



The Danish Gambling Authority

# The Danish Gambling Authority's requirements for reporting game data

This document contains the requirements that holders of a licence for offering online casinos or betting shall meet when reporting game data to the Danish Gambling Authority.

Version 2.0

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## Introduction

The Danish Gambling Authority specifies requirements are laid down that holders of licences to offer online casinos and/or betting shall report data on the games that they offer. The reports of the games shall reflect games that have been played. The reports are thus game-related and should not be seen as a reflection of the players' credits in game accounts.

The data reports shall be in a particular data format specified by the Danish Gambling Authority. This data format is called Standard Records.

Standard Records are XML structures based on a number of concepts. This document contains a description of the individual standard records and the attributes possessed

by the individual standard records. The document describes what shall specifically be reported within the game categories and the manner in which this is done:

1. Fixed-odds games including bet exchanges and spread betting
2. Casino games including online bingo
3. Poker cash games
4. Poker tournaments
5. Pool games
6. Special pool games relating to horse races
7. Manager games

In addition to standard records for reporting information specific to the above game categories, the Danish Gambling Authority has also developed standard records which are used within several game categories. These are:

8. Jackpots
9. Daily total reports (End of Day)

The Danish Gambling Authority has specified an XSD form for each standard record. All the forms can be found on [spillemyndigheden.dk](http://spillemyndigheden.dk), compressed in zip files together with a validation tool. The XSD forms themselves are held in folders containing the following information:

- view: this contains the XSD files which specify each standard record type
- types: this contains the different data types used in the XSD forms
- class: this contains XSD classes containing all the elements used in standard records

It should be noted that a descriptive text may appear in the XSD forms themselves. This must be disregarded. The text of this document is valid.

## Version history

Date	Version	Description
1.7.2015	1.0	This document brings together the requirements directly related to reporting game data using standard records. This document replaces the document entitled 'The concept model' and partly replaces the document 'Guide to technical requirements, version 1.1'. A substantive change in terms of reporting is that the option to report casino games per move and poker cash games per hand has been deleted.
18.3.2016	1.1	Information added regarding the reporting of bets purchased at self-service terminals.
13.7.2016	1.2	Clarification of the section on replacement data.
30.10.2017	1.3	Information added on the reporting of online bingo (see the section on casino games) and fixed-odds betting on horse races (see the section on fixed-odd games)
6.12.2017	1.4	Updated with alternative pool betting ('HestDK/Hesteagtig')
22.6.2020	1.5	Change of title of document. Addition of basis for regulations. Addition of the game category 'VirtuelFastOdds'. Clarification of frequency and number of data structures. General updates and clarifications, inter alia relating to reporting of terminal identification and game transaction identification for land-based betting. At the same time, there are changes in the reporting of pool games with variable bets and the handling of pool transfers.
4.9.2023	1.6	Modification of the guidance text for online bingo
24.5.2024	2.0	<ul style="list-style-type: none"> <li>• Addition of requirements for betting at fixed odds to be reported as independent transactions.</li> <li>• Addition of reporting requirements for odds on betting</li> <li>• Added requirements for the reporting of event information including list of country codes and sports.</li> <li>• Added reporting requirements for odds on betting as well as specific reporting requirements for partially closed betting and spread betting.</li> <li>• Clarification of how to handle reporting for bet exchanges/'BetExchange'</li> <li>• The exception where SpillerInformationIdentifikation does not have to be reported for land-based betting has been removed following the introduction of gambling card requirements.</li> <li>• Addition of reporting requirements for RNGs used for 'VirtuelFastodds'.</li> <li>• Addition of the requirement that a casino session cannot be interrupted in the middle of a move and a description of how to define 'a move'.</li> <li>• Clarification of different types of poker and how to report them</li> <li>• Addition of requirements for lists of winners for poker tournaments and manager games.</li> <li>• Clarification of how to handle the downscaling of pool games.</li> <li>• Addition of new requirements for the provision of test data for jackpots.</li> <li>• Clarification of how to handle changes to reported data</li> <li>• Various clarifications and addition of various relevant guidance texts.</li> </ul>

It should be emphasised that it is the Danish version that is binding and the English version is purely for guidance.

## Basis for the regulations

The underlying regulations which set out the requirements in this guideline are the Orders on online casinos, land-based betting and online betting.

In accordance with § 33 in the Order on online casinos, § 29 in the Order on land-based betting and § 28 in the Order on online betting, the licence-holder shall comply with the technical requirements set out in Annex 1 to the Orders. The requirements described in this document are embodied in Section D 'Requirements for game data (Standard Records)' of Annex 1.

The Orders, including Annex 1, can be found on [spillemyndigheden.dk](http://spillemyndigheden.dk).

Failure to comply with the requirements constitutes a criminal offence.

### Other types of games

If the licence-holder wishes to offer games other than those covered by this document, there is a procedure for the approval of such games. See Technical Requirements 9.1.3.

In this case, the Danish Gambling Authority sends reporting requirements directly to the licence holder. The said requirements have the same legal status as those in this document and are added to subsequent versions of this document.

## Frequency of reporting and number of data structures

For all forms, pads shall be used exactly once, unless 'MinOcc' or 'MaxOcc' indicates a different minimum or maximum. Similarly, each pad field must be used exactly once, unless 'Min' or 'Max' indicates a different minimum or maximum. Finally, 'Choice' means that exactly one of the elements shall be used once and all other elements shall not be used in transaction structures

The following standard records relate to the purchase of a game itself and can therefore be considered as transaction structures. These standard records shall be saved so that no transaction/session is more than five minutes old when added to SAFE (i.e. if one file is generated every five minutes, this requirement is automatically met):

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

Note that transactions that are based on a session (casino games and poker cash games) shall be reported after the session is over. The individual session shall thus not be interrupted and reported every 5th minute. For a detailed definition of 'session', please refer to the casino games and poker cash sections respectively.

Please note that games must be linked to individuals (or single-player vouchers for land-based games without ID). In other words, if a form of common game is used, it shall be reported as a separate game for each player. It should be stressed that all

places where there is a reported or implied 'rækkepris' (row price), the fact that each player plays a whole number of times must also apply to common games.

## **Start, End of Game and closing structures**

The following standard records relate to the start or closing of a game event, which may in terms of time extend over a shorter or longer period. These standard records should be reported immediately after the step, which the relevant standard record is related to, has happened:

- **FastOddsSlutStruktur** One **FastOddsSlutStruktur** shall be reported for each bet. The structure shall report when the bet in question has been decided, irrespective of whether the player has won or lost. In the case of bet resettlement, there will be more than one concluding structure for each bet. See the separate section on bet resettlements.
- **PokerTurneringStartStruktur**: One 'PokerTurneringStartStruktur' shall be reported per poker tournament. The structure must, as a rule, be reported when the tournament has opened for registration. The Danish Gambling Authority permits that the start structure is only reported once it can be established whether there are player from Denmark among the participants.
- **PokerTurneringSlutStruktur**: One **PokerTurneringSlutStruktur** shall be reported for each poker tournament. The structure shall be reported when the poker tournament is concluded and the winners have been found.
- **PuljespilStartStruktur**: One 'PuljespilStartStruktur' shall be reported per pool game. The structure shall be reported when the pool game in question is opened for registration.
- **PuljespilEndOfGameStruktur**: One **PuljespilEndOfGameStruktur** shall be reported for each pool game. The structure must be reported, when the pool game is closed for taking stakes.
- **PuljespilSlutStruktur**: One **PuljespilSlutStruktur** shall be reported for each pool game. The structure must be reported when the pool game has ended and the winners have been found.
- **ManagerspilStartStruktur**: One **ManagerspilStartStruktur** shall be reported for each manager game. The structure shall be reported when the pool game in question is opened for registration.
- **ManagerspilSlutStruktur**: One **ManagerspilSlutStruktur** shall be reported for each manager game. The structure must be reported when the manager game has ended, and the winners have been found.
- **JackpotUdløsningStruktur**: One 'JackpotUdløsningStruktur' shall be reported per jackpot. The structure must be reported when a jackpot has been won.
- **HestDKEventStartStruktur/HesteagtigEventStartStruktur** One **HestDKEventStartStruktur/HesteagtigEventStartStruktur** shall be reported for each event. The structure shall be reported no later than midnight (UTC) at the end of the day after the event finished. An event is a number of races held on a given course on a given day.
- **HestDKStartStruktur/HesteagtigStartStruktur**: One **HestDKStartStruktur/HesteagtigStartStruktur** shall be reported for each game. The structure shall be reported when a HestDK/Hesteagtig game is created. 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' shall be reported per game. The structure shall be reported

when a HestDK/Hesteagtig game is finished. The structure shall be reported no later than midnight (UTC) at the end of the day after the event finished.

- HestDKEventSlutStruktur/HesteagtigEventSlutStruktur: One 'HestDKEventSlutStruktur/HesteagtigEventSlutStruktur' shall be reported per event. The structure shall be reported when a HestDK/Hesteagtig event has been concluded and all the winners have been found. The structure shall be reported no later than midnight (UTC) at the end of the day after the event finished.
- DKHestEventTotalstruktur/HesteagtigEventTotalstruktur: As an alternative to all start and end structures and event start and end structures relating to HestDK/Hesteagtig, they can all be collected in a single Event Totalstruktur — all the data elements are the same.

In the event of errors in a structure mentioned above, it may be necessary to report a replacement file for the erroneous structure. In these cases, it will be necessary to exempt the requirement that the structure in question shall only be reported once. See the separate section on the reporting of replacement data.

## End Of Day

The End of Day structure contains a summary of the day's transactions for the respective fixed-odds games, including betting exchange, casino games, bingo games and poker cash games. The structure is used for saving status data once a day.

A day is defined by UTC time and runs from 00:00 to 00:00. The following structure shall be reported to the licence-holder's SAFE by 04:00 the following day:

- EndOfDayRapportStruktur: One End of Day report shall be submitted per game category per day per currency. If the licence-holder uses game suppliers, it is allowed to report one End of Day per game category per day per currency per game supplier.

See also the section of reporting End of Day below for further information.

## Validation of data

The licence-holder shall ensure that the data meets the format requirements described in this document. This shall be ensured by carrying out validation of the data before it is reported.

The purpose of this is to avoid basic data errors that prevent the Danish Gambling Authority from carrying out surveillance on the basis of data and to avoid additional work for the licence-holder in the form of error correction and resubmission of data.

The Danish Gambling Authority provides a validation tool. This can be found on the home page of the Danish Gambling Authority. It is optional whether the licence-holder will make sure data is reported correctly, by implementing the data validation tool offered by The Danish Gambling Authority or by implementing an equivalent solution.



## Reporting of test data for an application and in other situations

The Danish Gambling Authority imposes requirements on the provision of test data in the application process, as well as in other situations where the licence-holder extends its gambling offer. Annex 1 sets out the situations in which the Danish Gambling Authority must receive test data. The specific requirements for test data are also set out in the Annex, e.g. requirements on structure and volume of test data

### Fixed-odds games including 'BetExchange' and spread betting

Reporting of data from fixed-odds games shall be done by using two different standard records: one for reporting transactions (purchases and cancellations) and one for reporting winnings. Reporting of fixed-odds games applies irrespective of whether the offer is made online or land-based.

The requirements set out in this section apply to fixed-odds betting ('SpilKategoriNavn': 'Fastoddsspil' and 'FastoddsspilDanskHest'), betting on electronically simulated sports events ('SpilKategoriNavn': 'VirtuelFastOdds') and exchange betting ('SpilKategoriNavn': 'FastoddsspilBetexchange' and 'FastoddsspilBeXDkHest').

Betting at fixed odds can be done in various ways. It is possible, inter alia, to bet on single matches or the outcome of more matches. It is also possible to play system games e.g. 2 out of 3 (doubles).

Betting at fixed odds must be reported as independent transactions, even if they are part of a system game. This means, for example, that the system game 2 out of 3 (doubles) should be treated as three individual bets and thus reported as three transactions.

In the case of fixed-odds betting including bet exchanges on horse races taking place on racecourses in Denmark, the data element 'SpilKategoriNavn' must always be reported with 'FastoddsspilDanskHest' or 'FastoddsspilBeXDkHest'. This also applies to combination bets, where the bet on a horse race taking place in Denmark is combined with a bet on something else, for instance a football match. For fixed-odds betting on horse races taking place on racecourses outside Denmark, 'SpilKategoriNavn' must always be reported with 'Fastoddsspil' (if they are not combined with a bet on a horse race on a course in Denmark).

#### Examples of reporting:

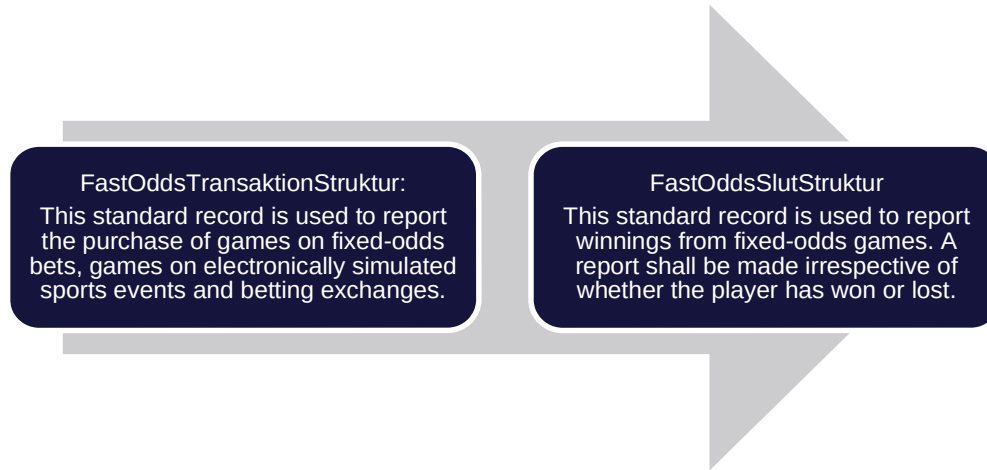
Example 1: Liverpool against Manchester United, where the odds on victory for Manchester United are 1.40. A player bets DKK 100 on a Manchester United victory, which is also the result of the match. The player receives a payout of DKK 100 x 1.40 = DKK 140. 'Fastoddsspil' is reported in the data element 'SpilKategoriNavn' in both 'FastOddsTransaktionStruktur' and 'FastOddsSlutStruktur'. The data element 'SpilIndskud' is shown as DKK 100 and the data element 'SpilGevinst' in 'FastOddsSlutStruktur' as DKK 140.

Example 2: A player places a bet consisting of the result of two events. One event is the winner of a football match, while the other event is the winner of horse race taking place on a racecourse in Denmark. The player stakes DKK 50 and loses the bet. 'FastoddsspilDanskHest' is reported in the data element 'SpilKategoriNavn' in both 'FastOddsTransaktionStruktur' and 'FastOddsSlutStruktur'. The data element 'SpilIndskud' in 'FastOddsTransaktionStruktur' is shown as 50 and the data element 'SpilGevinst' in 'FastOddsSlutStruktur' is shown as 0.

Keys that link standard records for fixed-odds games together:

1. SpilTransaktionIdentifikation links a player's game purchase with a game cancellation, both of which are reported in a FastOddsTransaktionStruktur.
2. SpilTransaktionIdentifikation links a player's game purchase with a game prize. The game purchase is reported in FastOddsTransaktionStruktur and the game prize in FastOddsSlutStruktur.

Process for reporting fixed-odds games:



In addition to the reports above, daily totals must also be reported for fixed odds. See the section on End of Day for details.

### Event information

The pad 'Event information' shall be indicated for 'FastOddsSpil' and similar games (anything other than 'VirtuelFastOdds' among the types of games using this structure).

For all these types, 'Product' is not described (but it is used for 'VirtuelFastOdds'), but the odds for the total combination is provided in 'Odds'.

Information on each part of the bet (e.g. the 3 parts of a triple bet) is included in a new list. Fill in 'Event odds' with odds for this part of the triple (for example). These odds are to be understood as the odds if that part of the bet was a single bet. The total odds in 'Odds' are the same if it is a single bet. For other options, such as a triple, the odds will normally be the product of the individual 'Event odds', but they must be rounded if odds are rounded for the player.

In addition, the odds may have changed for other reasons – for example, the total odds may be greater than the product if a reward is given for combining many parts of one bet or if some of the events are not independent but negatively correlated (e.g. Odense Boldklub gets a red card and Odense Boldklub wins). Conversely, Odds may also be smaller than the product whose parts are positively correlated, e.g. Odense Boldklub gets red cards and Odense Boldklub loses.

For 'VirtuelFastOdds', no list of parts is used – but everything is reported in 'Product' – regardless of whether there is something similar to a combination or not.

### Partially closed betting (Lukandele)

If betting is partially closed, this must be reported in the closing structure – with the proportion of the closing in the total original bet. This also applies to the last part, irrespective of whether there are winnings or not.

Example: A player bets DKK 20 at odds of 5 to 1 on a football match. At half-time, odds of 2 to 1 are offered to close the bet, described by the fact that the bet will be closed with winnings of DKK 40. The player chooses to close at 60 % for DKK 24.

The following is now reported: 'SpilGevinst' DKK 24 and 'Lukandel': 0.6

At the end of the match, 'Lukandel' is reported: 0.4 and 'SpilGevinst': DKK 40 or 'SpilGevinst': DKK 0 depending on whether the player wins or not.

If the bet is not closed prematurely or if it is completely closed prematurely (in a single closure), 'lukandele' are not used.

### **In particular for 'BetExchange'**

For 'BetExchange' (including 'FastoddsspilBeXDkHest') both sides of the bet shall be reported. In other words, the amount for which the person offering the bet is liable – and, correspondingly, their winnings must be reported – in the same way as other bets, including recovery of the original stake – i.e. including the liability which is not charged.

Player A offers odds of 1.90 on a victory for Odense Boldklub for up to DKK 100 in stakes. Player B takes the bet with a stake of DKK 10. The transaction structure for Player A with a stake of DKK 9 (liability, in addition to B getting their money back) and for Player B of DKK 10 (note that Player A offered bets amounting to DKK 100 (DKK 90 liability), which is not reported). Odense Boldklub wins. Winnings for Player A of DKK 0 and for Player B of DKK 19 are reported.

Player C offers odds of 1.90 on a victory for Manchester United for up to a stake of DKK 100. Player D takes the bet for a stake of DKK 40. The transaction structure for Player C with a stake of DKK 36 (liability, in addition to D getting their money back) and for Player D of DKK 40. Manchester United does not win. Player C pays commission of DKK 2 to the licence-holder. Winnings of DKK 0 are reported for Player D, of DKK 38 for Player C and a commission of DKK 2.

### **In particular for spread betting**

Spread betting is reported with 'SpilKategoriNavn': 'SpreadBetting'

The maximum amount at risk of loss by the player shall be reported as 'SpilIndskud' in 'FastOddsTransaktionStruktur'. The winnings to be reported in 'FastOddsSlutStruktur' shall include the part of the stake that the player does not lose. So that stakes minus winnings correspond to the net loss suffered by the player.

In addition, the field 'Odds' in 'FastOddsTransaktionsStruktur' must report the part of the spread relevant for the bet, i.e. the lower limit if played 'below' and the higher limit if played 'above'.

Example:

The spread is 1.8–2 and the player plays 'above' at DKK 10 per goal. Here, the player can lose a maximum of DKK 20 if the match ends goalless, with DKK 20 being reported in 'SpilIndskud', and 'Odds' is indicated as being 2. Note that for spread bet-

ting, 'Odds' has nothing to do with any factor.

Thus, 'SpilGevinst' was reported according to the number of goals:

0 goal: winnings: DKK 0  
 1 goal: winnings DKK 10  
 2 goals: winnings DKK 20  
 3 goals: winnings DKK 30  
 4 goals: winnings DKK 40, etc.

