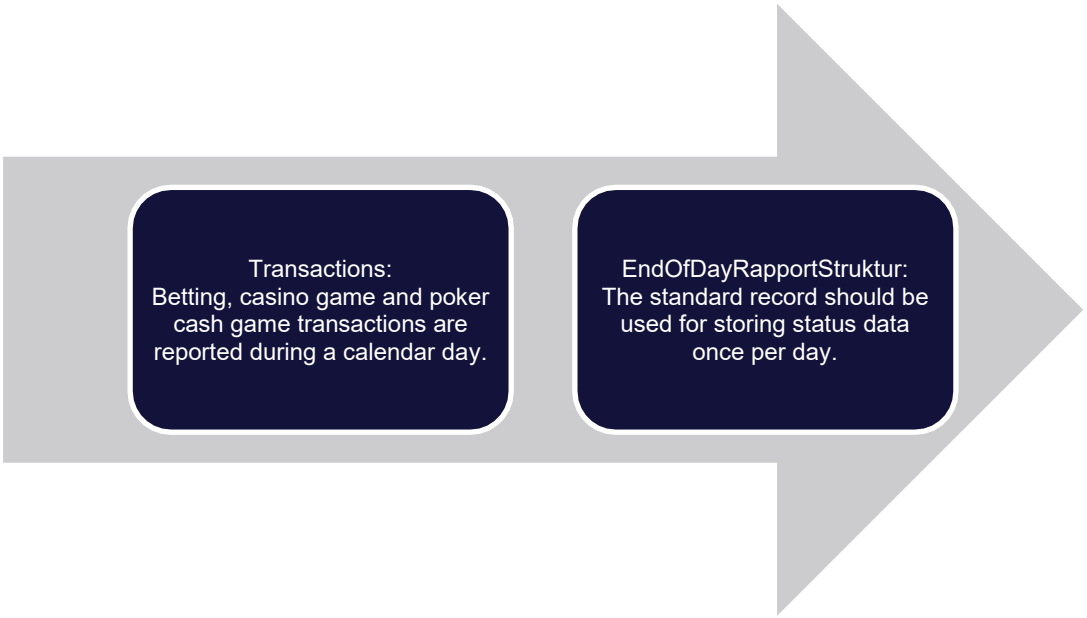
The End of Day Report and corrections:
Later in this document, a distinction is made between corrections to reported data which are made due to errors in the conduction of the game and thus indicate changes towards the player and corrections of

Reported data, which are made due to errors in the reporting of game data itself.

In this paragraph it is described have cancellations and resettlements are treated in relation to the End Of Day report. Here it is only about corrections made towards the player. These corrections shall contribute towards the End of Day report on the day the correction is made. This also implies, that a correctly reported End Of Day report shall not later be corrected due to corrections made towards the player.

Conversely, discrepancy between reported transactions and the End Of Day report is a sign of an error in reporting. If transactions/settlements have been reported erroneously, these must be corrected without the End Of Day report being corrected (unless this has also been erroneous), such that the discrepancy is removed.

Process for reporting End Of Day:



It holds in general, that for the summations in the End Of Day report, concepts like stakes, winnings and others by definition is defined in the same way as in the corresponding transaction structures (transaction structures shall here, and in the diagramme above, be understood broadly, meaning to be including FastOddsSlutStruktur, KasinoPrSessionStruktur and PokerCashGamePrSessionStruktur)

EndOfDayRapportStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2

SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character Data length: 300	This attribute is only used, when the licence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
Tilladelsesindehaver		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
EndOfDayRapportDato	Domain: Dato Data type: date	What date the report covers.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
SpilOpgørelse		
SpilOpgørelse, MinOcc = 1, MaxOcc = Ubegrænset		
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. <u>Permitted values from Data Domain:</u> **Fastoddsspil** **FastoddsspilBetexchange** **FastoddsspilDanskHest** **FastoddsspilBeXDkHest** **VirtuelFastOdds** **SpreadBetting**