## FastOddsTransaktionStruktur

This standard record contains the following information:

Attribute	Format – requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFilIdentifikation' more than once, the licence-holder will be required to produce a new report.
<b>TilladelserindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn  Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u>  <b>Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastodds SpreadBetting</b>

		Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil  Only the marked values are relevant in this game category.  VirtuelFastodds is used for all bets on electronically-simulated sports events.
<b>TransaktionListe</b>		
<b>Transaktion, MinOcc = 1, MaxOcc = unlimited</b>		
SpillerInformationIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Identification of the player. Licence-holders define this themselves, but it shall be unique for each of their players and the same player may not have several IDs either. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Unique identification of a player's game purchase. This is chosen by the licence-holder himself. It may for example be generated like the UUID.  The element connects the transaction structure with the final structure for the fixed-odds game in question.  The element also connects a purchase with a cancellation of the fixed-odds game. Both the purchase itself and the cancellation of the purchase shall be reported in one transaction structure.  The same 'SpilTransaktionIdentifikation' may therefore only be used again in a transaction structure if this is a cancellation of an earlier purchase.
SpilKøbDatoTid	Domain: DatoTid  Data type: datetime	Date and time when the player purchased the bet (with a time zone).
SpilForventetSlutDatoTid	Domain: DatoTid  Data type: datetime	Expected date and time for the bet to be settled. (with time zone)
SpilSalgskanal	Domain: Salgskanal  Data type: character Data length: 45	The media through which the game is played.  <u>Permitted values from Data Domain:</u> <b>Forhandler</b> <b>Selvbetjening</b>

		<p><b>Internet</b></p> <p>'Forhandler' (trader) is used in the case of land-based games, for example for a bet purchased in a shop with service staff.</p> <p>'Selvbetjening' (self-service) is used for purchases of bets from a self-service terminal in a shop.</p> <p>'Internet' is used for games on a PC/laptop or similar using an internet browser or a downloaded game client.</p> <p>'Mobile' (mobile telephone) is used for games on mobiles/tablets, irrespective of whether this is via an application or a browser.</p> <p>'Andet' (other) is for example used for games via Smart-TV or otherwise only in situations where the other specific sales channels cannot be used. This may also be the case if the game is renewed automatically.</p> <p>Before 'Andet' is used, the licenceholder is asked to contact the Danish Gambling Authority and explain its use.</p>
SpilIndskud	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>The amount that it cost the player to purchase the bet. This also includes the value of any bonus or free bet.</p> <p>In the case of bet exchanges, both players' stakes shall be sent as separate transactions and thus not combined as one transaction. Only matched bets should be reported.</p> <p>In the case of spread betting, the maximum amount that the player is at risk of losing must be reported as 'SpilIndskud'.</p>
ValutaOplysningKode	<p>Domain: Valuta (currency)</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.</p>
<b>Spilsted, Choice</b>		
SpilTerminalIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification on the land-based terminal on which the game is played. The identification shall be attributable to the physical terminal on which it is played, meaning that terminal identification must be available on the physical terminal.</p> <p>This information is only required for land-based games. The field should not be reported for online games.</p>

SpilHjemmeside (game home page)	Domain: TekstKort  Data type: character Data length: 100	The domain name of the website on which the game was played.  If the game is played on an App, the App name must be provided.  This information is only required for online games. The field should not be reported for land-based games.
<b>SpilAnnullering, MinOcc = 0 (if no cancellation or error correction can be omitted)</b>		
SpilAnnullering	Domain: Tal1  Data type: integer Data length: 1	Boolean value showing whether a transaction has been cancelled or not. If there is a cancellation, '1' is shown; if no cancellation was made, '0' is shown.
SpilAnnulleringDatoTid	Domain: DatoTid  Data type: datetime	Date and time of cancellation of the game. (with time zone)
<b>Produkt</b>		
<b>MinOcc = 0 (to be used only for VirtuelFastOdds)</b>		
SpilProduktNavn	Domain: Tekst45  Data type: character Data length: 45	Name of the licence-holder of the game product, e.g. 'Football' or 'Water polo'. It is up to the licence-holder to provide a logical name, possibly via a known code. The name shall be retrievable, possibly via an additional code in the licence-holder's gaming system.
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 example, 'SpilProduktNavn' may = 'Hesteløb' and 'SpilProduktIdentifikation' = 'Hesteløb-Hundested2202271816' (for races in Hundested, 'run' on 27 February 2022 at 18:16). The name shall be retrievable in the licence-holder's gaming system and shall be understandable, possibly via a known code.
<b>OddsAngivelse</b>		
<b>MinOcc = 0</b>		
Odds	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Odds on betting. If, contrary to expectations, the licence-holder uses numbers less than 1, the explanation must be communicated to the Danish Gambling Authority. Odds are expressed as decimals, i.e. the number of times the player receives the money, including the stake itself. If the player places DKK 100 and receives DKK 500 for winnings, including DKK 100, odds should be indicated as 5 ('4 to 1' in UK terminology, and the corresponding '1 to 4' should be indicated as odds 1.25).

		<p>For combinations, the actual odds of the combination shall be indicated.</p> <p>In particular for spread betting: The proportion of the spread relevant to the bet is reported, i.e. the lower limit if played 'below', and the higher limit of the spread if the spread is played 'above'.</p> <p>If odds are unknown (e.g. because a 'starting price' is used) at the time the bet is placed, this element is omitted.</p>
<b>Begivenhedsinformation MinOcc = 0 MaxOcc = unlimited (to be used 0 time for VirtuelFastodds — and for all other types 1 time for each outcome in a combination and thus one for a 'single')</b>		
Begivenhedsnavn	Domain: TekstKort Data type: character Data length: 100	A meaningful name for an event — for example, may be the individual football match or tournament.
Landekode	Domain: Country Data type: character Data length: 3	<p>Code for the 'country' where the event belongs.</p> <p>For matches in a tournament, the country of the tournament is used — so the (European) Champions League is EUR regardless of where the match is played. For Golf on the European Tour, EUR is used, etc. Tennis will typically be global, unless, for example, there are bets on a league match in a particular country.</p> <p>Permitted values: See Annex 2.</p> <p>The Annex contains the IOC country codes, supplemented by codes for the 'football nations' of the United Kingdom, ISO codes and continents, as well as the world.</p>
Sportsgrenskode	Domain: Country Data type: character Data length: 25	<p>Code for 'sporting discipline' to which the event belongs.</p> <p>Permitted values: See Annex 3.</p> <p>Note that for sport outside the mentioned sporting disciplines, the code 'AndetSport' (OtherSport) must be used, while for events which do not involve sport and are not covered by the other categories, use the code 'Andet'.</p>
ForventetStarttidspunkt	Domain: DatoTid Data type: datetime	Date and time of the expected start (with time zone)
BegivenhedsIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Event ID. If odds are provided by a supplier, the supplier ID is recommended to be used. If two suppliers provide odds for the same event, the use of different IDs is allowed.
Udfaldsnavn	Domain: TekstKort	A meaningful name for outcomes —



	Data type: character Data length: 100	which may be, for example, '3-1' or 'red card for Ipswich Town'. Information about the event does not need to be repeated.
Udfaldsidentifikation	Domain: Tekst45 Data type: character Data length: 45	Outcome ID. If odds are provided by a supplier, it is recommended to use the supplier ID. If several suppliers provide odds for the same event, the use of multiple IDs is allowed.
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 had been played as a single bet — see the field 'Odds' for the applicable odds convention.  If odds are unknown (e.g. because a 'starting price' is used) at the time the bet is placed, this element is omitted.

## List of Country codes

For the field 'Country code', the country codes can be found in Annex 2.

## List of sporting discipline codes

For the field 'Sporting discipline code', the codes can be found in Annex 3.

## FastOddsSlutStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFillIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFillIdentifikation' more than once, the licence-holder will be required to produce a new report.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE

		for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>Fastoddsspil</b> <b>FastoddsspilBetexchange</b> <b>FastoddsspilDanskHest</b> <b>FastoddsspilBeXDkHest</b> <b>VirtuelFastOdds</b> <b>SpreadBetting</b> Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil  Only the marked values are relevant in this game category.  VirtuelFastodds is used for all bets on electronically-simulated sports events.
<b>TransaktionListe</b>		
<b>Transaction, MinOcc = 1, MaxOcc = unlimited</b>		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The same 'SpilTransaktionIdentifikation' was used when the bet was placed.
SpilGevinst	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount the player has won on the bet (including stake)  If the player has lost the bet and thus lost their stake, this amount will be zero.  If a match has been settled and the outcome of the bet is that the player gets their money back (e.g. Asian handicap), then the winnings must be reported in the same way as the player's stake.  When engaging in spread betting, 'SpilGevinst' will include that part of the stake that the player does not lose. (Stake reported in 'SpilIndskud')
SpilKommission	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20	The licence-holder's commission after any discount arrangements when the bet was arranged. Used, for example, for bet exchanges.  This information should only contain commission and is not the stake minus winnings. Only if a specific commission is charged from the stake or winnings

	fractionDigits: 10	shall this be reported.  The Danish Gambling Authority does not expect that the commission may be negative – therefore, please contact the Danish Gambling Authority before using negative values.
SpilFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	The actual date and time when the bet was decided. (with time zone)
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>TilfældighedGenerator MinOcc = 0 MaxOcc = unlimited (Used only for VirtuelFastOdds).</b>		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The unique identifier for the generator given by the certificate provider.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which 'translates' numbers generated from a random number generator into game outcomes.
<b>Lukandele MinOcc = 0 (Only used for partially closed betting – but also for the last part of these)</b>		
Lukandel	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The field indicates the proportion of the total game that is closed with these winnings as a decimal number between 0 and 1. Please use all digits available unless a smaller number of digits are accurate.

## Casino games, including online bingo

Reporting of data from casino games and online bingo shall be made in one standard record. Both stakes and winnings are reported in the same structure.

Casino games contain games in which the player plays against a licence-holder or against other players. For a player, a casino games consists of a session, during which the player carries out a number of moves. Each move costs a stake and offers opportunities to win. The stake of a session in a casino game shall be calculated as the sum of all stakes in the session.

The game category 'KasinospilSingleplayer' covers games where the player plays against the house, such as game machines, roulette and blackjack. The game category 'KasinospilMultiplayer' covers games in which players play against each other, for example, yatzy and backgammon.

Casino games are reported by session. A session is counted from the moment the player places the first stake on a game machine to the moment the player closes the game machine, or from the moment the player places the first stake on a blackjack table to the moment the player leaves the blackjack table, etc. Overall, however, a session cannot be stopped in the middle of a move. One move corresponds to the cost

of one stake. For example, if you gain access to a feature game but the game account cannot be written down further, this counts in the same move. Therefore, the session cannot be stopped before the next time that the player makes a choice to write down the credit. This is also the case if the reason for the interruption is due to the change of sales channel by the player in the middle of a move. In this case, one of the sales channels used in the session may be reported.

A session is closely linked to the 'SpilProduktNavn' to be reported by the licence-holder in each transaction. The SpilProduktNavn helps make it clear which game is being played. This assumes that a new session is created whenever the player changes games.

The licence-holder has the possibility, but not the obligation, to terminate the current session after the last move before midnight (UTC time). This shall be done in such a way that End of Day reporting will match the sessions ending on that day. This should be seen in view of the fact that End of Day reporting by the licence-holder must not be calculated directly on the files submitted to the Danish Gambling Authority.

Online bingo is a game in which a player purchases one or more bingo cards to take part in a specific bingo game. One can play to win on one or more rows and on the full card. Bingo games shall be individually reported for the player's participation in a bingo game. This means that each report of a bingo transaction corresponds to the participation of one player in one game. In addition, bingo games with the same game name played at two different times are considered to be two different games. In the individual transaction, 'SpilProduktNavnet' indicates which game is being played. This assumes that a new transaction is created whenever the player takes part in a new bingo game.

#### Examples of reporting:

Example 1: A player stakes DKK 20 in a game machine and spins 3 times. Each spin costs DKK 1 and the player wins DKK 1 on the first spin and DKK 1 on the third spin. DKK 3 should be shown in the field `KasinospilIndskudSpil` and DKK 2 in `KasinospilGevinstSpil` for the session played. The field `KasinospilAntalTræk` is reported as 3, since the player has made 3 tries on the game machine.

Example 2: A player stakes DKK 10 in a game machine where DKK 0.50 of the stake goes to a progressive jackpot pool. The player wins DKK 100 in the first spin. In the field `'KasinospilIndskudSpil'`, DKK 9.50 shall be reported and DKK 0.50 shall be reported in the field `'KasinospilIndskudJackpot'`. In the field `'KasinospilGevinstSpil'`, DKK 100 shall be reported. This field should not contain jackpot winnings, as jackpot winnings are reported in another standard record.

Example 3: 2 players (one from Denmark and one from another country) are playing backgammon together. They both put down a stake of EUR 100, from which the licence-holder takes EUR 5 commission from each of them. Remember only to report Danish players. The Danish player wins. In the field `'KasinospilIndskudSpil'`, EUR 95 shall be reported and EUR 5 shall be reported in the field `'KasinospilKommission'`. In the field `'KasinospilGevinstSpil'`, EUR 190 shall be reported.

Example 4: A player pays DKK 10 for a bingo card so that the player can take part in a bingo game. DKK 1 of the stake goes into a jackpot pool. The player receives winnings of DKK 300 in the bingo game. DKK 9 shall be reported in the field `'KasinospilIndskudSpil'`, DKK 1 shall be reported in the field `'KasinospilIndskudJackpot'`

and DKK 300 shall be reported in the field 'KasinospilGevinstSpil'. This field shall not contain any jackpot winnings, as jackpot winnings are reported in another standard record. The field KasinospilAntalTræk is reported as 1, since the players has played in a single game.

Keys that link standard records for casino games together:

1. SpilTransaktionIdentifikation links a player's game purchase with a game cancellation, both of which are reported in KasinospilPrTransaktionStruktur.

Process for reporting casino games:



In addition to the reporting above, daily totals must also be reported for casino games. See the section on End of Day for details.

## KasinospilPrSessionStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to produce a new report.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character	The user name used to get and close tokens in the TamperToken system.

	Data length: 45	'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>KasinospilSinglePlayer</b> <b>KasinospilMultiPlayer</b> <b>Bingospil</b> Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest PokerTurnering PokerCashGame  Only the marked values are relevant in this game category.  KasinospilSinglePlayer and Kasinospil-Multiplayer are used for casino games.  Bingospil shall always be used in reporting bingo games, irrespective of which type of bingo is being [played].
<b>KasinospilAggregeretPrSession</b>		
<b>KasinospilSession, MinOcc = 1, MaxOcc = unlimited</b>		
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The name of the licence-holder on the game product. This must be the name of, for example, the game machine to which the player is introduced.  'SpilProduktNavn' is a sub-grouping of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'.  With respect to bingo games: For bingo games, 'SpilProduktNavn' shall be unique for each individual game completed. The same type of bingo game played at two different times shall be able to be distinguished from each other. As with other casino games, the name must be comprehensible in the gaming system. For example, if there are six players in the bingo game, 'SpilProduktNavn' would have to be repeated in the six 'KasinospilPrSession-Struktur' included in the bingo game in question.
SpilProduktÅbentNetværk	Domain: Tal1	Indication of whether play is on an open

	Data type: integer Data length: 1	network, i.e. that players from several providers are taking part in the same game. '1' should be reported if it is an open network and '0' if it is a closed network.
SpillerInformationIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45  Data type: character Data length: 45	<p>Unique identification of a player's game purchase. This is chosen by the licence-holder himself. It may for example be generated like the UUID.</p> <p>The element connects a purchase of 'Kasinospil' (casino games) with a cancellation of 'Kasinospil'. Both the purchase and the cancellation are reported in one transaction structure.</p> <p>The same 'SpilTransaktionIdentifikation' may therefore only be used again in a transaction structure if this is a cancellation of an earlier purchase.</p>
SpilKøbDatoTid	Domain: DatoTid  Data type: datetime	<p>Date and time when the player started the casino game session. (with time zone).</p> <p>For bingo reporting, this is the time when the player pay to take part in a bingo game.</p>
SpilFaktiskSlutDatoTid	Domain: DatoTid  Data type: datetime	<p>The actual date and time when the player's session ended. (with time zone)</p> <p>For bingo reporting, this is the time when the bingo game ends.</p>
SpilSalgskanal	Domain: Salgskanal  Data type: character Data length: 45	<p>The media through which the game is played.</p> <p><u>Permitted values from Data Domain:</u>  Forhandler  Selvbetjening  <b>Internet</b>  <b>Mobil</b>  <b>Andet</b></p> <p>Only the marked values can be used in this game category.</p> <p>'Forhandler' (trader) is used in the case of land-based games; this is therefore not a permitted value for online casino game reporting.</p> <p>'Selvbetjening' (self-service) is used for purchases of bets from a self-service terminal in a shop and is therefore not a permitted value for online casino game reporting.</p>

		<p>'Internet' is used for games on a PC/laptop or similar using an internet browser or a downloaded game client.</p> <p>'Mobile' (mobile telephone) is used for games on mobiles/tablets, irrespective of whether this is via an application or a browser.</p> <p>'Andet' (other) is for example used for games via Smart-TV or otherwise only in situations where the other specific sales channels cannot be used.</p> <p>This may also be the case if the game is renewed automatically.</p> <p>Before 'Andet' is used, the licenceholder is asked to contact the Danish Gambling Authority and explain its use.</p>
KasinospilKategori	<p>Domain: KasinoSpilKategori</p> <p>Data type: character</p> <p>Data length: 20</p>	<p>Indication of sub-category for casino games.</p> <p><u>Permitted values from Data Domain:</u></p> <p><b>roulette</b></p> <p><b>baccarat</b></p> <p><b>puntobanco</b></p> <p><b>blackjack</b></p> <p><b>poker</b></p> <p><b>spilleautomat</b></p> <p><b>bingo</b></p> <p><b>kombinationsspil</b></p> <p><b>andet</b></p> <p>'Poker' are single-player versions such as UTH, 3-card poker and video poker versions.</p> <p>Combination games are, for example, Black Lady and Yatzy.</p> <p>The Danish Gambling Authority must be notified in order to use the category 'Other'.</p>
KasinospilIndskudSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive:-9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>Proportion of players' stakes in a session that goes to the game itself, excluding any contribution to the jackpot pool or commission charged.</p> <p>This also includes the value of any bonus or free spin.</p> <p>For bingo reporting, this will be equal to the amount paid by the player to participate in a single bingo game excluding any contribution to the jackpot pool and commission. At first sight, the Danish Gambling Authority expects this number to be always positive — and the licenceholder must contact the Danish Gambling Authority if 0 or negative values are requested (except for a 'game free' session in which stakes, winnings and number of moves are all 0).</p>
KasinospilGevinstSpil	Domain: BeløbPositivNegativ	A player's winnings in a casino game



	<p>tiv10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>session (including in stakes) or a player's winnings in a single bingo game (including the stake). This also includes the value of free stakes that have been won, as well as other non-monetary winnings. Jackpot winnings should not be reported in this field. There is an independent data structure for reporting jackpot winnings.</p> <p>For reporting of jackpot prizes, see the separate section on jackpots.</p>
KasinospilAntalTræk	<p>Domain: TalHel (whole number)</p> <p>Data type: number</p> <p>Data length: 18</p>	<p>Number of moves in the player's session. For example, when playing on a game machine, this will be the number of spins and in blackjack it will be the number of hands played. One move corresponds to the cost of one stake. For example, if you gain access to a feature game but the game account cannot be written down further, this counts in the same move.</p> <p>For reporting of bingo, this will always be '1' since one structure is to be sent for each bingo game in which a player participates.</p>
KasinospilKommission	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>The commission deducted by the licence-holder for the session. This information should only contain commission and is not the stake minus winnings. This should be reported only if a specific commission is charged from the stake.</p> <p>The commission could for example be for peer-to-peer games, where two players compete with each other and the licence-holder takes a commission for the game.</p> <p>If a negative value is reported, the Danish Gambling Authority shall be contacted.</p>
ValutaOplysningKode	<p>Domain: Valuta (currency)</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.</p>
<b>Spilsted, Choice</b>		
SpilTerminalIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Not to be filled in.</p>
SpilHjemmeside (game home page)	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>The domain name of the website on which the game was played.</p> <p>If the game is played on an App, the App name must be provided.</p>

TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = unlimited		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The unique identifier for the generator given by the certificate provider.  For reporting live casino games where an RNG is not used to generate results, use the word 'LIVE'.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which 'translates' numbers generated from a random number generator into game outcomes.  For reporting live casino games in which a RNG is not used to generate the result, use the word 'LIVE'.
SpilAnnullering, MinOcc = 0 (if no cancellation or error correction can be omitted)		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean value showing whether a transaction has been cancelled or not. If there is a cancellation, '1' is shown; if no cancellation was made, '0' is shown.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game. (with time zone)
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = unlimited		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot.  This data element is the connection to the report that shall be made when the jackpot is won by a player. It is therefore important that the same 'JackpotIdentifikation' is used in 'KasinospilPrSessionStrukturer' and 'JackpotUdløsningStrukturer', which are reported when the jackpot is won. When a jackpot is won, the new jackpot must have a new unique 'JackpotIdentifikation'.
KasinospilIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Proportion of players' stakes in a session that goes to a jackpot pool, if any.

## Poker

Poker is divided into the categories of single-player, cash games and tournaments. Single-player poker is poker where the player plays against the house. This includes both live games and video poker. Single-player poker is reported as casino games described in the section **Casino games including online bingo**. In cash games, the player puts down a stake at a table and can normally interrupt play after each hand.

Cash Games are reported as described in the section **Poker cash games**. For tournaments, stakes are paid and a total pool is played and shared among the winners. Poker tournaments are reported as described in the section **Poker tournaments**. Please note that this section contains specific rules for reporting the 'spin poker' tournament format.

## Poker cash games

The Danish Gambling Authority requires that the licence-holder reports data from poker cash games in a structure. Both stakes and winnings are reported in the same structure.

Poker cash games shall be reported in sessions. A session is calculated from when the player sits at a table to when the player leaves the table. There is one session per player per table.

The stake from a poker session shall be calculated as the sum of all stakes in the session.

### Example:

A player sits down at a poker table with DKK 20 and plays 2 hands. The stake on the first hand ends at DKK 1 and on the second hand at DKK 2. On the first hand, the player wins DKK 2 and on the other hand, the player wins DKK 3. DKK 3 (DKK 1 + DKK 2) shall be declared in the field 'PokerSessionIndskudSpil', DKK 5 (DKK 2 + DKK 3) shall be declared in the field 'PokerSessionGevinstSpil' for the session played and 2 shall be declared in the field 'PokerSessionAntalHæder'.

Keys that link standard records for poker cash games together:

1. 'SpilTransaktionIdentifikation' links a player's game purchase with a game cancellation, both of which are reported in 'PokerCashGamePrSessionStruktur'.

Process for reporting poker cash games:



In addition to the reports above, daily totals must also be reported for poker cash games. See the section on End of Day for details.

## PokerCashGamePrSessionStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to produce a new report.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn  Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>PokerCashGame</b> KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest PokerTurnering  Only the marked value is relevant in this game category.
<b>PokerCashGameAggregetPrSession</b>		
<b>CashGameSession, MinOcc = 1, MaxOcc = unlimited</b>		
SpilProduktNavn	Domain: Tekst45	Licence-holder's name for a game product, such as 'Texas Hold'em' or

	Data type: character Data length: 45	<p>'Omaha Hi/Lo'.</p> <p>'SpilProduktNavn' is a sub-grouping of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'. It is up to the licence-holder to provide a logical name.</p> <p>The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
SpilProduktÅbentNetværk	Domain: Tal1  Data type: integer Data length: 1	Indication of whether play is on an open network, i.e. whether players from several game providers are taking part in the same poker cash game. '1' should be reported if it is an open network and '0' if it is a closed network.
SpillerInformationIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45  Data type: character Data length: 45	<p>Unique identification of a player's game purchase. This is chosen by the licence-holder himself. It may for example be generated like the UUID.</p> <p>The element connects a purchase of a poker cash game with cancellation of the poker cash game. Both the purchase and the cancellation are reported in one transaction structure.</p> <p>The same 'SpilTransaktionIdentifikation' may therefore only be used again in a transaction structure if this is a cancellation of an earlier purchase.</p>
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	The actual date and time when the player's session ended. (with time zone)
SpilSalgskanal	Domain: Salgskanal  Data type: character Data length: 45	<p>The media through which the game is played.</p> <p><u>Permitted values from Data Domain:</u>  Forhandler  Selvbetjening  <b>Internet</b>  <b>Mobil</b>  <b>Andet</b></p> <p>Only the marked values are used in this game category.</p> <p>'Forhandler' (trader) is used in the case of land-based games; this is therefore not a permitted value for online poker</p>

		<p>game reporting.</p> <p>'Selvbetjening' (self-service) is used for purchases of bets from a self-service terminal in a shop.</p> <p>'Internet' is used for games on a PC/ laptop or similar using an internet browser or a downloaded game client.</p> <p>'Mobile' (mobile telephone) is used for games on mobiles/tablets, irrespective of whether this is via an application or a browser.</p> <p>'Andet' (other) is for example used for games via Smart-TV or otherwise only in situations where the other specific sales channels cannot be used.</p> <p>This may also be the case if the game is renewed automatically.</p> <p>Before 'Andet' is used, the licence-holder is asked to contact the Danish Gambling Authority and explain its use.</p>
PokerSessionIndskudSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>Total stake for the player in the session going to the game excluding jackpot contributions.</p> <p>This amount shall be reported excluding rake.</p>
PokerSessionRake	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>Total rake for the player in the session. Shall exclude any contribution to a jackpot.</p>
PokerSessionGevinstSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>Total winnings (including stakes) for the player in the session from the game (not from any jackpot).</p>
PokerSessionAntalHænder	<p>Domain: TalHel (whole number)</p> <p>Data type: number</p> <p>Data length: 18</p>	<p>Total number of hands for the player in the session. This is the number of hands for which the player was dealt cards.</p>
ValutaOplysningKode	<p>Domain: Valuta (currency)</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.</p>
Spilsted, Choice		

SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This field is not required.
SpilHjemmeside (game home page)	Domain: TekstKort Data type: character Data length: 100	The domain name of the website on which the game was played.  If the game is played on an App, the App name must be provided.
<b>TilfældighedGeneratorListe</b>		
<b>TilfældighedGenerator, MinOcc = 1, MaxOcc = unlimited</b>		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The unique identifier for the generator given by the certificate provider.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated from a random number generator.
<b>SpilAnnullering, MinOcc = 0 (if no cancellation or error correction can be omitted)</b>		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean value showing whether a transaction has been cancelled or not. If there is a cancellation, '1' is shown; if no cancellation was made, '0' is shown.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game. (UTC)
<b>JackpotListe</b>		
<b>Jackpot, MinOcc = 0, MaxOcc = unlimited</b>		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot.  This data element is the connection to the report that shall be made when the jackpot is won by a player. It is therefore important that the same 'JackpotIdentifikation' is used in 'Poker-CashGamePrSessionStruktur' and 'JackpotUdløsningStrukturen', which are reported when the jackpot is won.
PokerSessionIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of stakes in the pool session which goes to jackpot.

## Poker tournaments

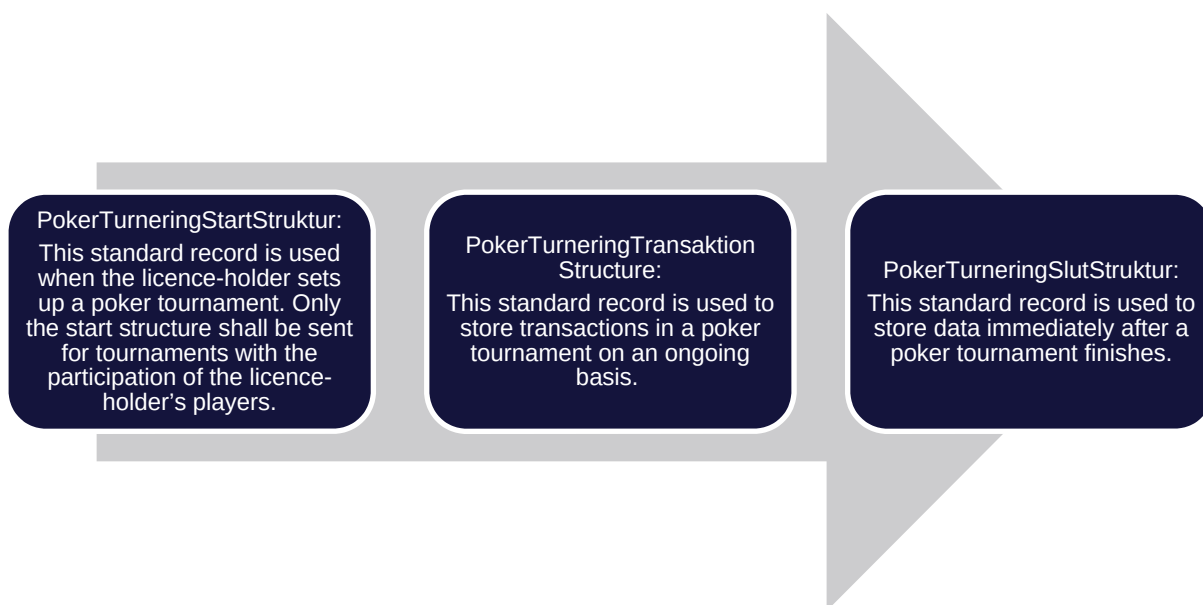
The Danish Gambling Authority requires that the licence-holder reports data from poker tournaments in three separate structures: one to report the start of a poker tournament (PokerTurneringStartStruktur), one to report transactions such as purchases and cancellations (PokerTurneringTransaktionStruktur) and one to cumulative data for the poker tournament (PokerTurneringSlutStruktur).

The Danish Gambling Authority shall only receive information on poker tournaments in which the licence-holder's players participate. This can, for example, be ensured by 'PokerTurneringStartStruktur' first being reported to SAFE at the time when it is no longer possible to unregister from the tournament and at least one of the licence-holder's player has registered to take part in the tournament.

Keys that link standard records for a poker tournament together:

1. 'SpilProduktIdentifikation' links the start structure, the transaction structure and the closing structure for a poker tournament.
2. 'SpilTransaktionIdentifikation' links a player's game purchase with a game cancellation, both of which are reported in a 'PokerTurneringTransaktionStruktur'.

Process for reporting poker tournaments:



## Spin poker

For *spin poker*, a poker tournament form in which the size of the prize pool is determined after registration with a move of this size from a known probability distribution, the following applies:

'PokerKøbFee' shall be the fee corresponding to what the licence-holder keeps on average on the basis of a theoretical reimbursement share. 'PokerKøbBeløb' remains what the player as a whole pays, minus the fee.

The adjustment from the sum of these 'PokerKøbBeløb' for the actual pool being played shall be reported as 'Added prize pool'. This is done for the total addition to the pool, regardless of the fact that not all players are necessarily the licence-holder's customers and, therefore, that not all stakes are necessarily reported.



Example:

5 players pay DKK 10 each in order to participate. The theoretical reimbursement share is 94 %. The most likely situation is that they bet DKK 30. Sometimes they bet DKK 1 000.

The following is reported (in transactions) for each of the 5 players (for those who are customers of the licence-holder):

PokerKøbFeeFee = DKK 0.6; and PokerKøbBeløb= DKK 9.4

When they bet DKK 30, the following is further reported in the closing structure:

PokerTilføjetPrizepool = DKK -17 and PokerGevinstTotal = DKK 30.

When they bet DKK 1 000, the following is also reported in the closing structure:

PokerTilføjetPrizepool = DKK 953 and PokerGevinstTotal = DKK 1 000.

## PokerTurningStartStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFillidentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-Fillidentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFillidentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken

		user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>PokerTurnering</b> PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest  Only the marked value is relevant in this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	Licence-holder's name for a game product, such as 'Texas Hold'em' or 'Omaha Hi/Lo'.  'SpilProduktNavn' is a sub-grouping of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'. It is up to the licence-holder to provide a logical name.  The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence-holder's 'SpilProduktNavn' for poker tournaments shall be further divided. This called SpilProduktIdentifikation.  This data element connects the start, transaction and closing structures for the individual poker tournament together.  The element shall therefore be unique for each poker tournament.  It may for example be a combination of 'SpilProduktNavn' with the date and a detailed definition of the tournament. It is up to the licence-holder to provide a logical and unique name.  The name shall be fully or partially retrievable in the licence-holder's gaming system and shall be comprehensible.
<b>Turneringsinfo</b>		
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer	Indication of whether play is on an open network, i.e. that players from several providers are taking part in the tournament.

	Data length: 1	ment or cash game. '1' should be reported if it is an open network and '0' if it is a closed network.
<b>JackpotListe</b>		
<b>Jackpot, MinOcc = 0, MaxOcc = unlimited</b>		
JackpotIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Unique identification of the jackpot.  This data element is the connection to the report that shall be made when the jackpot is won by a player. It is therefore important that the same 'JackpotIdentifikation' is used in 'PokerTurneringStartStrukturen' and 'JackpotUdløsningsStrukturen', which are reported when the jackpot is won.

## PokerTurneringTransaktionStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFillIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFillIdentifikation' more than once, the licence-holder will be required to produce a new report.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn  Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>PokerTurnering</b>

		<p>PokerCashGame  KasinospilSinglePlayer  KasinospilMultiPlayer  Bingospil  Managerspil  Fastoddsspil  FastoddsspilBetexchange  FastoddsspilDanskHest  FastoddsspilBeXDkHest  VirtuelFastOdds  SpreadBetting  Puljespil  PuljespilDanskHest</p> <p>Only the marked value is relevant in this game category.</p>
SpilProduktNavn	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Licence-holder's name for a game product, such as 'Texas Hold'em' or 'Omaha Hi/Lo'.</p> <p>'SpilProduktNavn' is a sub-grouping of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'. It is up to the licence-holder to provide a logical name.</p> <p>The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
SpilProduktIdentifikation	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>A licence-holder's 'SpilProduktNavn' for poker tournaments shall be further divided. This called SpilProduktIdentifikation.</p> <p>This data element connects the start, transaction and closing structures for the individual poker tournament together.</p> <p>The element shall therefore be unique for each poker tournament.</p> <p>It may for example be a combination of 'SpilProduktNavn' with the date and a detailed definition of the tournament. It is up to the licence-holder to provide a logical and unique name.</p> <p>The name shall be fully or partially retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
<b>TurneringTransaktionInfoListe</b>		
<b>TurneringTransaktionInfo, MinOcc = 1, MaxOcc = unlimited</b>		
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.</p>
SpilTransaktionIdentifikation	<p>Domain: Tekst45</p>	<p>Unique identification of a player's game purchase. This is chosen by the licence-</p>

	Data type: character Data length: 45	holder himself. It may for example be generated like the UUID.  The element connects a purchase with a cancellation in a PokerTurning (poker tournament). Both the purchase and the cancellation are reported in one transaction structure.  The same identifier may therefore only be used again in a transaction structure if this is a cancellation of an earlier purchase.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player made the purchase in a poker tournament (buy-in, add-on, rebuy) (with time zone).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	The media through which the game is played.  <u>Permitted values from Data Domain:</u> Forhandler Selvbetjening <b>Internet</b> <b>Mobil</b> <b>Andet</b>  Only the marked values are used in this game category.  'Forhandler' (trader) is used in the case of land-based games; this is therefore not a permitted value for poker tournament reporting.  'Selvbetjening' (self-service) is used for purchases of bets from a self-service terminal in a shop.  'Internet' is used for games on a PC/laptop or similar using an internet browser or a downloaded game client.  'Mobile' (mobile telephone) is used for games on mobiles/tablets, irrespective of whether this is via an application or a browser.  'Andet' (other) is for example used for games via Smart-TV or otherwise only in situations where the other specific sales channels cannot be used.  This may also be the case if the game is renewed automatically.  Before 'Andet' is used, the licenceholder is asked to contact the Danish Gambling Authority and explain its use.
PokerKøbType	Domain: PokerKøbType Data type: character Data length: 10	Indication of the type of purchase.  <u>Permitted values from Data Domain:</u> <b>buyin</b> <b>addon</b> <b>rebuy</b>
PokerKøbBeløb	Domain: BeløbPositivNega-	Amount of a player's poker purchase,

	tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	excluding the fee. This also includes the value of any bonus or the value of a ticket that the player has obtained in order to take part in the tournament.  The amount shall not include any contribution to a jackpot. This shall be reported separately in the data field SpilIndskudJackpot in the transaction structure.
PokerKøbFee	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Share of purchase amount that goes to the licence-holder and is therefore not in the pool. This excludes any jackpot contribution.
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>Spilsted, Choice</b>		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This field is not required.
SpilHjemmeside (game home page)	Domain: TekstKort Data type: character Data length: 100	The domain name of the website on which the game was played.  If the game is played on an App, the App name must be provided.
<b>SpilAnnullering, MinOcc = 0 (if no cancellation or error correction can be omitted)</b>		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean value showing whether a transaction has been cancelled or not. If there is a cancellation, '1' is shown; if no cancellation was made, '0' is shown.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game. (with time zone)
<b>JackpotListe</b>		
<b>Jackpot, MinOcc = 0, MaxOcc = unlimited</b>		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot.  This data element is the connection to the report that shall be made when the jackpot is won by a player. It is therefore important that the same JackpotIdentifikation is used in PokerTurneringTransaktionStruktur and JackpotUdløsningStrukturen, which are reported when the jackpot is won.
SpilIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal	Part of the stakes that have gone to a jackpot pool.

	maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	
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## PokerTurneringSlutStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation  MinOcc = 0	Domain: Tekst300  Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn  Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>PokerTurnering</b> PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil

		<p>Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting Puljespil PuljespilDanskHest</p> <p>Only the marked value is relevant in this game category.</p>
SpilProduktNavn	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Licence-holder's name for a game product, such as 'Texas Hold'em' or 'Omaha Hi/Lo'.</p> <p>'SpilProduktNavn' is a sub-grouping of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'. It is up to the licence-holder to provide a logical name.</p> <p>The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
SpilProduktIdentifikation	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>A licence-holder's 'SpilProduktNavn' for poker tournaments shall be further divided. This called SpilProduktIdentifikation.</p> <p>This data element connects the start, transaction and closing structures for the individual poker tournament together.</p> <p>The element shall therefore be unique for each poker tournament.</p> <p>It may for example be a combination of 'SpilProduktNavn' with the date and a detailed definition of the tournament. It is up to the licence-holder to provide a logical and unique name.</p> <p>The name shall be fully or partially retrievable in the licence-holder's gaming system and must be comprehensible.</p>
<b>TurneringsSlutInfo</b>		
SpilProduktFaktiskSlutDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	Actual game end time. (with time zone)
PokerAntalSpillereTillIndh	<p>Domain: TalHel (whole number)</p> <p>Data type: number</p> <p>Data length: 18</p>	Number of player who are in the tournament through the licence-holder.
PokerAntalSpillereTotal	<p>Domain: TalHel (whole number)</p> <p>Data type: number</p> <p>Data length: 18</p>	<p>The total number of players in the tournament (including players from other providers, if it is being played across a network).</p> <p>If the tournament is not being played across a network, this value will always</p>



		be identical to PokerAntalSpillereTillIndh.
PokerAntalSpillereKval	Domain: TalHel (whole number)  Data type: number Data length: 18	Participants with the licence-holder who have qualified through other tournaments.
PokerBuyInTillIndh	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total buy-in amount paid to the licence-holder for the whole tournament.  This amount shall be reported excluding fees.
PokerBuyInTotal	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total buy-in amount paid to the tournament across all game providers.  This amount shall be reported excluding fees.  This amount includes buy-ins from players who are customers of the licence-holder and players who are customers of other providers (if the tournament is offered on a network).  If the tournament is not offered on a network, this value will always be identical to 'PokerBuyInTillIndh'.
PokerFeeTillIndh	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total fee paid to the licence-holder for the whole tournament.  This shall include the fee paid by buy-ins, rebuys and add-ons.
PokerFeeTotal	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total fee paid to the tournament across all game providers.  This shall include the fee paid by buy-ins, rebuys and add-ons.  This amount includes fees from players who are customers of the licence-holder and players who are customers of other providers (if the tournament is offered on a network).  If the tournament is not offered on a network, this value will always be identical to 'PokerFeeTillIndh'.
PokerRebuyTillIndh	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999	The total rebuy amount paid to the licence-holder for the whole tournament.  This amount shall be reported excluding fees.