		PokerCashGame **KasinospilSinglePlayer** **KasinospilMultiPlayer** **Bingospil** Puljespil PuljespilDanskHest Managerspil PokerTurnering Only the highlighted value is relevant for this game category.
EndOfDayRapportAntalSpil	Domain: Antal Data type:number Data length: 12	For games reported by use of ”FastOddsTransaktionStruktur”: The number of ”SpilTransaktionIdentifikation.” The date is based on “SpilKøbDatoTid”, except for cancellations, where date is based on ”SpilAnnulleringDatoTid”. For ”PokerCashGame”: The sum of ”PokerSessionAntalHænder”. The date is based on ”SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on ”SpilAnnulleringDatoTid.” For games reported by use of ”KasinospilPrSessionStruktur”: Sum of ”KasinospilAntalTræk”. The date is based on “SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on”SpilAnnulleringDatoTid”. For all game types, ancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the transaction thus contribute with 0 in total. When a cancellation is made on a later day than the original transaction, the transaction and the cancellation contribute with each their sign on each their day.
EndOfDayRapportIndskudSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	For games reported by use of ”FastOddsTransaktionStruktur”: The sum of ”SpilIndskud”. The date is based on “SpilKøbDatoTid”, except for cancellations, where date is based on ”SpilAnnulleringDatoTid”. For PokerCashGame: The sum of ”PokerSessionIndskudSpil”. The date is based on ”SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on ”SpilAnnulleringDatoTid.” For games reported by use of ”KasinospilPrSessionStruktur”: The sum of ”KasinospilIndskudSpil”. The date is based on “SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on”SpilAnnulleringDatoTid”. For all game types, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the transaction thus contribute with 0 in total. When a cancellation is made on a later day than

		the original transaction, the transaction and the cancellation contribute with each their sign on each their day.
EndOfDayRapportIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10 .	For PokerCashGame: The sum of ”PokerSessionIndskudJackpot”. The date is based on ”SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on ”SpilAnnulleringDatoTid.” For games reported by use of ”KasinospilPrSessionStruktur”: -The sum of ”KasinospilIndskudJackpot”. The date is based on “SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on”SpilAnnulleringDatoTid”. For both game types, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the transaction thus contribute with 0 in total. When a cancellation is made on a later day than the original transaction, the transaction and the cancellation contribute with each their sign on each their day.
EndOfDayRapportGevinster	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10 .	For games reported by use of ”FastOddsSlutStruktur”: The sum of ”SpilGevinst”. The date is based on “ SpiFaktiskSlutDatoTid”. This holds also for bet-resettlement. For a bet-resettlement which is made on the same day as the original transaction, the bet thus contributes with the correct win. When a bet-resettlement is made on a later day than the original transaction, the bet-resettlement contribute with the value of the correction on this day, such that the sum of both, or all of the days involved for the bet contribute with the amount won. For PokerCashGame: The sum of ”PokerSessionGevinstSpil”. The date is based on ”SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on ”SpilAnnulleringDatoTid.” For games reported by use of ”KasinospilPrSessionStruktur”: The sum of ”KasinospilGevinstSpil”. The date is based on “SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on”SpilAnnulleringDatoTid”. For the two game types mentioned last, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the transaction thus contribute with 0 in total. When a cancellation is made on a later day than the original transaction, the transaction and the cancellation contribute with each their sign on each their day.

EndOfDayRapportKommissionRake	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive:-9999999999 totalDigits: 20 fractionDigits: 10	For games reported by use of ”FastOddsSlutStruktur”: The sum of ”SpilKommission”. The date is based on “ SpiFaktiskSlutDatoTid”. This holds also for bet-resettlement. For a bet-resettlement which is made on the same day as the original transaction, the bet thus contributes with the correct commission. When a bet-resettlement is made on a later day than the original transaction, the bet-resettlement contribute with the value of the correction on this day, such that the sum of both, or all of the days involved for the bet contribute with the correct commission. For PokerCashGame: The sum of ” PokerSessionRake”. The date is based on ”SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on ”SpilAnnulleringDatoTid.” For games reported by use of ”KasinospilPrSessionStruktur”: The sum of ”Kasinospilkommission”. The date is based on “SpilFaktiskSlutDatoTid”, except for cancellations, where date is based on”SpilAnnulleringDatoTid”. For the two game types mentioned last, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the transaction thus contribute with 0 in total. When a cancellation is made on a later day than the original transaction, the transaction and the cancellation contribute with each their sign on each their day.

Changes to reported data

This section describes how data errors are corrected. The Danish Gambling Authority specifies three types of errors: changes to transactions (cancellations and more), changes to “FastoddsSlutStruktur” (bet-resettlements and more), and changes handled by replacement files (erstatningsfiler). In this section it is described how licence holders correct each type of change.

It is noted that for each of the three types of changes to data, it may be corrections that are needed, either because the game has changed towards the players or because the licence holder has made errors in in the reporting of game data. **It is important to distinguish between the two types of changes. This is specified in each of the three subsections below.**

It is a general requirement that all data must be placed on SAFE and data on SAFE must be kept as described in other documentation regarding technical requirements for licence holders. The documentation can be found on The Danish Gambling Authority’s website. This means that data must be kept on SAFE in the required period even if it contains errors. No data may be deleted from SAFE before the required period for keeping data on SAFE has been exceeded.