	totalDigits: 20 fractionDigits: 10	
PokerRebuyTotal	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total rebuy amount paid to the tournament across all game providers.  This amount shall be reported excluding fees.  This amount includes rebuys from players who are customers of the licence-holder and players who are customers of other providers (if the tournament is offered on a network).  If the tournament is not being played across a network, this value will always be identical to PokerRebuyTillIndh.
PokerAddonTillIndh	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total add-on amount paid to the licence-holder for the whole tournament.  This amount shall be reported excluding fees.
PokerAddonTotal	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total add-on amount paid to the tournament across all game providers.  This amount shall be reported excluding fees.  This amount includes rebuys from players who are customers of the licence-holder and players who are customers of other providers (if the tournament is offered on a network).  If the tournament is not offered on a network, this value will always be identical to 'PokerAddonTillIndh'.
PokerBuyinAntalTillIndh	Domain: TalHel (whole number)  Data type: number Data length: 18	The total number of buy-ins for the licence-holder.
PokerBuyinAntalTotal	Domain: TalHel (whole number)  Data type: number Data length: 18	Total number of buy-ins for all game providers for the whole tournament.  If the tournament is not offered on a network, this value will always be identical to 'PokerBuyinAntalTillIndh'.
PokerRebuyAntalTillIndh	Domain: TalHel (whole number)  Data type: number Data length: 18	The total number of rebuys for the licence-holder in the tournament.
PokerRebuyAntalTotal	Domain: TalHel (whole number)  Data type: number Data length: 18	Total number of re-buys for all game providers for the whole tournament.  If the tournament is not being played across a network, this value will always

		be identical to PokerBuyinAntalTillIndh.
PokerAddonAntalTillIndh	Domain: TalHel (whole number) Data type: number Data length: 18	The total number of add-ons for the licence-holder in the tournament.
PokerAddonAntalTotal	Domain: TalHel (whole number) Data type: number Data length: 18	Total number of add-ons for all game providers for the whole tournament.  If the tournament is not being played across a network, this value will always be identical to PokerAddonAntalTillIndh.
PokerTilføjetPrizepool	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	For tournaments with a guaranteed prize pool, the provider guarantees a minimum prize pool, so that if the sum of buy-ins, re-buys and add-ons is insufficient to meet the guarantee, the provider will add an amount up to the guarantee. This field records how much has been added to the prize pool by the licence-holder and other game providers, if the tournament is being played on a network. For spin poker, the amount added to the pool (see the text of the structures).
PokerGevinstTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total prize pool (buy-ins, rebuys, add-ons and any amount added to the prize pool) that has been won at the end of the tournament for the licence-holder's customers.
PokerGevinstTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total prize pool (buy-in, rebuy, add-on and any amounts added to the prize pool) that has been won at the end of the tournament. both to the customers of the licence-holder and customers of any other game providers (if the tournament was played on a network).
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>TilfældighedGeneratorListe</b>		
<b>TilfældighedGenerator, MinOcc = 1, MaxOcc = unlimited</b>		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The unique identifier for the generator given by the certificate provider.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated from a

		random number generator.
<b>VinderListe MinOcc = 0</b>		
<b>Vinder, MinOcc = 0, MaxOcc = unlimited Players who have not won anything shall not be reported.</b>		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The same 'PokerBuyinAntalTillIndh' as for the player's 'BuyIn' in the tournament.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the player's winnings obtained from the poker tournament prize pool (including stakes).
SpilGevinstJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the player's winnings obtained from the jackpot.

## Pool games for betting

The Danish Gambling Authority requires that the licence-holder reports data in four different structures: one for reporting at the start of a pool game ('PuljespilStartStruktur'), one for reporting transactions such as stakes and cancellations ('PuljespilTransaktionStruktur'), one for cumulative data after stakes and cancellations have been closed ('PuljespilEndOfGameStruktur') and one for cumulative data for the pool game ('PuljespilSlutStruktur').

In pool games, the size of a player's winnings depends what has been staked in total, what the other players have staked. In the pool game, the players compete for the total pool of stakes or a prize guarantee set in advance.

A pool game consists of at least one 'match' representing the outcome the player has to guess. A 'match' can be anything that a licence-holder decides players can compete in; it can be anything from a football match to which words are used in the monarch's New Year's speech.

The licence-holder shall report the game options for the pool game in a general form where each possible outcome matches a number. The general form for pool games consists of general rows and a general key. A general row contains what the player has bet, converted to a row of numbers. This is shown in the data element RækkeSpilkombinationer,, in which each row played is reported in the general form. The

winning row is also shown in the general form in the data element PuljespilVinderRække, and by comparing PuljespilVinderRække and all RækkeSpilkombinationer elements, one can see how many winners there are in the different prize pools.

The general key is used to convert a general row to something generally understood, such as which football team the player has bet on as the winner of a match. With the general key, it should be possible to convert both the winning row and all the rows played into something generally understood. The licence-holder shall report a general key for each pool game that is opened, using the fields PuljespilNøgleBeskrivelse and PuljespilNøgleGenerel.

Example: Pool games with three matches:

Match 1: Team 1 against Team 2

Match 2: Team 3 against Team 4

Match 3: Team 5 against Team 6

The general key is shown as nine lines, where each line contains the data elements PuljespilNøgleKampNummer, PuljespilNøgleBeskrivelse, PuljespilNøgleGenerel. This corresponds to what is delivered in 'PuljespilStartStruktur'. The example looks like this:

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 layers. Player 1 and player 2 each play one row, and player 3 plays two rows. The rows played should be shown in 'RækkeSpilkombinationer' in the following manner:

Player 1, row 1: 1,2,3

Player 2, row 1: 1,1,1

Player 3, row 1: 1,3,2

Player 3, row 2: 1,3,3

After the matches have been played, the winning row is reported in the general form with 'PuljespilVinderRække'. It looks like this: 1,3,2

It can immediately be seen that player 3 has won with row 1.

With the description shown in 'PuljespilStartStruktur', one can convert what the player has bet into something generally understood. The player has bet on the following: Team 1, Team 4, drawn.

If one wishes to see all the possibilities for bets for each contest, they can be brought together in the following way based on what was reported in PuljespilStartStruktur:

Match 1: Team 1, Draw, Team 2

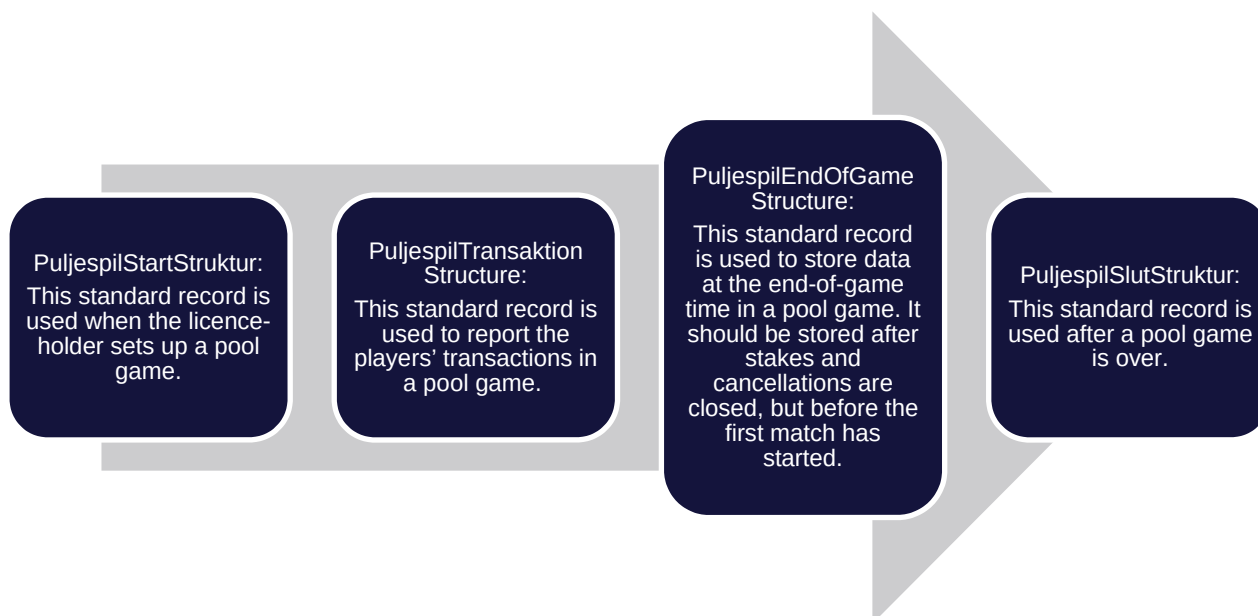
Match 2: Team 3, Draw, Team 4

Match 3: Team 5, drawn, Team 6.

Keys that link standard records for pool games together:

1. SpilProduktIdentifikation connects the start structure, the transaction structure, the end of game structure and the closing structure for a pool game.
2. SpilTransaktionIdentifikation links a player's game purchase with a game cancellation, both of which are reported in a PuljespilTransaktionStruktur.

Process for reporting pool games:



## PuljespilStartStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		

SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	<p>The user name used to get and close tokens in the TamperToken system.</p> <p>'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.</p>
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	<p>Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.</p> <p><u>Permitted values from Data Domain:</u></p> <p><b>Puljespil</b>  <b>PuljespilDanskHest</b>  PokerCashGame  Pokerturnering  KasinospilSinglePlayer  KasinospilMultiPlayer  Bingospil  Managerspil  Fastoddsspil  FastoddsspilBetexchange  FastoddsspilDanskHest  FastoddsspilBeXDkHest  VirtuelFastOdds  SpreadBetting</p> <p>Only the marked value is relevant in this game category.</p>
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	<p>The licence-holder's name for the game product, such as 'Tips13'.</p> <p>These shall be sub-groupings of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'.</p> <p>It is up to the licence-holder to provide a logical name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible. A launched 'SpilProduktNavn' may not be changed without prior agreement with the Danish Gambling Authority, as analysis of data at the Danish Gambling Authority may not be reversed. 'SpilProduktNavn' must be so specific that all products with the same 'SpilProduktNavn' must have the same level playing field (they do not need to have the same number of pools and winning rates — but the same rules for minimum winnings, roundings, etc.). The requirement does not apply conversely — different 'SpilProduktNavn' may have the same rules.</p>
SpilProduktIdentifikation	Domain: TekstKort	A licence-holder's 'SpilProduktNavn' shall be further divided. For example, this may be 'SpilProduktNavn' + date if

	Data type: character Data length: 100	<p>the game is played no more than once a day.</p> <p>The element connects together start, transaction, end-of-game and closing structures for pool games.</p> <p>The element shall therefore be unique for each pool game.</p> <p>For example, 'SpilProduktNavn' = 'Tips13' and 'SpilProduktIdentifikation' = 'Tips13-2024-week10'.</p> <p>It is up to the licence-holder to provide a logical and unique name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
<b>GenerelPuljeNøgleListe</b>		
<b>GenerelPuljeNøgle, MinOcc = 1, MaxOcc = unlimited</b>		
PuljespilNøgleKampNummer	Domain: TalHel (whole number)  Data type: number Data length: 18	The number of the event (such as a football match) in the game.
PuljespilNøgleBeskrivelse	Domain: TekstKort  Data type: character Data length: 100	Description in text form of a possible result.  Example:  For the football match between FC Copenhagen - Brøndby IF, for example, 'FC Copenhagen', 'draw' or 'Brøndby IF' is indicated.
PuljespilNøgleGenerel	Domain: TalHel (whole number)  Data type: number Data length: 18	. Unique number (for this match) of the outcome described in 'PuljespilNøgleBeskrivelse'
<b>Pulje</b>		
SpilProduktÅbentNetværk	Domain: Tal1  Data type: integer Data length: 1	Indication of whether play is on an open network, i.e. that players from several providers are taking part in the pool game. '1' should be reported if it is an open network and '0' if it is a closed network.
PuljespilGevinstPuljeProcent	Domain: Percentage  Data type: decimal Data length: 6	The percentage of the total stake that goes to winnings.  If the licence-holder offers the game in collaboration with others, please indicate the share of the stake (as a percentage) of the licence-holder that is part of pools – regardless of the part of the pools that is paid out in winnings to the licence-holder's players.
PuljespilAntalResultatPuljer	Domain: TalHel (whole number)	Number of result pools.



	Data type: number Data length: 18	
PuljespilAntalKampe	Domain: Tal2  Data type: integer Data length: 2	Number of contests to be played in order to have created a row in the pool game.
PuljespilRækkePris	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Price to play one row in the pool game.  If the game has a variable row price, the smallest price is normally reported here. However, the price should be selected so that all the stakes that can be chosen are a whole multiple of the row price. For example, if the minimum price is DKK 2 but it is also possible to stake DKK 5, then DKK 1 must be chosen as the row price.
SpilForventetSlutDatoTid	Domain: DatoTid  Data type: datetime	Expected date and time for the game to be decided. (with time zone)
ValutaOplysningKode	Domain: Valuta (currency)  Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>Resultatpulje, MinOcc = 1, MaxOcc = unlimited</b>		
GevinstPuljeIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Identification of the different prize pools. This should show the number of correct guesses that result in a prize in the individual prize pool. For example, there will be 4 prize pool identifications for Tips13 (13, 12, 11 and 10).
GevinstPuljeGevinstProcent	Domain: Percentage  Data type: decimal Data length: 6	The percentage that this prize pool represents of the part of the stake that goes to winnings going to this pool. The sum of all 'GevinstPuljeGevinstProcent' of the prize pool shall be 100 %. If some pools receive money other than a proportion of the stake, this should not be reported here.
GevinstPuljeOverførselPrimo	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Amount transferred to the prize pools from previous pool games. This applies to the total pool across all providers.  If, before the pool game is played, money is transferred from one pool to another in the same game, the amount is shown with a positive sign for the gaining pool and a negative sign for the losing pool.  As the same pool may be involved in multiple transfers, only the sum of these (with the correct sign) is reported.

## PuljespilTransaktionStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to produce a new report.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>Puljespil</b> <b>PuljespilDanskHest</b> PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting  Only the marked value is relevant in this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence-holder's name for the game product, such as 'Tips13'.  These shall be sub-groupings of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'.

		<p>It is up to the licence-holder to provide a logical name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p> <p>A launched 'SpilProduktNavn' may not be changed without the consent of the Danish Gambling Authority, as data analysis in the Danish Gambling Authority can use this. The brand name must be so specific that all products with the same 'SpilProduktNavn' have the same rules (they do not need to have the same pools or winning rates — but they must have the same rules for minimum winnings, roundings, etc.). The contrary does not apply; different 'SpilProduktNavne' may have the same rules.</p>
SpilProduktIdentifikation	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>A licence-holder's 'SpilProduktNavn' shall be further divided. For example, this may be 'SpilProduktNavn' + date if the game is played no more than once a day.</p> <p>The element connects together start, transaction, end-of-game and closing structures for pool games.</p> <p>The element shall therefore be unique for each pool game.</p> <p>For example, 'SpilProduktNavn' = 'Tips13' and 'SpilProduktIdentifikation' = 'Tips13-2024-week10'.</p> <p>It is up to the licence-holder to provide a logical and unique name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
<b>Pulje</b>		
<b>SpillerOgKupon, MinOcc = 1, MaxOcc = unlimited</b>		
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.</p>
SpilTransaktionIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of a player's game purchase. The actual licence-holder chooses this, but 'SpilTransaktionIdentifikation' must be identical to an identification number that the player receives when placing a bet. If a land-based bet is involved and the player receives a physical slip, the identification number used to report shall therefore appear on</p>

		<p>the slip.</p> <p>The element connects a purchase with cancellation of the pool game. Both the purchase and the cancellation are reported in one transaction structure.</p> <p>The element also links the transaction in a pool game with the list of winners to be reported in 'PuljespilSlutStruktur'.</p> <p>The same identifier may therefore only be used again in a transaction structure if this is a cancellation of an earlier purchase.</p>
SpilKøbDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	Date and time when the player started the session. (with time zone)
SpilSalgskanal	<p>Domain: Salgskanal</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The media through which the game is played.</p> <p><u>Permitted values from Data Domain:</u>  <b>Forhandler</b>  <b>Selvbetjening</b>  <b>Internet</b>  <b>Mobil</b>  <b>Andet</b></p> <p>'Forhandler' (trader) is used in the case of land-based games, for example for a bet purchased in a shop with service staff.</p> <p>'Selvbetjening' (self-service) is used for purchases of bets from a self-service terminal in a shop.</p> <p>'Internet' is used for games on a PC/ laptop or similar using an internet browser or a downloaded game client.</p> <p>'Mobile' (mobile telephone) is used for games on mobiles/tablets, irrespective of whether this is via an application or a browser.</p> <p>'Andet' (other) is for example used for games via Smart-TV or otherwise only in situations where the other specific sales channels cannot be used.</p> <p>This may also be the case if the game is renewed automatically.</p> <p>Before 'Andet' is used, the licence-holder is asked to contact the Danish Gambling Authority and explain its use.</p>
SpilAntalRækker	<p>Domain: TalHel (whole number)</p> <p>Data type: number</p> <p>Data length: 18</p>	A game can consist of a number of rows, each of which consists of matches with possible outcomes. This field shows how many rows a player has played.
SpilIndskud	Domain: BeløbPositivNegativ10Deci-	The amount that it cost the player to

	<p>maler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>purchase the game. This also includes the value of any bonus or free bet.</p>
SpillIndskudSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>Part of the stake that has gone to the game. This also includes the value of any bonus or free bet.</p> <p>This amount shall not include any contribution to a jackpot.</p>
ValutaOplysningKode	<p>Domain: Valuta (currency)</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.</p>
<b>Spilsted, Choice</b>		
SpilTerminalIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification on the land-based terminal on which the game is played. The identification shall be attributable to the physical terminal on which it is played, meaning that terminal identification must be available on the physical terminal.</p> <p>This information is only required for land-based games. The field should not be reported for online games.</p>
SpilHjemmeside (game home page)	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>The domain name of the website on which the game was played.</p> <p>If the game is played on an App, the App name must be provided.</p> <p>This information is only required for online games. The field should not be reported for land-based games.</p>
<b>SpilAnnullering, MinOcc = 0 (if no cancellation or error correction can be omitted)</b>		
SpilAnnullering	<p>Domain: Tal1</p> <p>Data type: integer</p> <p>Data length: 1</p>	<p>Boolean value showing whether a transaction has been cancelled or not. If there is a cancellation, '1' is shown; if no cancellation was made, '0' is shown.</p>
SpilAnnulleringDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	<p>Date and time of cancellation of the game. (with time zone)</p>
<b>JackpotListe</b>		
<b>Jackpot, MinOcc = 0, MaxOcc = unlimited</b>		
JackpotIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of the jackpot.</p> <p>This data element is the connection to the report that shall be made when the jackpot is won by a player. It is there-</p>

		fore important that the same 'Jackpotl-identifikation' is used in 'PuljespilTransaktionStruktur' and 'JackpotUdløsningStrukturen', which is reported when the jackpot is won.
SpilIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Proportion of players' stakes going to a jackpot pool, if any.
<b>SpilkombinationerListe</b>		
<b>Spilkombinationer, MinOcc = 1, MaxOcc = unlimited</b>		
RækkeNummer	Domain: TalHel (whole number)  Data type: number Data length: 18	Number of the relevant row.
RækkeSpilkombinationer	Domain: TekstLang  Data type: character Data length: 500	<p>Precise information on which combinations have been played. The system game shall be 'unpacked' and each row shall be given a row number.</p> <p>The row played shall be shown in the general form in a list separated by commas between each contest in the row, e.g. '1,12,2,8' or '01,12,02,08'</p> <p>This data element shall be reported in the same way as PuljespilVinderRække in the closing structure (PuljespilSlutStruktur), so that the Danish Gambling Authority can compare the two values.</p> <p>If there is a joker in the game, so that the player automatically gets this match right, '?' is reported instead. This is not the same as 'fully hedged' where the number of rows played increases by a factor of possible outcomes. (hedged bets must be unpacked in single rows)</p>

## PuljespilEndOfGameStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE.

		<p>The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).</p> <p>It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFilIdentifikation' more than once, the licence-holder will be required to produce a new report.</p>
<p>SpilFilErstatningIdentifikation</p> <p>MinOcc = 0</p>	<p>Domain: Tekst300</p> <p>Data type: character</p> <p>Data length: 300</p>	<p>Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.</p>
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The user name used to get and close tokens in the TamperToken system.</p> <p>'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.</p>
SpilKategoriNavn	<p>Domain: SpilKategoriNavn</p> <p>Data type: character</p> <p>Data length: 25</p>	<p>Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.</p> <p><u>Permitted values from Data Domain:</u></p> <p><b>Puljespil</b>  <b>PuljespilDanskHest</b>  PokerCashGame  KasinospilSinglePlayer  KasinospilMultiPlayer  Managerspil  Fastoddsspil  FastoddsspilBetexchange  FastoddsspilDanskHest  FastoddsspilBeXDkHest  VirtuelFastOdds  SpreadBetting  PokerTurnering</p> <p>Only the marked value is relevant in this game category.</p>
SpilProduktNavn	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The licence-holder's name for the game product, such as 'Tips13'.</p> <p>These shall be sub-groupings of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'.</p> <p>It is up to the licence-holder to provide a logical name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>

SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	<p>A licence-holder's 'SpilProduktNavn' shall be further divided. For example, this may be 'SpilProduktNavn' + date if the game is played no more than once a day.</p> <p>The element connects together start, transaction, end-of-game and closing structures for pool games.</p> <p>The element shall therefore be unique for each pool game.</p> <p>For example, 'SpilProduktNavn' = 'Tips13' and 'SpilProduktIdentifikation' = 'Tips13-2024-week10'.</p> <p>It is up to the licence-holder to provide a logical and unique name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
<b>Pulje</b>		
PuljespilEndOfGameDatoTid	Domain: DatoTid Data type: datetime	Date and time for the closure of the option to play and to cancel play. (UTC)
PuljespilIndskudSpilTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>The total amount of the stakes for all games purchased by the licence-holder's customers.</p> <p>This amount shall not include any contribution to a jackpot.</p>
PuljespilIndskudSpilTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>The total stake of the licence-holder's customers and other game providers' customers (by network).</p> <p>If the pool game is not offered on a network, this value will be identical to 'PuljespilIndskudSpilTillIndh'.</p> <p>This amount shall not include any contribution to a jackpot.</p>
PuljespilIndskudJackpotTillIndh MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total stakes for a jackpot generated by the licence-holder's customers.
PuljespilIndskudJackpotTotal MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>The total stake for a jackpot of the licence-holder's customers and other game providers' customers (by network).</p> <p>If the pool game is not offered on a network, this value will be identical to 'PuljespilIndskudJackpotTillIndh'.</p>



PuljespilAntalRækkerTillIndh	Domain: TalHel (whole number)  Data type: number Data length: 18	Number of all rows played by the licence-holder's customers.  The number is calculated in proportion to the row price stated in the start structure.
PuljespilAntalRækkerTotal	Domain: TalHel (whole number)  Data type: number Data length: 18	The total number of rows played by all the licence-holder's customers and all other game providers' customers (for networks).  If the pool game is not being played across a network, this value will be identical to PuljespilAntalRækkerTillIndh.  For calculation of the row number for larger stakes than the row price stated in the start structure — see the field above.
PuljespilGevinstPuljeBeløb	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The total amount in the prize pool.  The prize pool is the sum of stakes added to the pool, as well as any transfers of pools from previous pool games.  If the game is offered on a network in cooperation with other providers, the amount across all providers should be reported.  This amount can also include other transfers from providers to the pool, if they are known at the EndOfGame time. This might for example be in order to reach the guaranteed amount for the pool.
ValutaOplysningKode	Domain: Valuta (currency)  Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.

## PuljespilSlutStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier

		<p>(UUID).</p> <p>It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFillIdentifikation' more than once, the licence-holder will be required to produce a new report.</p>
<p>SpilFilErstatningIdentifikation</p> <p>MinOcc = 0</p>	<p>Domain: Tekst300</p> <p>Data type: character</p> <p>Data length: 300</p>	<p>Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFillIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.</p>
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The user name used to get and close tokens in the TamperToken system.</p> <p>'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.</p>
SpilKategoriNavn	<p>Domain: SpilKategoriNavn</p> <p>Data type: character</p> <p>Data length: 25</p>	<p>Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.</p> <p><u>Permitted values from Data Domain:</u></p> <p><b>Puljespil</b>  <b>PuljespilDanskHest</b>  PokerCashGame  PokerTurnering  KasinospilSinglePlayer  KasinospilMultiPlayer  Managerspil  Fastoddsspil  FastoddsspilBetexchange  FastoddsspilDanskHest  FastoddsspilBeXDkHest  VirtuelFastOdds  SpreadBetting</p> <p>Only the marked value is relevant in this game category.</p>
SpilProduktNavn	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The licence-holder's name for the game product, such as 'Tips13'.</p> <p>These shall be sub-groupings of the general groups of the Danish Gambling Authority specified in 'SpilKategoriNavn'.</p> <p>It is up to the licence-holder to provide a logical name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
SpilProduktIdentifikation	Domain: TekstKort	<p>A licence-holder's 'SpilProduktNavn' shall be further divided. For example, this may be 'SpilProduktNavn' + date if</p>

	Data type: character Data length: 100	<p>the game is played no more than once a day.</p> <p>The element connects together start, transaction, end-of-game and closing structures for pool games.</p> <p>The element shall therefore be unique for each pool game.</p> <p>For example, 'SpilProduktNavn' = 'Tips13' and 'SpilProduktIdentifikation' = 'Tips13-2024-week10'.</p> <p>It is up to the licence-holder to provide a logical and unique name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
<b>Pulje</b>		
SpilProduktFaktiskSlutDatoTid	Domain: DatoTid  Data type: datetime	Actual game end time. (with time zone)
ValutaOplysningKode	Domain: Valuta (currency)  Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>TilfældighedGeneratorListe</b>		
<b>TilfældighedGenerator, MinOcc = 1, MaxOcc = unlimited</b>		
TilfældighedGeneratorIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The unique identifier for the generator given by the certificate provider.
TilfældighedGeneratorSoftwareId	Domain: Tekst45  Data type: character Data length: 45	Identification of (certified) software which translates numbers generated from the random number generator.
<b>ResultatPuljeListe</b>		
<b>GevinstkategorierOgGevinster, MinOcc = 1, MaxOcc = unlimited</b>		
GevinstPuljeIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Identification of the individual prize pool. This should show the number of correct guesses that result in a prize in the individual prize pool. For example, there will be 4 prize pool identifications for Tips13 (13, 12, 11 and 10).
GevinstPuljeAntalGevinsterTillIndh	Domain: TalHel (whole number)  Data type: number Data length: 18	<p>Total winnings in the prize pool awarded to players of the licence-holder.</p> <p>For pools with variable stakes, these are counted in relation to 'Pulje-spilRækkePris' from the start structure.</p> <p>If no prize is paid from a pool because, for example, the prize is less than the minimum limit or similar of the licence-holder, the number of winners who would have been eligible for prizes from</p>

		the pool shall still be counted.
GevinstPuljeAntalGevinsterTotal	Domain: TalHel (whole number)  Data type: number Data length: 18	<p>In the event of cooperation with another game provider, the total winnings in the prize pool for all players is shown.</p> <p>If the pool game is not part of a cooperation, the number will be identical to 'GevinstPuljeAntalGevinsterTillIndh'</p> <p>Guideline: For pools with variable stakes, these are counted in relation to 'PuljespilRækkePris' from the start structure.</p>
GevinstPuljeBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>The amount of money in the individual prize pool that is won by customers of the licence-holder.</p> <p>This amount, is after any rounding to the nearest øre or similar, is subtracted or added or additional money has been added in any other way from the licence-holder for his own winners, or corresponding deductions.</p>
GevinstPuljeBeløbTotal	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>The amount shall be the total winnings (not just that part which is allotted to the licence-holder) before money is added or deducted by the individual providers for their own customers, if the game is being offered in cooperation between several providers.</p> <p>If the game is not being offered in cooperation, this field will be 'GevinstPuljeBeløbTillIndh' minus 'GevinstPuljeTilføjetBeløb'.</p>
GevinstPuljeBeløbPerRække	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>How much each correct row wins in the prize pool-</p> <p>This amount shall not be rounded, if these roundings are only made after multiplication of the number of rows with which the individual player has won.</p> <p>Example: For the prize pool that goes to players with 13 correct predictions, the amount that a row with 13 correct predictions wins should be shown. The equivalent applies for the other prize pools for 12, 11 and 10 correct predictions.</p> <p>Guideline: In the case of pool games with variable stakes, the winnings shall be counted in relation to 'PuljespilRækkePris' from the start structure.</p>
GevinstPuljeTilføjetBeløb	Domain: BeløbPositivNegativ10Decimaler10	The amount that the licence-holder adds to the prize pools for their own players, which does not come from pre-

	<p>Data type: decimal</p> <p>maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10</p>	<p>vious pool games.</p> <p>This is typically used if the licence-holder guarantees a certain pool size or conversely has a ceiling on the size of the pool or the prizes.</p> <p>The amount shall include various roundings. The value of roundings that benefit the player is calculated with a positive sign. The value of roundings that do not benefit the player is calculated with a negative sign.</p> <p>This means that the product of 'Pulje-BeløbPerRække' and 'GevinstPuljeAntalGevinsterTillIndh' will be identical to 'GevinstPuljeBeløbTillIndh' minus any part of 'GevinstPuljeTilføjetBeløb' that arises from roundings made after 'GevinstPuljeBeløbPerRække' was calculated, in other words, what could be called 'individual roundings'.</p>
GevinstPuljeOverførselUltimo	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10</p>	<p>Amount transferred from the prize pools to future pool games. This applies to the total pool across all providers (if there are several participants).</p> <p>If money is moved after the game from one pool to another in the same game, this shall also be reported here. The amount shall be reported with a negative sign for the gaining pool and a positive sign for the losing pool.</p> <p>A possible reason for this could be if there are no winners in one pool, or if the prize would be less than a minimum limit.</p> <p>As the same pool may be involved in multiple transfers, only the sum of these (with the correct sign) is reported.</p>
<b>ResultatgrundlagListe</b>		
<b>Resultatgrundlag, MinOcc = 1, MaxOcc = unlimited</b>		
PuljespilVinderRække:	<p>Domain: TekstLang</p> <p>Data type: character</p> <p>Data length: 500</p>	<p>Precise information about the winning row.</p> <p>The winning row shall be indicated in the general form in a list with commas between each match in the row, e.g. '1,12,2,8'</p> <p>This data element shall be reported in the same way as 'RækkeSpilkombinationer' in the transaction closing structure ('PuljespilTransaktionStruktur'), so that the Danish Gambling Authority can compare the two values.</p> <p>If a match is removed from the pool game, meaning that all players get the 'match right', for example due to a cancellation, '?' is entered in the winning</p>

		row.  If two outcomes are to be considered correct for the same match, two result lists with both options will be provided. This can be generalised to an arbitrary number of winning rows.
<b>VinderListe</b>		
<b>Vinder, MinOcc = 0, MaxOcc = unlimited Players who have not won anything must not be included here.</b>		
SpillerInformationIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The same 'SpilTransaktionIdentifikation' was used when the bet was placed.
RækkeNummer	Domain: TalHel (whole number)  Data type: number Data length: 18	Number of the relevant row.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive:-9999999999 totalDigits: 20 fractionDigits: 10	Part of winnings for the game coming from the game (including stake).
SpilGevinstJackpot	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive:-9999999999 totalDigits: 20 fractionDigits: 10	The part of the winnings for the game that comes from the jackpot.

## Downscaling of pool games

If a pool game is scaled down so that all rows are counted as having one more correct than they have (probably because nobody has all the correct ones), this is done by inserting the joker character '?' (as for a cancelled match) in any place in the winning row. For example, if there are three 'matches' and the correct outcomes are 7,9,13, the following would have to be reported:

<ResultatGrundlagListe>

<ResultatGrundlag>

```

<PuljespilVinderRække>7,9,?</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>7,?,13</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>?,7,13</PuljespilVinderRække>
</ResultatGrundlag>
</ResultatGrundlagListe>

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This will mean that all rows bet on that have two correct, will be counted as if they have three correct.

## Manager games (Fantasy)

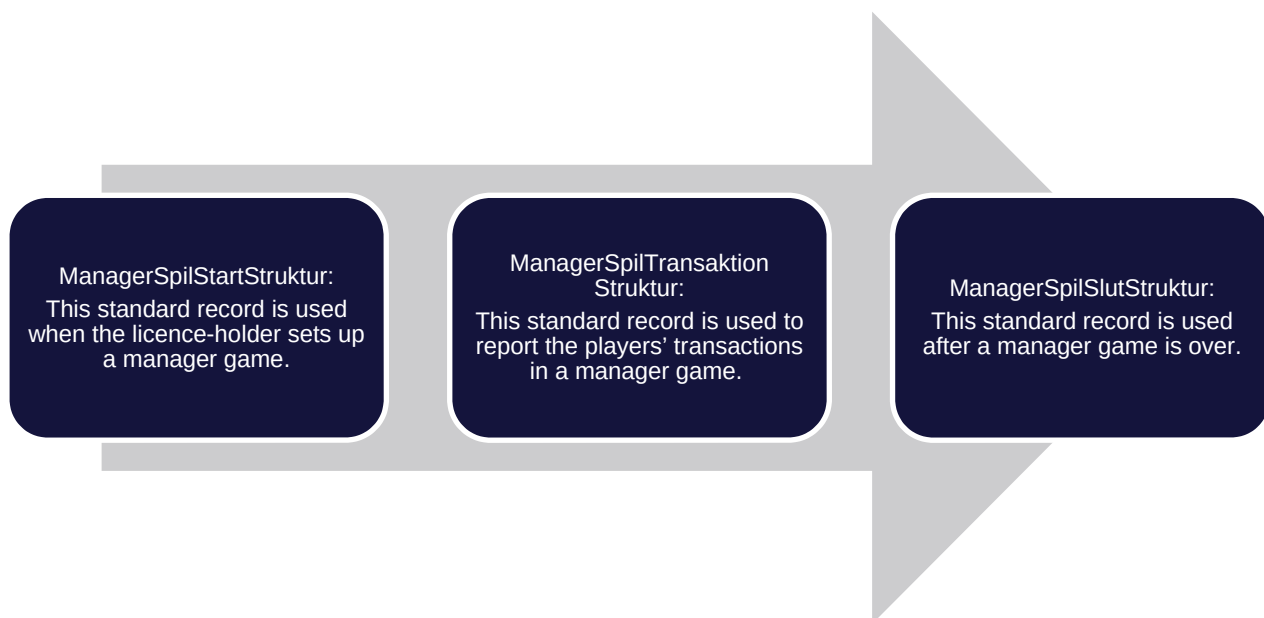
The Danish Gambling Authority requires that the licence-holder reports data from manager games in three separate structures: one for reporting at the start of a manager game ('ManagerSpilStartStruktur'), one for reporting transactions such as purchases and cancellations ('ManagerSpilTransaktionStruktur') and one for cumulative data for the manager game ('ManagerSpilSlutStruktur').

Manager games are a type of pool game in which players can from the start of a tournament make purchases and, later during the tournament, can purchase services which may or may not go into the total pool.

Keys that link standard records for manager games together:

1. 'SpilProduktIdentifikation' connects the start structure, the transaction structure and the closing structure for a manager game.
2. 'SpilTransaktionIdentifikation' links a player's game purchase to a game cancellation, both reported in a 'ManagerspilTransaktionStruktur' and with any winnings in 'ManagerspilSlutStruktur'.

Reporting process for manager games:



## ManagerspilStartStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation  MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is



		possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>Managerspil</b> Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting PokerTurnering  Only the marked value is relevant in this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence-holder's name for the game product, such as 'Tour Manager'.  These shall be sub-groupings of the general groups of the Danish Gambling Authority specified in SpilKategoriNavn.  It is up to the licence-holder to provide a logical name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence-holder's 'SpilProduktNavn' shall be further divided. For example, this may be 'SpilProduktNavn' + date if the game is played no more than once a day or year.  The element connects together start, transaction and closing structures for manager games. The element shall therefore be unique for each manager game.  For example, the fields might be 'Spil-ProduktNavn' = 'Tour Manager', and 'SpilProduktIdentifikation' = 'Tour Manager 2015'.
<b>SpilInfo</b>		
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether play is on an open network, i.e. that players from several providers are taking part in the manager game. '1' should be reported if it is an open network and '0' if it is a closed network.
SpilForventetSlutDatoTid	Domain: DatoTid	Expected date and time for the game to be decided. (with time zone)

	Data type: datetime	
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## ManagerspilTransaktionStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to make a new report.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>Managerspil</b> Puljespil PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Fastoddsspil FastoddsspilBetexchange VirtuelFastOdds SpreadBetting PokerTurnering  Only the marked value is relevant in this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence-holder's name for the game product, such as 'Tour Manager'.  These shall be sub-groupings of the

		<p>general groups of the Danish Gambling Authority specified in SpilKategoriNavn.</p> <p>It is up to the licence-holder to provide a logical name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
SpilProduktIdentifikation	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>A licence-holder's 'SpilProduktNavn' shall be further divided. This specification is called 'SpilproduktIdentifikation'. For example, this may be 'SpilProduktNavn' + date if the game is played no more than once a day or year.</p> <p>The element connects together start, transaction and closing structures for manager games. The element shall therefore be unique for each manager game.</p> <p>For example, the fields might be 'SpilProduktNavn' = 'Tour Manager', and 'SpilProduktIdentifikation' = 'Tour Manager 2015'.</p>
<b>SpilTransaktionsInfoListe</b>		
<b>ManagerSpilTransaktionsInfo, MinOcc = 1, MaxOcc = unlimited</b>		
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.</p>
SpilTransaktionIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of a player's game purchase. This is chosen by the licence-holder himself. It may for example be generated like the UUID.</p> <p>The element connects a purchase with cancellation of a manager game. Both the purchase and the cancellation are reported in one transaction structure.</p> <p>The same identifier may therefore only be used again in a transaction structure if this is a cancellation of an earlier purchase.</p>
SpilKøbDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	<p>Date and time when the player started the session. (with time zone)</p>
SpilSalgskanal	<p>Domain: Salgskanal</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The media through which the game is played.</p> <p><u>Permitted values from Data Domain:</u></p> <p><b>Forhandler</b>  <b>Selvbetjening</b>  <b>Internet</b>  <b>Mobil</b>  <b>Andet</b></p> <p>Only the marked values can be used in</p>

		<p>this game category.</p> <p>'Forhandler' (trader) is used in the case of land-based games, so this is not permitted when reporting manager games.</p> <p>'Selvbetjening' (self-service) is used for purchases of bets from a self-service terminal in a shop.</p> <p>'Internet' is used for games on a PC/ laptop or similar using an internet browser or a downloaded game client.</p> <p>'Mobile' (mobile telephone) is used for games on mobiles/tablets, irrespective of whether this is via an application or a browser.</p> <p>'Andet' (other) is for example used for games via Smart-TV or otherwise only in situations where the other specific sales channels cannot be used.</p> <p>This may also be the case if the game is renewed automatically.</p> <p>Before 'Andet' is used, the licence-holder is asked to contact the Danish Gambling Authority and explain its use.</p>
ManagerspilKøbType	<p>Domain: ManagerspilKøbType</p> <p>Data type: character</p> <p>Data length: 20</p>	<p>Type of a purchase in a manager game. If there are purchases that do not go in the pool, this should not be reported to the Danish Gambling Authority.</p> <p><u>Permitted values from Data Domain:</u>  <b>Tilmelding</b>  <b>TilkøbTilPulje</b></p>
ManagerspilKøbBeløb	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>The amount that it cost the player to participate in the game. This also includes the value of any bonus or free bet.</p> <p>This amount shall not include any commission/fee charged.</p>
ManagerspilKøbFee	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>The licence-holder's fee or commission for the game purchase is reported.</p> <p>Reported only if the licence-holder takes a separate fee or commission. If the licence-holder does not take a fee or commission for participation in the game, this is reported as zero.</p>
ValutaOplysningKode	<p>Domain: Valuta (currency)</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.</p>
<b>Spilsted, Choice</b>		
SpilTerminalIdentifikation	<p>Domain: Tekst45</p>	<p>Identification on the land-based terminal on which the game is played. The</p>

	Data type: character Data length: 45	identification shall be attributable to the physical terminal on which it is played, meaning that terminal identification must be available on the physical terminal.  This information is only required for land-based games. The field should not be reported for online games.
SpilHjemmeside (game home page)	Domain: TekstKort  Data type: character Data length: 100	The domain name of the website on which the game was played.  If the game is played on an App, the App name must be provided.  This information is only required for on-line games. The field should not be reported for land-based games.
<b>SpilAnnullering, MinOcc = 0 (if no cancellation or error correction can be omitted)</b>		
SpilAnnullering	Domain: Tal1  Data type: integer Data length: 1	Boolean value showing whether a transaction has been cancelled or not. If there is a cancellation, '1' is shown; if no cancellation was made, '0' is shown.
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 requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion  Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFillIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFillIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation  MinOcc = 0	Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFillIdentifikation' is indicated in the field for the file which contained

		errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	<p>The user name used to get and close tokens in the TamperToken system.</p> <p>'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.</p>
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	<p>Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.</p> <p><u>Permitted values from Data Domain:</u>  <b>Managerspil</b>  Puljespil  PuljespilDanskHest  PokerCashGame  KasinospilSinglePlayer  KasinospilMultiPlayer  Bingospil  Fastoddsspil  FastoddsspilBetexchange  FastoddsspilDanskHest  FastoddsspilBeXDkHest  VirtuelFastOdds  SpreadBetting  PokerTurnering</p> <p>Only the marked value is relevant in this game category.</p>
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	<p>The licence-holder's name for the game product, such as 'Tour Manager'.</p> <p>These shall be sub-groupings of the general groups of the Danish Gambling Authority specified in SpilKategoriNavn.</p> <p>It is up to the licence-holder to provide a logical name. The name shall be retrievable in the licence-holder's gaming system and shall be comprehensible.</p>
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	<p>A licence-holder's 'SpilProduktNavn' shall be further divided. For example, this may be 'SpilProduktNavn' + date if the game is played no more than once a day or year.</p> <p>The element connects together start, transaction and closing structures for manager games. The element shall therefore be unique for each manager game.</p> <p>For example, the fields might be 'SpilProduktNavn' = 'Tour Manager', and 'SpilProduktIdentifikation' = 'Tour Manager 2015'.</p>

ManagerspilSlutInfo		
SpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual game end time. (with time zone)
ManagerspilSpillereTillIndh	Domain: Number Data type: number Data length: 12	Number of the licence-holder's players in the manager game.
ManagerspilSpillereTotal	Domain: Number Data type: number Data length: 12	Number of players with all game providers in the manager game. If the manager game is not offered on a network, this value is equal to 'ManagerspilSpillereTillIndh'
ManagerspilTilmeldingBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total amount as stakes in the form of registration with the licence-holder in the manager game.  The amount shall exclude any fee.
ManagerspilTilmeldingBeløbTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total stake in the form of registration with all game providers in the manager game. If the manager game is not offered on a network, this value is equal to 'ManagerspilTilmeldingBeløbTillIndh'  The amount shall exclude any fee.
ManagerspilTilmeldingFeeTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee or commission for all the licence-holder's players in the manager game. Only reported if the licence-holder takes a separate fee or commission (stake minus winnings should not be reported). If the licence-holder does not take a fee or commission for participation in the game, this is reported as zero.
ManagerspilTilmeldingFeeTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total fee or commission for all players in the manager game with all licence-holders.  If the manager game is not offered on a network, this value is equal to 'ManagerspilTilmeldingFeeTillIndh'.  Only reported if one or more licence-holders take a separate fee or commission (stake minus winnings should not be reported). If one or more licence-holders do not take a fee or commission for participation in the game, this is reported as zero.
ManagerspilTilkøbPuljeBeløbTill-	Domain: BeløbPositivNegativ10Decimaler10	Total stake in the form of purchases for

Indh	<p>tiv10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	the licence-holder's pool in the manager game.
ManagerspilTilkøbPuljeBeløbTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	Total stake in the form of purchases for the pool from all game providers in the manager game. If the manager game is not offered on a network, this value is equal to 'ManagerspilTilkøbPuljeBeløbTillIndh'
ManagerspilTilkøbPuljeFeeTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>Total fee or commission from purchases for the licence-holder's pool in the manager game.</p> <p>Only reported if the licence-holder takes a separate fee or commission (stake minus winnings should not be reported). If the licence-holder does not take a fee or commission for participation in the game, this is reported as zero.</p>
ManagerspilTilkøbPuljeFeeTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>Total fee or commission from purchases for the pool for all game providers in the manager game. If the manager game is not offered on a network, this value is equal to:</p> <p>ManagerspilTilkøbPuljeFeeTillIndh.</p> <p>Only reported if one or more licence-holders take a separate fee or commission (stake minus winnings should not be reported). If one or more licence-holders do not take a fee or commission for participation in the game, this is reported as zero.</p>
ManagerspilTilføjetPrizepool	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	Total amount added to the prize pool by the licence-holder. If the game is played on a network, this shall show the total amount added by all licence-holders.
ManagerspilGevinstTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	The total winnings in the licence-holder's prize pool in the manager game.
ManagerspilGevinstTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p>	The total winnings in the prize pool for all game providers in the manager



	tiv10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	game. If the manager game is not offered on a network, this value is equal to 'ManagerspilGevinstTillIndh'.
ManagerspilTilbagebetalingProcent	Domain: Percentage Data type: decimal Data length: 6	Reimbursement percentage for the manager game.
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>VinderListe Min = 0</b>		
<b>Vinder, MinOcc = 0, MaxOcc = unlimited Players who have not won anything must not be included here.</b>		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The same 'SpilTransaktionIdentifikation' was used when the bet was placed.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of winnings for the game coming from the game (including stake).
SpilGevinstJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The part of the winnings for the game that comes from the jackpot.

## Alternative pool betting — typically on horse races ('HestDK and Hesteagtig')

This section relates to an alternative reporting of pool bets with characteristics specific to horse races (continuation of the data model which applied for the monopoly for pool games on horses before liberalisation on 1 January 2018). HestDK is used for horse-racing on Danish racecourses (and betting combinations that partly consists of

this). Hesteagtig shall be used in all other cases. Note that PuljespilDanskHest and Puljespil respectively may also be used — but these cannot handle ‘reserve horses’ automatically — or dead heats. Reference to ‘horses’ below may therefore in the case of Hesteagtig also refer to something other than horses.

## Forms for HestDK/Hesteagtig

The Danish Gambling Authority requires that the licence-holder reports data from HestDK/Hesteagtig in five different structures: two structures to report information on a HestDK/Hesteagtig event and three structures to report information on HestDK/Hesteagtig games. However, 4 of these structures can be brought together in the structure DKHestEventTotalstruktur/HesteagtigEventTotalstruktur.

‘HestDK/Hesteagtig’: a structure for reporting at the start of an event (‘HestDKEventStartStruktur/ HesteagtigEventStartStruktur’) and one for reporting at the end of the event (‘HestDKEventSlutStruktur/ HesteagtigEventSlutStruktur’).

‘HestDK/Hesteagtig’ game: a structure for reporting the creation of a ‘HestDK/Hesteagtig’ game (‘HestDK StartStruktur/ Hesteagtig StartStruktur’), one for reporting transactions such as stakes and cancellations (‘HestDKTransaktionStruktur/ HesteagtigTransaktionStruktur’) and one for reporting cumulative data on the game including winnings after the game has been completed (‘HestDKSlutStruktur/ HesteagtigSlutStruktur’).

Keys that link structures for ‘HestDK/Hesteagtig’:

- 1) ‘HestDKEventIdentifikation/HesteagtigEventIdentifikation’ links the event start structure with the event closing structure and links to all start, transaction and closing structures for games conducted for the event.
- 2) SpilProduktIdentifikation connects start, transaction and closing structures for a HestDK/Hesteagtig game.
- 3) SpilTransaktionIdentifikation links a player’s game purchase with a game cancellation, both of which are reported in the transaction structure.

## HestDKEventStartStruktur/HesteagtigEventStartStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is

		unique for every file being reported. If the licence-holder uses the same 'SpilFillIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation MIN: 0	Domain: Tekst300  Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFillIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system. SpilCertifikatIdentifikation refers to the Safe-Id for a licence-holder's SAFE. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn  Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>HestDK</b> <b>Hesteagtig</b> Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDKHest VirtuelFastOdds SpreadBetting  Only the marked values are relevant in this game category.
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30  Data type: character Data length: 30	Unique identification of an event. The licence-holder shall choose that option. The identification shall be comprehensible — if applicable, by using a known code.
<b>HestDKStamdata</b>		
HestDKEventDato/ HesteagtigEventDato	Domain: DatoType  On the form YYYY-MM-DD YYYY: year MM: (number of) Month DD: day (in the month)	Date of horse-racing event.  Permitted values: All valid dates, expressed in UTC.

## HestDKStartStruktur/HesteagtigStartStruktur:

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFilIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation MIN: 0	Domain: Tekst300 Data type: character Data length: 300	Only used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>HestDK</b> <b>Hesteagtig</b> Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDKHest VirtuelFastOdds

		SpreadBetting  Only the marked value is relevant in this game category.																																				
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn  Data type: character Data length: 20	Description of which 'HestDK/Hes- teagtig' game is involved.  <u>Permitted values from Data Domain:</u> <table><tr><td><b>2af4</b></td><td><b>Trio</b></td></tr><tr><td><b>DD</b></td><td><b>TrioFP</b></td></tr><tr><td><b>Komb</b></td><td><b>Tripot</b></td></tr><tr><td><b>KombFP</b></td><td><b>Tvilling</b></td></tr><tr><td><b>Kvartet</b></td><td><b>TvillingFP</b></td></tr><tr><td><b>KvartetPlus</b></td><td><b>V3</b></td></tr><tr><td><b>Kvintet</b></td><td><b>V4</b></td></tr><tr><td><b>KvintetPlus</b></td><td><b>V5</b></td></tr><tr><td><b>KvintetPlusNy</b></td><td><b>V6</b></td></tr><tr><td><b>Placepot</b></td><td><b>V64</b></td></tr><tr><td><b>Plads</b></td><td><b>V65</b></td></tr><tr><td></td><td><b>V75</b></td></tr><tr><td><b>Quadpot</b></td><td><b>V76</b></td></tr><tr><td><b>Quintpot</b></td><td><b>V86</b></td></tr><tr><td><b>Sekstet</b></td><td><b>V87</b></td></tr><tr><td><b>Septet</b></td><td><b>Vinder</b></td></tr><tr><td><b>Swinger</b></td><td></td></tr><tr><td><b>Trilling</b></td><td></td></tr></table>	<b>2af4</b>	<b>Trio</b>	<b>DD</b>	<b>TrioFP</b>	<b>Komb</b>	<b>Tripot</b>	<b>KombFP</b>	<b>Tvilling</b>	<b>Kvartet</b>	<b>TvillingFP</b>	<b>KvartetPlus</b>	<b>V3</b>	<b>Kvintet</b>	<b>V4</b>	<b>KvintetPlus</b>	<b>V5</b>	<b>KvintetPlusNy</b>	<b>V6</b>	<b>Placepot</b>	<b>V64</b>	<b>Plads</b>	<b>V65</b>		<b>V75</b>	<b>Quadpot</b>	<b>V76</b>	<b>Quintpot</b>	<b>V86</b>	<b>Sekstet</b>	<b>V87</b>	<b>Septet</b>	<b>Vinder</b>	<b>Swinger</b>		<b>Trilling</b>	
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<b>KvartetPlus</b>	<b>V3</b>																																					
<b>Kvintet</b>	<b>V4</b>																																					
<b>KvintetPlus</b>	<b>V5</b>																																					
<b>KvintetPlusNy</b>	<b>V6</b>																																					
<b>Placepot</b>	<b>V64</b>																																					
<b>Plads</b>	<b>V65</b>																																					
	<b>V75</b>																																					
<b>Quadpot</b>	<b>V76</b>																																					
<b>Quintpot</b>	<b>V86</b>																																					
<b>Sekstet</b>	<b>V87</b>																																					
<b>Septet</b>	<b>Vinder</b>																																					
<b>Swinger</b>																																						
<b>Trilling</b>																																						
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30  Data type: character Data length: 30	Unique identification of an event. The li- cence-holder shall choose that option. The identification shall be comprehensi- ble — if applicable, by using a known code.																																				
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	The 'SpilProduktIdentifikation' of a li- cence-holder links start, transaction and closing structures together and shall be unique for every game. (that is, the name shall be different from every other race and types of game in the same event and all games at other events)																																				
GenerelSpilNøgleListe																																						
GenerelSpilNøgle, MinOcc = 1, MaxOcc = unlimited																																						
PuljespilNøgleNummer	Domain: TalHel (whole number)  Data type: number Data length: 18	See guide below (specific for each HestDKKategoriNavn/HesteagtigKate- goriNavn)																																				
PuljespilNøgleBeskrivelse	Domain: TekstKort  Data type: character Data length: 100	See guide below (specific for each HestDKKategoriNavn/HesteagtigKate- goriNavn)																																				
PuljespilNøgleValideTal	Domain: TekstLang  Data type: character Data length: 500	See guide below (specific for each HestDKKategoriNavn/HesteagtigKate- goriNavn)																																				
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel (whole number)  Data type: number Data length: 18	The relevant race number in the event.  See the separate section on combined pools below.																																				
HestDKReservehesteAutomatisk/ HesteagtigReservehesteAutomatisk	Domain: TekstLang  Data type: character	List of reserve horses generated for a particular event (where this is relevant). The list shall be separated by commas																																				

MinOcc = 0	Data length: 500	and indicate the number sequence of the reserve horses, e.g.: 8,11,6,4,9,1,10,5,7,2,3  See the section below on rules for reserve horses. If reserve horses are added using different rules from those described, the Danish Gambling Authority shall be contacted with a view to discussing reporting.
<b>HestDKPuljeInfo</b>		
PuljespilGevinstPuljeProcent	Domain: Percentage  Data type: decimal Data length: 6	The percentage of the total stake that will be won as winnings. If the licence-holder offers the game in cooperation with others, please indicate the share of the stake (as a percentage) of the licence-holder that is part of pools – regardless of the part of the pools that is paid out in winnings to the licence-holder's players.
SpilForventetSlutDatoTid	Domain: DatoTid  Data type: datetime	Expected date and time for the game to be decided. (with time zone)
ValutaOplysningKode	Domain: Valuta (currency)  Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>GevinstPuljeListe</b>		
<b>GevinstPulje, MinOcc = 1, MaxOcc = unlimited</b>		
GevinstPuljeIdentifikation	Domain: Tekst45  Data type: character Data length: 45	See guide below (specific for each HestDKKategoriNavn/HesteagtigKategoriNavn)
GevinstPuljeGevinstProcent	Domain: Percentage  Data type: decimal Data length: 6	The percentage that this prize pool represents of the total prize pool for the game. The sum of all the 'GevinstPuljeGevinstProcent' of the pool game shall be 100 %.
GevinstPuljeBeskrivelse	Domain: Tekst45  Data type: character Data length: 45	See guide below (specific for each HestDKKategoriNavn/HesteagtigKategoriNavn)
GevinstPuljeGaranti  MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount that the licence-holder guarantees for the prize pool. If the amount is updated after the licence-holder has reported it in the start structure, a new start structure is sent with the correct guarantee.

## HestDKTransaktionStruktur/HesteagtigTransaktionStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFilIdentifikation' more than once, the licence-holder will be required to produce a new report.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>HestDK</b> <b>Hesteagtig</b> Puljespil PuljespilDanskHest PokerCashGame Pokerturning KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting  Only the marked value is relevant in this game category.
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn Data type: character Data length: 20	Description of which 'HestDK/Hesteagtig' game is involved.  <u>Permitted values from Data Domain:</u> <b>2af4</b> <b>Trio</b>

		<div>DD</div> <div>Komb</div> <div>KombFP</div> <div>Kvartet</div> <div>KvartetPlus</div> <div>Kvintet</div> <div>KvintetPlus</div> <div>KvintetPlusNy</div> <div>Placepot</div> <div>Plads</div> <div>Quadpot</div> <div>Quintpot</div> <div>Sekstet</div> <div>Septet</div> <div>Swinger</div> <div>Trilling</div> <div>TrioFP</div> <div>Tripot</div> <div>Tvilling</div> <div>TvillingFP</div> <div>V3</div> <div>V4</div> <div>V5</div> <div>V6</div> <div>V64</div> <div>V65</div> <div>V75</div> <div>V76</div> <div>V86</div> <div>V87</div> <div>Vinder</div>
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30  Data type: character Data length: 30	Unique identification of an event. The licence-holder shall choose that option. The identification shall be comprehensible — if applicable, by using a known code.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	The 'SpilProduktIdentifikation' of a licence-holder links start, transaction and closing structures together and shall be unique for every game. (that is, the name shall be different from every other race and types of game in the same event and all games at other events)
HestDK/Hesteagtig		
SpillerOgKupon, MinOcc = 1, MaxOcc = unlimited		
SpillerInformationIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Identification of the player. The licence-holder defines this, but each player's identification shall be unique. This may for example be a customer number or player number. It cannot be the CPR (Central Population Register) number.  If the licence-holder has no information about the customer (which can only be the case for land-based betting), the value 'unknown' or 'anonymous' is entered.
SpilTransaktionIdentifikation	Domain: Tekst45  Data type: character Data length: 45	Unique identification of a player's game purchase. The licence-holder shall choose that option. It may for example be generated like the UUID.  The element connects a purchase with any cancellation. Both the purchase and the cancellation are reported in one transaction structure.  The element also links the transaction with the list of winners to be reported in 'HestDK-/HesteagtigSlutStruktur'.  The same identifier may therefore only be used again in a transaction structure if this is a cancellation of an earlier purchase.
SpilKøbDatoTid	Domain: DatoTid  Data type: datetime	Date and time when the player purchased the game. (with time zone)
SpilSalgskanal	Domain: Salgskanal	The media through which the game is



	Data type: character Data length: 13	<p>played.</p> <p><u>Permitted values from Data Domain:</u>  <b>Forhandler</b>  <b>Selvbetjening</b>  <b>Internet</b>  <b>Mobil</b>  <b>Andet</b></p> <p>'Forhandler' (trader) is used in the case of land-based games, for example for a bet purchased in a shop with service staff.</p> <p>'Selvbetjening' (self-service) is used for purchases of bets from a self-service terminal in a shop.</p> <p>'Internet' is used for games on a PC/laptop or similar using an internet browser or a downloaded game client.</p> <p>'Mobile' (mobile telephone) is used for games on mobiles/tablets, irrespective of whether this is via an application or a browser.</p> <p>'Andet' (other) is for example used for games via Smart-TV or otherwise only in situations where the other specific sales channels cannot be used.</p> <p>This may also be the case if the game is renewed automatically.</p> <p>Before 'Andet' is used, the licence-holder is asked to contact the Danish Gambling Authority and explain its use.</p>
SpilAntalRækker	Domain: TalHel (whole number)  Data type: number Data length: 18	How many rows (that is, combinations — this is NOT the same meaning as 'row number' here in Transactions) have been played. Here in Transactions, this number shall NOT be weighted by an implied row price. So it is how many 'different' rows one can see in the transaction — irrespective of how they are packed.
SpilIndskud	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount that it cost the player to purchase the game, including any stakes for a jackpot.
SpilIndskudSpil	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the stake that has gone to the game. (i.e. excluding Jackpot)

KunToppulje	Domain: KunToppulje Data type: character Data length: 20	Type of coupon. May be 0 or 1. Shown as 1 if this is a game with several prize pools and the player has chosen only to play for 'Toppuljen' (the top pool). Otherwise, it is shown as 0.  <u>Permitted values from Data Domain:</u> <b>1</b> <b>0</b>
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>Spilsted, Choice</b>		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification on the land-based terminal on which the game is played. The identification shall be attributable to the physical terminal on which it is played, meaning that terminal identification must be available on the physical terminal.  This information is only required for land-based games. The field should not be reported for online games.
SpilHjemmeside (game home page)	Domain: TekstKort Data type: character Data length: 100	Address (URL) of the home page on which the game was played.  This information is only required for online games. The field should not be reported for land-based games.
<b>SpilAnnullering, MinOcc = 0 (if no cancellation or error correction can be omitted)</b>		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean value showing whether a transaction has been cancelled or not. If there is a cancellation, '1' is shown; if no cancellation was made, '0' is shown.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game. (with time zone)
<b>ReservehesteManueltListe</b>		
<b>ReservehesteManuelt, MinOcc = 0, MaxOcc = unlimited</b>		
PuljespilNøgleNummer	Domain: TalHel (whole number) Data type: number Data length: 18	See guide below (specific for each HestDKKategoriNavn/HesteagtigKategoriNavn)
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel (whole number) Data type: number Data length: 18	The relevant race number in the event.
HestDKReservehesteManuelt/ HesteagtigReservehesteManuelt	Domain: TekstLang Data type: character Data length: 500	List of reserve horses selected by the player for a given race or if the player is assigned reserves in another way than from the automatic reserve list.  The list shall be separated by commas and indicate the number sequence of the reserve horses. For example: 10,7.

		See the section below on rules for reserve horses. If reserve horses are added using different rules from those described, the Danish Gambling Authority shall be contacted with a view to discussing reporting.
<b>SpilkombinationerListe</b>		
<b>Spilkombinationer, MinOcc = 1, MaxOcc = unlimited</b>		
RækkeNummer	Domain: TalHel (whole number)  Data type: number Data length: 18	Note that 'row number' in transactions means the number in the section (e.g. race 3 of the 5 in V5 for V-games) and places in the race for games for one race (e.g. for the trio game, row number 1 is those that can win, row number 2 is those that can come second, etc.). Note that for the tvilling (twin) game, there is no difference in what appears in row number 1 and row number 2 — row number 1: horse 3 row number 2: horse 5 can both mean that horse 3 wins and horse 5 comes second or the opposite (so both 3, 5 and 5, 3 should be listed as winners in the closing structure). Also note that for 'Vinder' (Winner) and 'Plads' (Place), all game are always on row number 1. It is important that 'række-spilkombinationer' (row game combinations) should always be used.
RækkeSpilkombinationer	Domain: TekstLang  Data type: character Data length: 500	Precise information on which combinations have been played. This shall be shown for each individual 'row number', which as noted above means placing or race.  The row played shall be stated in the general form in a list with commas between each horse in the row, e.g. '1,12,2,8' or '01,12,02,08' — this could for example be the four horses played to be second in a trio race or the four horses to win section 2 of a V5 game.

## HestDKSlutStruktur/HesteagtigSlutStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used.  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE.  The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).

		It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFill-identifikation' more than once, the licence-holder will be required to produce a new report.																										
SpilFilErstatningIdentifikation  MinOcc = 0	Domain: Tekst300 Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFillidentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.																										
TilladelsesindehaverOgSpil																												
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.																										
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>HestDK</b> <b>Hesteagtig</b> Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting  Only the marked values are relevant in this <u>game category</u> .																										
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn  Data type: character Data length: 20	Description of which 'HestDK/Hesteagtig' game is involved.  <u>Permitted values from Data Domain:</u>  <table><tr><td><b>2af4</b></td><td><b>Trio</b></td></tr><tr><td><b>DD</b></td><td><b>TrioFP</b></td></tr><tr><td><b>Komb</b></td><td><b>Tripot</b></td></tr><tr><td><b>KombFP</b></td><td><b>Tvilling</b></td></tr><tr><td><b>Kvartet</b></td><td><b>TvillingFP</b></td></tr><tr><td><b>KvartetPlus</b></td><td><b>V3</b></td></tr><tr><td><b>Kvintet</b></td><td><b>V4</b></td></tr><tr><td><b>KvintetPlus</b></td><td><b>V5</b></td></tr><tr><td><b>KvintetPlusNy</b></td><td><b>V6</b></td></tr><tr><td><b>Placepot</b></td><td><b>V64</b></td></tr><tr><td><b>Plads</b></td><td><b>V65</b></td></tr><tr><td><b>Quadpot</b></td><td><b>V75</b></td></tr><tr><td></td><td><b>V76</b></td></tr></table>	<b>2af4</b>	<b>Trio</b>	<b>DD</b>	<b>TrioFP</b>	<b>Komb</b>	<b>Tripot</b>	<b>KombFP</b>	<b>Tvilling</b>	<b>Kvartet</b>	<b>TvillingFP</b>	<b>KvartetPlus</b>	<b>V3</b>	<b>Kvintet</b>	<b>V4</b>	<b>KvintetPlus</b>	<b>V5</b>	<b>KvintetPlusNy</b>	<b>V6</b>	<b>Placepot</b>	<b>V64</b>	<b>Plads</b>	<b>V65</b>	<b>Quadpot</b>	<b>V75</b>		<b>V76</b>
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<b>Quadpot</b>	<b>V75</b>																											
	<b>V76</b>																											

		Quintpot Sektet Septet Swinger Trilling	V86 V87 Vinder
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character Data length: 30	Unique identification of an event. The licence-holder shall choose that option. The identification shall be comprehensible — if applicable, by using a known code.	
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	The 'SpilProduktIdentifikation' of a licence-holder links start, transaction and closing structures together and shall be unique for every game. (That is, the name shall be different from every other race and types of game in the same event and all games at other events)	
Opsummering			
HestDKIndskudSpilTillIndh/ HesteagtigIndskudSpilTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Sum of stakes (minus cancellations) of the licence-holder for a given 'SpilProduktIdentifikation'.	
HestDKAntalRækkerTillIndh/ HesteagtigAntalRækkerTillIndh	Domain: TalHel (whole number) Data type: number Data length: 18	Sum of number of rows (minus cancellations) of the licence-holder for a given 'SpilProduktIdentifikation' — this shall be counted in relation to an implicit row price determined by the licence-holder. The implicit row price shall be determined so that the number in this field is a whole number.  See the separate section on combined pools below.	
HestDKGevinstPuljeBeløb/ HesteagtigGevinstPuljeBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total sum of amounts from all prize pools in the game for a given 'SpilProduktIdentifikation'.  The amount shall be the total prize amount (not just that part which relates to the licence-holder) before money is added or subtracted by the individual providers for their own customers, if the game is being offered in cooperation between several providers.  If the game is not being offered in a cooperation with other providers, this field will be 'GevinstPuljeBeløbTillIndh' minus 'GevinstPuljeTilføjetBeløb' (for all pools combined).  This also means that any transferred initial pool (for all pools combined) and added pools shall be included in the amount and any transferred final pool (for	

		all pools combined) shall be subtracted.  See the separate section on combined pools below.
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>HestDK/Hesteagtig</b>		
HestDKLukketForSpilDatoTid/ HesteagtigLukketForSpilDatoTid	Domain: DatoTid  Data type: datetime	The time when the stake on the given game is closed. The final time is reported and the times of restarts when games were temporarily closed should not be reported.
HestDKSpilProduktFaktiskSlutDatoTid/ HesteagtigSpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual game end time. (with time zone)
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>ResultatHestDKListe</b>		
<b>GevinstkategorierOgGevinster, MinOcc = 1, MaxOcc = unlimited</b>		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	See guide below (specific for each HestDKKategoriNavn/HesteagtigKategoriNavn)
GevinstPuljeAntalGevinsterTillIndh	Domain: TalHel (whole number) Data type: number Data length: 18	Number of winnings in the prize pool awarded to the licence-holder's players (counted in relation to the implicit row price).  If no prize is paid from a pool because, for example, the prize is less than the minimum limit or similar of the licence-holder, the number of winners who would have been eligible for prizes from the pool shall still be counted.  See the separate section on combined pools below.
GevinstPuljeBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The amount of money in the individual prize pool (includes stakes that are won back) won by the licence-holder's customers.  This amount, is after any rounding to the nearest øre or similar, is subtracted or added or additional money has been added in any other way from the licence-holder for his own winners, or corresponding deductions.  See the separate section on combined pools below.
GevinstPuljeBeløbPerRække	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	How much each correct row wins in the prize pool (including stake). This is calculated in relation to the implicit row price.  This amount shall not be rounded off, if these roundings are only made after multiplication of the number of (implicit) rows with which the individual player won.

		See the separate section on combined pools below.
GevinstPuljeTilføjetBeløb MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>Amount that the licence-holder adds to the prize pools which do not come from previous games. Typically used if the licence-holder guarantees a certain size of pool or conversely has a ceiling on the size of the pool or the prizes.</p> <p>The amount includes various roundings. The value of roundings that benefit the player is calculated with a positive sign. The value of the roundings not in favour of the players are calculated with a negative sign.</p> <p>This means that the product of PuljeBeløbPerRække and GevinstPuljeAntalGevinsterTillIndh will be identical to GevinstPuljeBeløbTillIndh plus any part of GevinstPuljeTilføjetBeløb that arises from rounding made after 'GevinstPuljeBeløbPerRække' was calculated, in other words what one could call 'individual rounding'.</p>
GevinstPuljeOverførselPrimo MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>Amount transferred to the prize pools from previous pool games. This applies to the total pool across all providers.</p> <p>If, before the pool game is played, money is transferred from one pool to another in the same game, the amount is shown with a positive sign for the gaining pool and a negative sign for the losing pool.</p> <p>In the end, since the same pool may be involved in several transfers, only the sum of these (with the correct sign) is reported.</p> <p>See the separate section on combined pools below.</p>
GevinstPuljeOverførselUltimo MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	<p>Amount transferred from the prize pools to future pool games. This applies to the total pool across all providers (if there are several participants).</p> <p>If money is moved after the game from one pool to another in the same game, this shall also be reported here. The amount shall be reported with a negative sign for the gaining pool and a positive sign for the losing pool.</p> <p>A possible reason for this could be if there are no winners in one pool, or if the prize would be less than a minimum limit.</p> <p>As the same pool may be involved in several transfers, only the sum of these (with the correct sign) is reported.</p> <p>See the separate section on combined pools below.</p>

ResultatgrundlagListe		
Resultatgrundlag, MinOcc = 1, MaxOcc = 4096		
PuljespilVinderRække:	Domain: TekstLang Data type: character Data length: 500	See guide below (specific for each Hest-DKKategoriNavn/HesteagtigKategori-Navn)
VinderListe. See the separate section on combined pools below.		
Vinder, MinOcc = 0, MaxOcc = unlimited Players who have not won anything must not be included.		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. May for example be a customer number or player number. It cannot be the CPR (Central Population Register) number.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The same 'SpilTransaktionIdentifikation' was used when the bet was placed.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The part of the winnings for the game that comes from the game (including stake, without jackpot).
UdgåedeHesteListe		
UdgåedeHeste, MinOcc = 0, MaxOcc = unlimited		
PuljespilNøgleNummer	Domain: TalHel (whole number) Data type: number Data length: 18	See guide below (specific for each Hest-DKKategoriNavn/HesteagtigKategori-Navn)
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel (whole number) Data type: number Data length: 18	The relevant race number in the event.  See the separate section on combined pools below.
HestDKUdgåedeHeste/ HesteagtigUdgåedeHeste	Domain: TekstLang Data type: character Data length: 500	List of withdrawn horses for a given race (assumed to include horses that do not start — the use of the field shall comply with the licence-holder's game rules). These are horses whose numbers indicate that they did not participate — for example so that reserve horses are used. The list shall be separated by commas, showing the numbers of the withdrawn horses. For example: 3,5,9

## HestDKEventSlutStruktur/HesteagtigEventSlutStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
FillInformation		



SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFilIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation MIN: 0	Domain: Tekst300 Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system. 'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds SpreadBetting <b>HestDK</b> <b>Hesteagtig</b>  Only the marked values are relevant in this game category.
HestDKEventIdentifikation/	Domain: Tekst30	Unique identification of an event. The

HesteagtigEventIdentifikation	Data type: character Data length: 30	licence-holder shall choose that option. The identification shall be comprehensible — if applicable, by using a known code.
<b>HestDKStamdata / HesteagtigStamdata</b>		
HestDKEventSlutDatoTid/ HesteagtigEventSlutDatoTid	Domain: DatoTid Data type: datetime	End date and end time for the last race of the day.
HestDKOmsætningFørAnnulleringer/ HesteagtigOmsætningFørAnnulleringer	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	The sum of all stakes at the event, irrespective of whether the stake is cancelled later or not.
HestDKOmsætningEfterAnnulleringer/ HesteagtigOmsætningEfterAnnulleringer	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Sum of all stakes at the event, minus cancellations.
HestDKAnnulleringerBeløb/ HesteagtigAnnulleringerBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Stakes in cancelled transactions in the currency used for the event

### **HestDKEventTotalStruktur/HesteagtigEventTotalStruktur**

These total structures are a cumulated alternative to all event start, event closing, start and closing structures for a whole event. All data elements are identical to those in the four separate types.

### **Prize structures and game keys for Hesteagtig/HestDK**

The purpose of this section is to describe how the general key in standard records is used to report prize structures, as well as how rows in transactions and winning rows are reported.

This must be explicitly specified for Hesteagrif/HestDK, since the game logic for each individual game is built up in the control system of the Danish Gambling Authority. This specification is thus used by both the licence-holder and the system provider of the Danish Gambling Authority. 'HestDK' is used for pool betting on horse races

held on Danish racecourses – and all pool bets in which such a race is included ('PuljespilDanskHest' can also be used). 'Hesteagtig' can be used for all other pool bets ('Puljespil' can also be used).

## Vinder

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winner row will contain 1 number, the number of the winning horse. In the event of a dead heat, all game combinations that can result in a prize shall be reported.

## Placed

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Plads (placed)	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

Note that this form is a simplification compared with the previous version, where three keys were described. We have found that to be superfluous. The old keys can still be used.

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1
2	Prize pool 2
3	Prize pool 3

Note that the number of pools shall correspond to the number of prize-giving places.

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: At least three winning rows are always submitted (or two in small races – this depends on the game rules) and each winning row will contain one

number. In the event of a dead heat, all game combinations that can result in a prize shall be reported. Example:

Horse 1 comes first, horse 2 comes second and there is a dead heat for third place between horses 3 and 4. The following winner lists shall thus be submitted:

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

Note: In the closing structure, the number of winners must be counted for each prize pool separately — where there are as many prize pools as there are ‘winners’. The prize pools are listed in the same sequence as the winners here. It is by contrast irrelevant in which sequence the winners are listed.

In particular on dead heats: Since a dead heat can result in an extra or several extra prize pool(s), a replacement file with a new starting structure is submitted with the amended number of pools – if the starting structure is only sent after the race has been held, the correct number of pools of the right size can of course be sent for the start. In this case, the pool sizes may be different — if so, the winning horses shall be matched with the right pools — but the sequence in which they are listed remains up to the licence-holder — the largest pools do not need to be first.

Note that even if the sizes of the prize pools vary because the same amount was not bet on all horses, the report of the percentages for the prize pools should NOT be changed. This is important because it may only be stakes from LOSING bets that are divided evenly between the winning ‘horses’.

## Swinger

The start structure indicates the general game key with key number, key description and valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Plads 1 (first place)	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
2	Plads 2 (second place)	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

Note that, as with ‘Plads’, there is no real difference between the two keys.

The prize pools are also shown in the start structure. The descriptions below should be used.

## ResultatTalSpil (Result Number Game)

GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1
2	Prize pool 2
3	Prize pool 3

Note that the number of pools shall correspond with the number of prize-giving combinations. Note that, as with Plads, there is no real difference in the prize pools.

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: Six winner rows are always submitted, of which three are genuinely different, each also appearing in reverse order (or only one genuine row for small races which appears in both sequences — this depends on the game rules — a game of this kind will be identical with Tvilling (twin)), and each winning row will contain 2 numbers.

A typical report will look like this (horse 1 won, in front of horse 2 and then horse 3):