The different ways of correcting errors are described below. Please note that the rules mentioned below should be followed strictly. This means for instance that it is not possible to use the attribute for replacement data for handling cancellations or bet-resettlement.

Type	Description	Applies to the following Standard Records
Changes to transactions (Cancellations and more)	Changes to transaction- and session-based structures are handled as cancellations. Changes must be done by sending a cancellation followed by a new transaction or session. See further details in the section on Changes to transactions (Cancellations and more)	• FastOddsTransaktionStruktur • KasinospilPrSessionStruktur • ManagerSpilTransaktionStruktur • PokerCashGamePrSessionStruktur • PokerTurneringTransaktionStruktur • PuljespilTransaktionStruktur • HestDKTransaktionStruktur/HesteagtigTransaktionStruktur
Changes to "FastoddsSlutStruktur" (Bet-resettlement and more)	Changes for "FastOddsSlutStruktur" used for betting is handled as bet-resettlement. This means that the licence holder must send a new "FastOddsSlutStruktur" with the difference in winnings. See further details in the section on Changes to "FastoddsSlutStruktur" (Bet-resettlement and more).	• FastOddsSlutStruktur
Changes handled by Replacement files	Changes in "Start"- and "SlutStruktur" for fantasygames, poker tournaments, pool games, End Of Game of pool games and End Of Day reports must be handled by using the attribute for replacement data. See further details in the section on Changes handled by Replacement files.	• EndOfDayRapportStruktur • PuljespilStartStruktur • PuljespilEndOfGameStruktur • PuljespilSlutStruktur • PokerTurneringStartStruktur • PokerTurneringSlutStruktur • ManagerSpilStartStruktur • ManagerspilSlutStruktur • HestDKEventStartStruktur/HesteagtigEventStartStruktur • HestDKStartStruktur/HesteagtigStartStruktur • HestDKSlutStruktur/HesteagtigSlutStruktur • HestDKEventSlutStruktur/HesteagtigEventSlutStruktur • JackpotUdløsningStruktur

Changes to transactions (Cancellations and more)

Correction of transactions must always be handled as a cancellation and possibly be followed by a new and correct transaction. If a new transaction is sent, the new transaction must have a new transaction id in the attribute SpilTransaktionIdentifikation. The licence holder may not overwrite a transaction but only cancel it.

Cancellation is performed by filling out the relevant transaction structure with the same information as originally reported but changing the attribute SpilAnnullering to 1 and report a value for SpilAnnulleringDatoTid. Please notice that the attribute SpilFilIdentikation, which relates to the XML file still needs to be unique. This means that a new SpilFilIdentikation must be generated for the XML file containing the cancellation.

The Danish Gambling Authority will use the attribute SpilTransaktionIdentifikation as key to connect the stake transaction to the cancellation transaction. It is important that the licence holder use the same SpilTransaktionIdentifikation in the cancellation as the original transaction.

Cancellation can be used with the following standard records:

- FastOddsTransaktionStruktur
- KasinospilPrSessionStruktur
- ManagerspilTransaktionStruktur

- PokerCashGamePrSessionStruktur
- PokerTurneringTransaktionStruktur
- PuljespilTransaktionStruktur

Cancellations due to changes in the game and reporting errors and the End of Day report

It is important to distinguish between corrections of transaction data that are due to changes in the game and corrections are corrections due to erroneous reporting of data.

Cancellations due to changes in the game

There can be a need for the cancellation of a gambling transaaction, for instance if a player has the right to regret their gamble – or if an error has occurred in the game itself.

In these situation the starting point is, that the End of Day report should not be replaced. If a transaction is reported on day 1 and a cancellation of the transaction is reported on day 2, then the original transaction must be part of the End of Day report from day 1 and the cancellation must be part of the End of Day report for day 2.

Reporting of corrected data may imply, the EOD also must be replaced.

Cancellations and corrected transactions due to reporting errors

In situations where the licence holder needs to cancel transactions, perhaps including reporting of new transactions due to errors of reporting, this must be done after notifying the Danish Gambling Authority.

For the cancellation, all information in the transaction itself ("SpilfillIdentifikation" must be unique) must be identical to the original, that is to be cancelled. However, "SpilAnnullering" must be "1" and "SpilAnnulleringDatoTid" must be identical to the time in the original structure (whether it is time of purchase, or time of ending) , which defines to which day the original would have belonged to with respect to EndOfDay (had the original been correct).

For a potential resubmission of a corrected transaction the actual time of purchase is used (and time of ending when that is applicable), and the time of correction is used as "SpilAnnulleringDatoTid "(which also means that the "bloc of cancellation" must be used). When a licence holder needs to alter data in these situations, it will possibly be necessary to correct affected End Of Day reports as well, but it is likely that the corrections instead will remove discrepancy between the transactions and EOD-reports

Please note that if the original erroneous XML-file is such that the file is not valid regarding the XSD-schema, , the licence holder shall simply send a new, correct file with the actual time of purchase (and possibly time of ending) and without SpilAnnulleringDatoTid.

If the error consists of having reported the same information multiple times, the procedure is as follows:
If a transaction has been sent multiple times, cancellations (as error correction) are to be submitted the same number of times. Also correct information has to be submitted once – with a new " TransaktionIdentifikation". If a cancellation has been sent multiple times, more of the original transactions must be submitted, such that an equal number of originals and cancellations have been submitted.

Downscaling

If a transaction is scaled down, e.g. because it is partially cancelled because a horse is a non runner, the licence holder has to cancel the original bet and submit a new transaction for the reduced coupon.

For games with EOD-reports: For the cancellation the actual time of purchase of the original bet is used for "SpilkøbDatoTid"/"SpilFaktiskSlutDatoTid" (for the original and the cancellation must be the same except for the bloc of cancellation). "SpilAnnulleringstidspunkt" must be the time when the correction is made towards the customer. This must also be used as "SpilkøbDatoTid"/"SpilFaktiskSlutDatoTid" (when both, only neccessary for the latter) for the re-submitted transaction.This means the net correction contributes to the EOD for this day. For the re-submitted transaction the original time of purchase (time of ending, when this is in the transaction) is used as "SpilAnnulleringDatoTid".

For games without EOD-reports: For the cancellation t is the same as for games with EOD-reports, while for the re-submission the two times are reversed (meaning the original time of purchase is used as "SpilkøbDatoTid"/"SpilFaktiskSlutDatoTid",„ and the time of the correction is used as "SpilAnnulleringDatoTid")).

Changes to "FastoddsSlutStruktur" (Bet-resettlement and more)

It is important to distinguish between corrections of betting wins data that are due to changes to the win of the player and those which are corrections to erroneous reporting of data.

In a situation where the result for e.g. a football game has been incorrectly registered in the gaming system and the winnings on one or several bets must be changed, then the licence holder must report the difference in winnings in a new "FastOddsSlutStruktur".

For example, if a player initially has won 100 DKK and this amount has been reported in a "FastOddsSlutStruktur", but after the correction of the result, the player should not have a prize, the value of -100 DKK for the player should be reported in a new "FastOddsSlutStruktur" but with the same value for SpilTransaktionIdentifikation.

The Danish Gambling Authority will use the attribute "SpilTransaktionIdentifikation" to connect the different wins for the player on the game and summarize the wins to calculate the total win for the player on this game. It is important that the licence holder uses the SpilTransaktionIdentifikation from the original "FastOddsSlutStruktur" in the new "FastOddsSlutStruktur".

Bet-resettlement can be used with the following standard records:

- FastOddsSlutStruktur

By using bet-resettlement, a new value of "SpilFaktiskSlutDatoTid" must be reported which matches the day and time where the bet-resettlement was performed. The reporting must happen immediately after the bet-resettlement has happened, in the same way as ordinary reporting.

Bet-resettlement and the End of Day report

The End of Day report should not be re-generated, if a licence holder uses bet-resettlements, because the win of the player has changed. If the licence holder reports a "FastOddsSlutStruktur" on day 1 and another "FastOddsSlutStruktur" as bet-resettlement on day 2, then then original "FastOddsSlutStruktur" must be part of the End of Day report from day 1 and the new "FastOddsSlutStruktur" must be part of the End of Day report from day 2. If a correction of erroneous data reporting is made, the same time of settlement as the original settlement is used. It is possible, that it will be necessary to correct the End Of Day reports as well, but it is likely that the corrections instead will remove discrepancy between the transactions and End Of Day -reports.

Please note that if the original erroneous XML-file is such that the file is not valid regarding the XSD-schema, the licence holder shall send a new, correct file with the correctinformation.

Changes to be handled by Replacement files

Also for changes with replacement files, a distinction can be made between changes in the games and corrections due to erroneous reporting of data.

Changes in the games can e.g. be a guaranteed amount of winning, which is increased before the game is over.

For changes in the games the report can be submitted to the SAFE immediately as part of the usual reporting flow. The Danish Gambling Authority must be notified, as to why a replacement file is submitted.

For corrections of reporting errors, the Danish Gambling Authority must be notified first, and replacement files only be submitted to the SAFE, when this is agreed with the Danish Gambling Authority.