```
<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 requirements for the sequence in which they are reported — nor that the 'identical' combinations need to be listed after each other (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 is further 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 a dead heat is also a winner (because they are both in the top 3 and the requirement is not 1 in the top 2 and another in the top 3), a further report is made

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

Note: In the closing structure, the number of winners is counted for each prize pool separately — where there are as many prize pools as there are ‘genuine’ winning combinations, but half as many as there are ‘winning rows’. The prize pools should be listed in the same sequence as the winning combinations (where the place of the winning combination is determined according to the first time that it appears). On the other hand, as stated above, the order in which winning combinations are listed is irrelevant.

In particular on dead heats: Since a dead heat can result in several prize pools, a replacement file with a new start structure is submitted with the updated number of pools — if the start structures is only sent after the race has been held (in TotalEvent), the correct number of pools of the right size can of course be sent for the start. In this case, the pool sizes may be different — if so, the winning combinations shall be matched with the right pools — but the sequence in which they are listed remains up to the licence-holder — the largest pools do not need to be first.

Note that even if the sizes of the prize pools vary because the same amount was not bet on all combinations, the report of the percentages for the prize pools should NOT be changed. This is important because it may only be (parts of) stakes from LOSING bets that are divided evenly between the winning ‘horses’.

## 2af4

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Top4nr1	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
2	Top4nr2	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

Note that, as with ‘Plads’ and Swinger, there is no real difference between the two keys.

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1
2	Prize pool 2 — withdrawn

Note that normally there is only one prize pool, despite the number of prize-winning combinations. 'Prize pool 2 - withdrawn' is for coupons which have one winning horse and one withdrawn horse. In other words, there are no horses left, there are no winners in 'Gevinstpulje2'. It should however still be set up — and the 'GevinstPuljeGevinstProcent' percentages should respectively be 100 and 0. If pool 2 is used, 'GevinstPuljeOverførselUltimo' is used for both pools — a positive amount for pool 1 and negative for pool 2 — and for the whole pool across all game providers.

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: At least twelve winning rows are always submitted, of which six are genuinely different, each also appearing in reverse order and each winning row will contain two numbers.

A typical report will therefore look like one for Swinger — just with more combinations — see this.

There are no requirements for the sequence in which they are reported - nor do the 'identical' combinations need to be listed after each other.

In the closing structure, the number of winners is counted separately for each prize pool. If prize pool 2 is not in use, 0 winners are reported and the prize per row is set to 0 (if the licence-holder wants a different amount in this case, please contact the Danish Gambling Authority).

### **Raket (automatic transmission of winnings as stakes in a new pool)**

'Raket' is not an individual game but a gaming system which generates transactions of the type 'Plads' and/or 'Vinder'.

Raket transactions can, like other transactions, be submitted in packaged form as described in 'Rows played reported in the system'. The first transaction in a rocket will be stored in SAFE when the rocket is purchased. The subsequent transactions are passed to SAFE one by one, if the previous transaction is a winner.

### **Trio (and SuperTrio)**

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
2	Number two	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
3	Number three	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1



RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning row is a comma-separated row with three numbers. In the event of a dead heat, all game combinations that can result in a prize shall be reported. Example: Horse 1 comes first.

Horse 2 comes second and there is a dead heat for third place between horses 3 and 4 The following winner lists shall thus be submitted:

```
<ResultatGrundlagListe>
```

```
<ResultatGrundlag>
```

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

```
</ResultatGrundlag>
```

```
<ResultatGrundlag>
```

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

```
</ResultatGrundlag>
```

```
</ResultatGrundlagListe>
```

### TrioFP

This category is used for a game that is identical to 'Trio' except that the players who have bet on one or two withdrawn horses play on one or two extra pools, instead of getting their stakes back. This is typical for games on French courses.

GenerelSpilnøgle — as 'Trio'

ResultatTalSpil	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1
2	Winning, second-placed and withdrawn horses
3	Winning, second-placed and withdrawn horses

### Winning rows

Only winning rows corresponding to prizes in prize pool 1 are submitted — and this is done exactly as for Trio. This means that there is only more than one if there was a dead heat for first, second or third place. The winning rows for the other prize pools can instead be identified by the withdrawn horses.