The procedure for replacement files demand contact between the Licence holder and the Danish Gambling Authority and some manual procedures at the Danish Gambling Authority. It is therefore important that this is limited. If a licence holder foresees to have to replace a file later, the Dansih Gambling Authority can be contacted with regard to explore the possibility of delay the submission of the file, until the data is ready.

For technical reasons it is for any use of replacement files necessary, that the replacement file is submitted on the same SAFE as the file it is to replace.

The attribute for replacement data (SpilFilErstatningIdentifikation) can be used in the following standard records:

- PuljespilStartStruktur
- ManagerspilStartStruktur
- PokerTurneringStartStruktur
- EndOfDayRapportStruktur
- PuljespilEndOfGameStruktur
- PokerTurneringSlutStruktur
- PuljespilSlutStruktur
- ManagerspilSlutStruktur
- JackpotUdløsningStruktur

The following items must be observed when using replacement data:

1. The original standard record and the new standard record must be the same type. This means for instance that a "PuljespilStartStruktur" can only be replaced by a "PuljespilStartStruktur". It is not possible to replace a "PuljespilStartStruktur" with a "ManagerspilStartStruktur".
2. The replacement file must contain a new "SpilFilIdentifikation". In the data element "SpilFilErstatningIdentifikation" the licence holder must report the "SpilFilIdentifikation" of the file, which is going to be replaced. The rest of the replacement file should contain the new and correct data, which is going to replace the previously reported information.

Replacement data is thus reported by sending new XML-files, which correct data from earlier XML-files. It is not allowed to edit XML-files, which earlier has been submitted to the SAFE. When there is a need for reporting of replacement data, these can either be packed in the token open at the given time, or a token, dedicated to the reporting of replacement files can be opened.

Please note that if the original erroneous XML-file is such that the file is not valid regarding the XSD-schema, the licence holder shall simply send a new, correct file. This shall not be as a Replacement file.

Replacement data and the End of Day report

The End of Day report should not be regenerated if a licence holder uses replacement data for other structures. The reason for this is that replacement data is used on standard records for pool games, fantasy

games, poker tournaments and jackpots and information from these game categories are not reported in the End of Day report.

However, replacement data can be used to replace the End of Day report itself. As described above, changes towards the gamblers ought not to lead to a need to correct End of Day reports. Therefore as a starting point the Danish Gambling Authority expect, that corrections of End of Day reports are corrections of reporting errors – and this must be agreed as described above.

If a licence holder believes there is a need to correct an End of Day report without the occurrence of a reporting error, the Danish Gambling Authority is contacted with regard to agreeing a procedure for this.

Obligation of notification and correction of other errors

The Licence holder has a general duty of notification when suspicion arises of or establishment of an error at the licence holder including at its suppliers. This follows from point G in Appendix 1 to the executive order on online casino, the executive order on online betting and the executive order on land-based betting. In relation to data reporting this can be, for example, if data reporting has stopped for some reason, if data is expected to be reported with a delay or if erroneous reporting of data has occurred.

If the licence holder discovers errors in the reporting of data or are in doubt as to how a specific error must be handled, Danish Gambling Authority must be contacted. If the method for error correction is layed out in this document, the licnce holder may begin to the correction of errors at the same time as the notification of the Danish Gambling Authority.If the method is not layed out, response from the Danish Gambling Authority is awaited. The Danish Gambling Authority informs, how and when the error shall be corrected. This also applies, if the error is discovered by the Danish Gambling authority.

Appendix 1 – Requirements for test data

The DGA requires test data in the following situations:

- When applying for a licence
- When the licence holder wants to add or change a gambling system
- When the licence holder wants to add a new supplier
- When the licence holder wants to add a new game category.

Regarding the formation of these test data the following requirements must be met:

- All the test data must be based on retrievals from the gambling system
- All the test data must be handled using TamperToken
- All the test data must be placed on SAFE
- All the test data must be reported to the DGA's test environment.

Applying for a licence or adding/changing a gambling system

The test data must cover all of the scenarios for the games in question. Regarding applying for a licence or changing in the gambling system the DGA must therefore as a minimum be provided with the following:

- Test data of all the types of games in question (Standard Records) from each supplier (e.g., roulette, blackjack, slot machines etc.)
- Test data of every sales channel in question from each supplier (computer, smartphone and land based)

After these test data has been approved by the DGA, it must be shown that the procedure for cancelling transactions and the procedure of providing replacement data can be handled correctly. The following must therefore be provided to the DGA:

- Cancelling of minimum one of the forwarded test transactions (e.g., a fixed odds bet or a casino session)
- Replacement of an End Of Day report.

Addition of a new game supplier
The requirements regarding test data for adding a new game supplier are the same as mentioned above by applying for a licence og adding/changing a gambling system. The only difference is that regarding addition of a new game supplier only test data for the new game supplier in question must be provided to the DGA.

Addition of a new game category
The requirements regarding test data for adding a new game category are the same as mentioned above by applying for a licence og adding/changing a gambling system. The only difference is that regarding addition of a new game category only test data for the new game categories in question must be provided to the DGA.

Data structures and volume of test data
Both in connection with a licence application, change of gambling system and when adding a new game supplier, it is described below, which data structures must be reported and how many of each data structure is expected.

- Betting pool games: At least one total pool game.
  - PuljespilStartStruktur (one file pr. pool game)
  - PuljespilTransaktionStruktur (normally several files pr. pool game)
  - PuljespilEndOfGameStruktur (one file pr. pool game)
  - PuljespilSlutStruktur (one file pr. pool game)
- Poker tournament: At least one total poker tournament.
  - PokerTurneringStartStruktur (one file pr. poker tournament)

  - PokerTurneringTransaktionStruktur (normally several files pr. poker tournament)
  - PokerTurneringSlutStruktur (one file pr. poker tournament)

- Poker cash games: At least 20 sessions.
  - PokerCashGamePrSessionStruktur (can be reported in one xml file)

- Manager games: At least one total manager game.
  - ManagerspilStartStruktur (one file pr. manager game)
  - ManagerspilTransaktionStruktur (normally several files pr. manager game)
  - ManagerspilSlutStruktur (one file pr. manager game)

- Fixed odds betting: At least 50 fixed odds bets covering both the bet and the settlement
  - FastOddsTransaktionStruktur (normally several bets pr. xml file)
  - FastOddsSlutStruktur (normally several settlements pr. xml file)

- Betexchange: At least 50 examples of bets on betexchange.
  - FastOddsTransaktionStruktur (normally several bets pr. xml file)
  - FastOddsSlutStruktur (normally several settlements pr. xml file)

- KasinoSinglePlayer: At least 20 sessions.
  - KasinoPrSessionStruktur (can be reported in one xml file)

- KasinoMultiPlayer: At least 20 sessions.

  - KasinoPrSessionStruktur (can be reported in one xml file)

- Jackpots: At least one jackpot
  - JackpotUdløsningsStruktur (one file pr Jackpot). ID for the jackpot must be the same at the ID used in JackpotIndskud in the transactions.

    In addition, the following test data must be reported if the scenarios are relevant in relation to the licence holder's offer of Jackpots:

  - At least one JackpotUdløsningsStruktur where the licence holder has used the field JackpotKommissionsRake to add funds to the jackpot.
  - At least one JackpotUdløsningsStruktur where the licence holder has used the JackpotKommissionsRake field to remove funds from the Jackpot.
  - At least one JackpotUdløsningsStruktur where the jackpot is won by a player who is not a customer of the licence holder. Here, "Notcustomer" must be reported in the field: SpillerInformationIdentifikation.

- End Of Day: At least one day of mixed data with corresponding End Of Day reports. The Danish Gambling Authority must be able to reconcile the reported transactions with the respectively EndOfDay.

  - Mixed standard records from a typical day. (all relevant standard records – how many of each standard record can be seen above)
  - EndOfDayRapportStruktur (One report for each game category for each currency played by Danish players during the day

Appendix 2 – List of country codes

Country	Code	Country	Code
Afghanistan	AFG	Chile	CHI
Africa	AFR	China	CHN
Albania	ALB	Christmas Island	CXR
Algeria	ALG	Cocos Islands	CCK
American Samoa	ASA	Colombia	COL
Andorra	AND	Comoros	COM
Angola	ANG	Congo, Democratic Republic of the	COD
Anguilla	AIA	Congo, Republic of the	CGO
Antarctica	ATA	Cook Islands	COK
Antigua and Barbuda	ANT	Costa Rica	CRC
Argentina	ARG	Côte d'Ivoire	CIV
Armenia	ARM	Croatia	CRO
Aruba	ARU	Cuba	CUB
Asia	ASI	Curaçao	CUW
Australia	AUS	Cyprus	CYP
Austria	AUT	Czechia	CZE
Azerbaijan	AZE	Denmark	DEN
Bahrain	BRN	Djibouti	DJI
Bangladesh	BAN	Dominica	DMA
Barbados	BAR	Dominican Republic	DOM
Belarus	BLR	Ecuador	ECU
Belgium	BEL	Egypt	EGY
Belize	BIZ	El Salvador	ESA
Benin	BEN	England	ENG
Bermuda	BER	Equatorial Guinea	GEQ
Bhutan	BHU	Eritrea	ERI
Bolivia	BOL	Estonia	EST
Bonaire, Sint Eustatius and Saba	BES	Eswatini	SWZ
Bosnia and Herzegovina	BIH	Ethiopia	ETH
Botswana	BOT	Europe	EUR
Brazil	BRA	Falkland Islands	FLK
British Indian Ocean Territory	IOT	Faroe Islands	FRO
British Virgin Islands	IVB	Fiji	FIJ
Brunei	BRU	Finland	FIN
Bulgaria	BUL	France	FRA
Burkina Faso	BUR	French Guiana	GUF
Burundi	BDI	French Polynesia	PYF
Cambodia	CAM	Gabon	GAB
Cameroon	CMR	Georgia	GEO
Canada	CAN	Germany	GER
Cape Verde	CPV	Ghana	GHA
Caribbean Netherlands	BES	Gibraltar	GIB
Cayman Islands	CAY	Greece	GRE
Central African Republic	CAF	Greenland	GRL
Chad	CHA	Grenada	GRN

Guadeloupe	GLP	Mauritania	MTN
Guam	GUM	Mauritius	MRI
Guatemala	GUA	Mayotte	MYT
Guernsey	GGY	Mexico	MEX
Guinea	GUI	Micronesia	FSM
Guinea-Bissau	GBS	Moldova	MDA
Guyana	GUY	Monaco	MON
Haiti	HAI	Mongolia	MGL
Holland	NED	Montenegro	MNE
Honduras	HON	Montserrat	MSR
Hong Kong	HKG	Morocco	MAR
Hungary	HUN	Mozambique	MOZ
Iceland	ISL	Myanmar	MYA
India	IND	Namibia	NAM
Indonesia	INA	Nauru	NRU
Iran	IRI	Nepal	NEP
Iraq	IRQ	Netherlands	NED
Ireland	IRL	New Caledonia	NCL
Isle of Man	IMN	New Zealand	NZL
Israel	ISR	Nicaragua	NCA
Italy	ITA	Niger	NIG
Jamaica	JAM	Nigeria	NGR
Japan	JPN	Niue	NIU
Jersey	JEY	Norfolk Island	NFK
Jordan	JOR	North America	NOA
Kazakhstan	KAZ	North Korea (Democratic People's Republic of Korea)	PRK
Kenya	KEN	North Macedonia	MKD
Kiribati	KIR	Northern Ireland	NIR
Kosovo	KOS	Northern Mariana Islands	MNP
Kuwait	KUW	Norway	NOR
Kyrgyzstan	KGZ	Oceania	OCE
Laos	LAO	Oman	OMA
Latvia	LAT	Pakistan	PAK
Lebanon	LBN	Palau	PLW
Lesotho	LES	Palestine	PLE
Liberia	LBR	Panama	PAN
Libya	LBA	Papua New Guinea	PNG
Liechtenstein	LIE	Paraguay	PAR
Lithuania	LTU	Peru	PER
Luxembourg	LUX	Philippines	PHI
Macau	MAC	Pitcairn	PCN
Madagascar	MAD	Poland	POL
Malawi	MAW	Portugal	POR
Malaysia	MAS	Puerto Rico	PUR
Maldives	MDV	Qatar	QAT
Mali	MLI	Réunion	REU
Malta	MLT	Romania	ROU
Marshall Islands	MHL	Russia	RUS
Martinique	MTQ	Rwanda	RWA

Saint Barthélemy	BLM
Saint Helena	SHN
Saint Kitts and Nevis	SKN
Saint Lucia	LCA
Saint Martin	MAF
Saint Pierre and Miquelon	SPM
Saint Vincent and the Grenadines	VIN
Samoa	SAM
San Marino	SMR
São Tomé and Príncipe	STP
Saudi Arabia	KSA
Scotland	SCO
Senegal	SEN
Serbia	SRB
Seychelles	SEY
Sierra Leone	SLE
Singapore	SGP
Sint Maarten	SXM
Slovakia	SVK
Slovenia	SLO
Solomon Islands	SOL
Somalia	SOM
South Africa	RSA
South America	SOA
South Georgia and the South Sandwich Islands	SGS
South Korea (Republic of Korea)	KOR
South Sudan	SSD
Spain	ESP
Sri Lanka	SRI
Sudan	SUD
Suriname	SUR
Svalbard and Jan Mayen	SJM
Sweden	SWE
Switzerland	SUI
Syria	SYR
Tahiti	PYF
Taipei (Taiwan)	TPE
Tajikistan	TJK
Tanzania	TAN
Thailand	THA
The Bahamas	BAH
The Gambia	GAM
Timor-Leste	TLS
Togo	TOG
Tokelau	TKL
Tonga	TGA
Trinidad and Tobago	TTO
Tunisia	TUN
Turkey	TUR
Turkmenistan	TKM
Turks and Caicos Islands	TCA
Tuvalu	TUV
Uganda	UGA
Ukraine	UKR
United Arab Emirates	UAE
United Kingdom	GBR
United States	USA
United States Minor Outlying Islands	UMI
United States Virgin Islands	ISV
Uruguay	URU
Uzbekistan	UZB
Vanuatu	VAN
Vatican City State	VAT
Venezuela	VEN
Vietnam	VIE
Wales	WAL
Wallis and Futuna	WLF
Western Sahara	ESH
World	WOR
Yemen	YEM
Zambia	ZAM
Zimbabwe	ZIM
Åland	ALA

Appendix 3 – List of sport codes

Sport	Remarks	Code
Alpine skiing		AlpintSkiløb
American football	Not to be confused with football taking place in America	AmerikanskFodbold
Other	Everything except sports and politics	Andet
Other sport	All sport not included in other listed options	AndetSport
Athletics		Atletik
Australian football	Not to be confused with football taking place in Australia	AustralskFodbold
Badminton		Badminton
Baseball		Baseball
Basketball	Inkl. 3X3 Basketball	Basketball
Bobsleigh		Bobslæde
Boxing	Both amateur and professional	Boksning
Table tennis		Bordtennis
Bowls	Not to be confused with bowling	Bowls
Breaking		Breakdance
Wrestling	Both Freestyle and Greco-Roman	Brydning
Archery		Bueskydning
Cricket		Cricket
Curling		Curling
Cycling	Incl. Track, BMX, Muntain Biking	Cykling
Darts		Dart
Esports		Esport
Flag football		Flagfootball
Floorball		Floorball
Football		Fodbold
Formula One		Formel1
Freestyle skiing		FreestyleSkiløb
Futsal		Futsal
Fencing		Fægtning
Golf	Excl. Mini golf	Golf
Gymnastics	Incl. Rhythmic, trampoline, tumbling etc.	Gymnastik
Gaelic games		GæliskeSportsgrene
Equestrian	Excl. Horse racing - but for instance dressage, eventing, and jumping	Hestesport
Horse racing		Hestevæddeløb
Field hockey		Hockey
Dog racing	Incl. Greyhound	Hundevæddeløb
Speed skating	Excl. Short track	HurtigløbPåSkøjter
Handball	Incl. Beach Handball etc.	Håndbold
Ice hockey		Ishockey
Judo		Judo
Kabaddi		Kabaddi
Canoeing	Incl. Kayaking, slalom and marathon	KanoKajak
Pigeon racing		KapflyvningMedBrevduer

Short track speed skating		KortbaneløbPåSkøjter
Figure skating		Kunstskøjteløb
Luge		Kælk
Lacrosse		Lacrosse
Cross-country skiing	Excl. Nordic Combined	Langrend
MMA		MMA
Modern pentathlon		ModerneFemkamp
Motor Racing Other	Excl. Formula One and Speedway	MotorsportØvrig
Nordic combined		NordiskKombineret
Olympic Games	**Only** things that is not a particular sport - for instance host and number of medals for a country	OL
Orienteering		Orienteringsløb
Padel		Padel
Politics		Politik
Pool	The cue sport	Pool
Rowing	Incl. Beach Rowing	Roning
Rugby league		RugbyLeague
Rugby union	Incl. Rugby Sevens	RugbyUnion
Sailing	Incl. RSX	Sejlsport
Chess	Incl. Fischer Random	Skak
Skateboarding		Skateboard
Skeleton		Skeleton
Ski mountaineering		Skibjergbestigning
Ski jumping	Incl. Ski flying	Skihop
Biathlon		Skiskydning
Shooting		Skydning
Snooker		Snooker
Snowboarding		Snowboarding
Softball		Softball
Speedway		Speedway
Sport climbing		Sportsklatring
Squash		Squash
Surfing	Incl. Windsurfing, but excl. RSX-sailing	Surfing
Swimming	Incl. Marathon Swimming)	Svømning
Artistic swimming		Synkronsvømning
Taekwondo		Taekwondo
Tennis		Tennis
Triathlon		Triatlon
Diving		Udspring
Water polo		Vandpolo
Volleyball	Incl. Beach Volleyball	Volleyball
Weightlifting	Excl. Powerlifting	Vægtløftning