### GevinstPuljeGevinstProcent

The prize pool percentage is shown as it is, if all the pools are in play and as the distribution is at the starting point. These percentages are not changed, regardless of whether there are no winners in the first, second or third pools, and also do not change according to the handling of the stakes according to rules relating to the size of the pools, for example if only stakes from losing games are distributed according to the percentages.

### Kvartet, Kvintet, Sekstet and Septet

The games 'Kvartet', 'Kvintet', 'Sekstet' and 'Septet' work in a similar way for 4, 5, 6 and 7 horses respectively in succession.

Therefore, the general game key for Septet is:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Comma-separated list with numbers of horses in the race	Specific race number
2	Number two	Comma-separated list with numbers of horses in the race	Specific race number
3	Number three	Comma-separated list with numbers of horses in the race	Specific race number
4	Number four	Comma-separated list with	Specific race number



		<i>numbers of horses in the race</i>	
5	Number five	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
6	Number six	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
7	Number seven	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

For all the games, the same prize pool is used as for 'Trio'.

## Tvilling

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
2	Number two	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning row is a comma-separated row with two numbers. Since Tvilling is independent of the sequence, several winning combinations shall be reported as winning rows.

Example: Horse 1 comes first, horse 2 second. The following winning rows shall be submitted:

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

In the event of a dead heat, all game combinations that can result in a prize shall be reported. Example: Horse 1 comes first and there is a dead heat for second place between horses 2 and 3. The following winner lists shall thus be submitted:

```
<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>

```

Note: If the licence-holder also counts bets on horses 2 and 3 as prize-winning, they must of course be apparent (in other words if the requirement is that they are both in the top two rather than to find first and second places).

## TvillingFP

This category is used for a game that is identical to Tvilling except that the players who have bet on a single withdrawn horse play on one extra pool, instead of getting their stakes back. This is typical for games on French courses.

‘GenerelSpilnøgle’ — as ‘Tvilling’

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1
2	Winning and withdrawn horses

## Winning rows

Only winning rows corresponding to prizes in prize pool 1 are submitted — and this is done in the sequence in which the horses cross the line. This is in contrast to ‘Tvilling’. This means that there is only more than one if there was a dead heat for first or second place. This is in contrast to ‘Tvilling’. The winning rows for the other prize pool can instead be identified by the withdrawn horses.

## GevinstPuljeGevinstProcent

The prize pool percentage is shown as it is, if both pools are in play and as the distribution is at the starting point. These percentages are not changed, regardless of whether there are no winners in the first or second pools, and also do not change according to the handling of the stakes according to rules relating to the size of the pools, for example if only stakes from losing games are distributed according to the percentages.

## Trilling

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
2	Number two	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
3	Number three	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

Note that as with ‘Tvilling’ there is no real difference in the three keys, since the sequence is irrelevant.

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning row is a comma-separated row with three numbers. Since Trilling is independent of the sequence, several winning combinations shall be reported as winning rows.

Example: Horse 1 comes first, horse 2 second, horse 3 third. The following winning rows shall be submitted:

```
<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 the event of a dead heat, all game combinations that can result in a prize shall be reported. Example: Horse 1 comes first, horse 2 comes second and there is a dead heat for third place between horses 3 and 4. All 6 winning rows above should thus be submitted, as well as a further 6 winning rows where horse '3' is replaced by horse '4'.

Note: If the licence-holder also counts bets on horses 3 and 4 as prize-winning (if the last horse is 1 or 2), then all these combinations (another 12) must of course be apparent (in other words, if the requirement is for all three to be in the top 3, rather than to find first, second and third places).

## Komb

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Comma-separated list with numbers of horses in the race	Specific race number
2	Number two	Comma-separated list with numbers of horses in the	Specific race number

		race	
--	--	------	--

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeidentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning row is a comma-separated row with two numbers. 'Komb' depends on the sequence. Example: Horse 1 comes first, horse 2 second. The following winning rows shall be submitted:

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

In the event of a dead heat, all game combinations that can result in a prize shall be reported. Example: Horse 1 comes first and there is a dead heat for second place between horses 2 and 3. The following winner lists shall thus be submitted:

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

### KombFP

This category is used for a game that is identical to Komb except that the players who have bet on a single withdrawn horse play on one extra pool, instead of getting their stakes back. This is typical for games on French courses.

GenerelSpilnøgle — as 'Komb'

ResultatTalSpil	
GevinstPuljeidentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1
2	Winning and withdrawn horses

### Winning rows

Only winning rows corresponding to winnings in prize pool 1 are submitted — and this is done exactly as for 'Komb'. This means that there is only more than one if there was a dead heat for first or second place. The winning rows for the other prize pool can instead be identified by the withdrawn horses.

### GevinstPuljeGevinstProcent

The prize pool percentage is shown as it is, if both pools are in play and as the distribution is at the starting point. These percentages are not changed, regardless of whether there are no winners in the first or second pools, and also do not change according to the handling of the stakes according to rules relating to the size of the pools, for example if only stakes from losing games are distributed according to the percentages.

## DD (DagensDubbel and LunchDubbel) (daily double and lunch double)

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Winners section 1	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
2	Winners section 2	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning row is a comma-separated row with two numbers. Example: Horse 1 is first in race 1 and horse 1 is first in race 2. The following winning rows shall be submitted:

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

In the event of a dead heat, all game combinations that can result in a prize shall be reported. Example: Horse 1 comes first in race 1 and there is a dead heat for first place in race 2 between horses 1 and 2. The following winner lists shall thus be submitted:

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

## V4

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Winners section 1	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
2	Winners section 2	<i>Comma-separated list with numbers of</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

		<i>horses in the race</i>		
3	Winners section 3	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
4	Winners section 4	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning row is a comma-separated row with four numbers. Example: Horse 1 comes first in race 1, horse 1 comes first in race 2, horse 1 comes first in race 3 and horse 1 comes first in race 4. The following winning rows shall be submitted:

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

In the event of a dead heat, all game combinations that can result in a prize shall be reported. Example: Horse 1 comes first in race 1, horse 1 comes first in race 2, horse 1 comes first in race 3 and there is a dead heat for first place in race 4 between horse 1 and horse 2. The following winner lists shall thus be submitted:

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

## V5

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Winners section 1	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
2	Winners section 2	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
3	Winners section 3	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
4	Winners section 4	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

5	Winners section 5	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
---	-------------------	--	-----------------------------	-----------------------------

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: Winning row and dead heat shall be reported in the same way as V4, just with five numbers instead of four.

## V64

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Winners section 1	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
2	Winners section 2	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
3	Winners section 3	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
4	Winners section 4	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
5	Winners section 5	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
6	Winners section 6	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1 – All 6 correct
2	Prize pool 2 – 5 out of 6 correct
3	Prize pool 3 – 4 out of 6 correct

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning rows and dead heats shall be reported in the same way as for V4, just with the number 6 instead of 4.

In the transactions, 'KunToppulje' is shown as '1' if a player has chosen only to play for the top pool. Otherwise, it is shown as '0'.



### V3 and V6

Correspondingly to C4 and V5, there are the V3 and V6 games, where the player is to find the winners of 3 and 6 sections respectively. V6 can also be seen as based on V65 (below), with just the first prize pool.

### V65

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)				
NøgleNummer	NøgleBeskrivelse	ValidTal	LøbNummer	Reserveheste Automatisk
1	Winners section 1	Comma-separated list with numbers of horses in the race	Specific race number	Comma-separated list
2	Winners section 2	Comma-separated list with numbers of horses in the race	Specific race number	Comma-separated list
3	Winners section 3	Comma-separated list with numbers of horses in the race	Specific race number	Comma-separated list
4	Winners section 4	Comma-separated list with numbers of horses in the race	Specific race number	Comma-separated list
5	Winners section 5	Comma-separated list with numbers of horses in the race	Specific race number	Comma-separated list
6	Winners section 6	Comma-separated list with numbers of horses in the race	Specific race number	Comma-separated list

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1 – All 6 correct
2	Prize pool 2 – 5 out of 6 correct

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning rows and dead heats shall be reported in the same way as for V4, just with the number 6 instead of 4.

In the transactions, 'KunToppulje' is shown as '1' if a player has chosen only to play for the top pool. Otherwise, it is shown as '0'.

### V75

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)				
NøgleNummer	NøgleBeskrivelse	ValidTal	LøbNummer	Reserveheste Automatisk
1	Winners section 1	Comma-separated list with numbers of horses in the race	Specific race number	Comma-separated list
2	Winners section 2	Comma-separated	Specific race number	Comma-separated



		<i>list with numbers of horses in the race</i>		<i>list</i>
3	Winners section 3	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
4	Winners section 4	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
5	Winners section 5	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
6	Winners section 6	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
7	Winners section 7	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

<b>ResultatTalSpil (Result Number Game)</b>	
<b>GevinstPuljeIdentifikation (Prize Pool ID)</b>	<b>GevinstPuljeBeskrivelse (Prize Pool Description)</b>
1	Prize pool 1 – All 7 correct
2	Prize pool 2 – 6 out of 7 correct
3	Prize pool 3 – 5 out of 7 correct

RækkeSpilkomcombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning rows and dead heats shall be reported in the same way as for V4, just with the number 7 instead of 4.

In the transactions, 'KunToppulje' is shown as '1' if a player has chosen only to play for the top pool. Otherwise, it is shown as '0'.

## V76

Reported in the same way as V75, but without the third prize pool.

## V86

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

<b>GenerelSpilNøgle (General game key)</b>				
<b>NøgleNummer</b>	<b>NøgleBeskrivelse</b>	<b>ValideTal</b>	<b>LøbNummer</b>	<b>Reserveheste Automatisk</b>
1	Winners section 1	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
2	Winners section 2	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
3	Winners section 3	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
4	Winners section 4	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
5	Winners section 5	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
6	Winners section 6	<i>Comma-separated list with numbers of</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

		<i>horses in the race</i>		
7	Winners section 7	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
8	Winners section 8	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1 – All 8 correct
2	Prize pool 2 – 7 out of 8 correct
3	Prize pool 3 – 6 out of 8 correct

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning rows and dead heats shall be reported in the same way as for V4, just with the number 8 instead of 4.

In the transactions, 'KunToppulje' is shown as '1' if a player has chosen only to play for the top pool. Otherwise, it is shown as '0'.

### V87

Reported in the same way as V86, but without the third prize pool.

### Placepot

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Placed section 1	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
2	Placed section 2	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
3	Placed section 3	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
4	Placed section 4	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
5	Placed section 5	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>
6	Placed section 6	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>	<i>Comma-separated list</i>

The prize pools are also shown in the start structure. The descriptions below should be used.

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	Prize pool 1 – All 6 correct

RækkeSpilkombinationer: See 'Rows played reported in the system'.

PuljespilVinderRække: The winning rows and dead heats shall be reported in the same way as V6 (and V65) — but by contrast to these, there will normally be an enormous number of winning rows — if there are 3 placed horses winning in each section, there are 729 winning combinations, all of which are to be reported. In the event of dead heats, there may be even more. Note that up to 4 096 winning rows can be handled, which corresponds to four placed horses winning in all six sections.

### Quintpot, Quadpot, Tripot

Games corresponding to Placepot, but with 5, 4 and 3 sections respectively.

### KvartetPlus

KvartetPlus may not be used without prior notification to the Danish Gambling Authority, cf. section 6.2.3 in 'Programme for the management of system changes', which is part of the certification programme of the Danish Gambling Authority. This means that the Danish Gambling Authority must be informed no later than 60 days before it is proposed to offer the game.

### KvintetPlus

The objective of the game is to predict the top 5 in the correct order. There are no automatic reserves and players can choose up to one reserve horse themselves (manually). If, after any inclusion of a reserve, there are 5 horses on the coupon, the game is played for prize pools 1-4. If there are only 4 left on the coupon, the game is played for pools 5-7. Withdrawn horses are removed, lower-selected horses moved up to higher positions (i.e. lower numbers) and any reserve is inserted thereafter.

The start structure shows the general game key with key numbers, key description and the valid numbers. This shall be shown as follows:

GenerelSpilNøgle (General game key)			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
2	Number two	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
3	Number three	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
4	Number four	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>
5	Number five	<i>Comma-separated list with numbers of horses in the race</i>	<i>Specific race number</i>

ReservehesteManuelt: If a manually-chosen reserve is listed, it is only necessary to list it once, with key number 1.

The prize pools are also shown in the start structure. The descriptions below should be used.

### ResultatTalSpil (Result Number Game)

GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	All 5 in the correct order
2	All 5 in the top 5
3	First 4 to cross the line on the coupon
4	First 3 to cross the line on the coupon
5	Save all 4 in the correct order
6	Save all 4 in the top 4
7	Save the first 3 to cross the line on the coupon

All 7 pools shall be set up, irrespective of whether horses have been withdrawn.

**GevinstPuljeGevinstProcent:** The percentages are shown as assumed at the start — so for pools 5 to 7 it is 0. These should not be subsequently changed. The calculation of the winners is made for each pool separately. This includes pools 5, 6 and 7. If no horses have been withdrawn, the number of prizes is set to 0 for these 3 pools.

**GevinstpuljeoverførselUltimo:** If prizes are awarded in pools 5-7, money is transferred there with 'GevinstpuljeoverførselUltimo'. Losing pools with a positive sign, gaining pools with a negative sign. This means that if no money is transferred to future games, the sum of all 'GevinstpuljeoverførselUltimo' will be zero. These amounts are for the total prize pool, and therefore include all providers.

**RækkeSpilkombinationer:** See 'Rows played reported in the system'.

**PuljespilVinderRække:** The winning row is a comma-separated row with 5 numbers. All betting combinations that can result in winnings in the first prize pool are reported. Example: Horse 1 comes first.

Horse 2 comes second and there is a dead heat for third place between horses 3 and 4 Horse 5 comes in The descriptions below should be used:

```
<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 4 horses on the player's coupon are in Top5 after crossing the line.

Therefore, the following are:

GevinstPuljeIdentifikation 3 GevinstPuljeBeskrivelse 4 out of 5 in the top 5

ResultatTalSpil (Result Number Game)	
GevinstPuljeIdentifikation (Prize Pool ID)	GevinstPuljeBeskrivelse (Prize Pool Description)
1	All 5 in the correct order
2	All 5 in the top 5
3	4 out of 5 in the top 5
4	First 3 to cross the line on the coupon
5	Save all 4 in the correct order
6	Save all 4 in the top 4

### Handling reimbursement

Under the game rules, there are different rules on when a stake in a game is reimbursed. This happens, for example:

in 'Trio', if fewer than 4 participants are present at the start. Reimbursement shall be handled in standard records by the cancellation of all transactions, with the submission of a closing structure with an empty winning row.

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

If individual players are entitled to have their stakes reimbursed, for example because their horse/horses does/do not start the race, the relevant rows are submitted as cancellations. In this case, of course, an empty winning row is not sent — and those who get their stakes reimbursed shall not be included as winners in the prize pool.

### Downscaling of V5 and V4 and others

Under the game rules (applicable before 1 January 2018 for the monopoly), V5 is changed to V4 if there are no winners and, in the same way, V4 is changed to V3. This is handled by the use of question marks as wild card characters for the missing position in the winning row. Example: Horse 1 comes first in race 1, horse 2 comes first in race 2, horse 3 comes first in race 3 and horse 4 comes first in race 4.

It turns out that no players have 4 correct, which is why the following winning rows shall be reported:

```
<ResultatGrundlagListe>
<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>
```

Note that when the game is scaled down, the report should NOT be made as the reduced size (V4/V3) but as the originals — so that transactions still apply.

If individual sections are cancelled, the winner of the cancelled races is also shown as '?'. So if race 3 above was cancelled instead, the following would be reported

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

'?' is a general character and can also be used in this way for other alternative pool bets.

### **Handling of SpillerInformationIdentifikation (player information identification)**

As other general bets.

### **Rows played reported in the system**

With a view to reducing the number of rows in standard record and in order to be able to calculate reserve horses correctly, rows played can be reported in a system. The example below shows how the records should be reported. A customer has played a V65 system with the following entries:

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

The licence-holder's system will probably have 6 rows stored, which look like this:

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, this becomes row1\*row2\*row3\*row4\*row5\*row6. In this case, 72 rows. The first unpacked rows look like this:

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 rows played shall be reported in this way (if packing is chosen) in standard records, where RækkeNummer (row number) shows Nøgle-Nummeret (the key number) in GenerelSpilNøgle (general key number) and RækkeSpilkombinationer (row combinations):

```
<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>

```

Note that if packing of V-games is NOT chosen, then the reserve list must be correct for the individual rows — the Danish Gambling Authority is not convinced that this is possible at all (and it is the responsibility of the licence-holder to ensure that the submission is correct). The alternative is to send cancellations and resend rows every time a reserve horse is activated.

Conversely, it is noted that if ‘horses’ 4,6,8 are bet on for all places in Trio (as an example of games relating to an individual race)

```

<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>

```

Then it MUST be stated that there are 6 ( $3 \times 2 \times 1$ ) rows and not 27 ( $3 \times 3 \times 3$ ), as one would get by ‘multiplying out’. Note that the non-existent 21 rows correspond to the combinations that cannot result in winnings (example: {4,6,4} is impossible, since horse 4 cannot come both first and third).

## Reserve horses

If a player’s horse or horses are withdrawn, in certain game types reserve horse(s) are inserted. The rules in this section apply if nothing to the contrary is stated in the descriptions of the individual games.

First, manually-chosen reserve horses from the player’s transaction are inserted. These are inserted in the sequence in which they were selected — irrespective of whether the reserve horses were chosen by the player in advance as normal predictions or not.

Next, insertions are made in accordance with the automatic reserve horse list (start structure) — but only those horses that do not already appear on the player’s coupon — so originally-selected and manually-selected reserve horses are not both added.

If the entire automatic list is used up (which seems very unlikely), the list is reused from the start. This time, only horses that do not already appear twice on the player's coupon – that is, only horses that were both on the player's original coupon and also were manual reserves are skipped.

If the entire list is used up again, it is also reused for a third time, etc. Before the third time begins, all the horses have already been used twice on the coupon — so all horses can be used.

### **Additional prizes sizes in games that normally only have one prize size**

It was described above how games types (Plads and Swinger) that normally have several prize sizes are handled when additional prize pools and prize sizes arise, for example due to dead heats.

The rules for games that normally do not have several prize types are different. This may for example be Trio, where the different prizes are different in the case of dead heats.

The Danish Gambling Authority has chosen a flexible approach in this relatively rare situation. It seems natural if 'GevinstPrRække' is used to show a weighted average, so that the product of the number of winners and the prize gives the total prize — but other solutions, such as taking one of the prize sizes, are also OK.

### **General notes on 'Number of rows' in different structures**

In the closing structure, amounts are referred to that were staked with the licence-holder (IndskudSpilTillIndh), and the number of rows (AntalRækkerTillIndh). Here, 'number of rows' is to be understood in relation to a specific row price (which can be found by dividing the stake by the number of rows). For example, 'GevinstPulje-BeløbPerRække' should be understood in relation to this row price. Since all the fields with 'number of rows' shall be whole numbers, a sufficiently low 'row price' shall be chosen so that these become whole numbers (for example, if a stake of DKK 2 or DKK 5 can be placed, the row price cannot be set lower than DKK 1).

In addition, for games in which it is possible only to play for the top pool: the number of rows that are played shall be calculated in accordance with the principle above. But when the number of winners ('AntalGevinsterTillIndh') is to be counted, then it should of course be weighted according to whether only the top pool was played. Rows that are only played for the top pool are multiplied with a factor (100 divided by the top pool's prize percentage) — if this factor is not a whole number, this should be taken into account in the determination of the row price (example: a game has a stake of DKK 1 per row. But the factor for the top pool is 2.5 (the top pool constitutes 40% of the prizes) — the number of rows shall thereby always be equal, before any multiplication, so the row prices cannot be more than DKK 0.50).

'Number of rows' and 'stake' appear in the transaction. Here, 'number of rows' shall mean how many rows are shown 'below'. This means that if, for a game in the closing structure, there is an implicit row price of DKK 10 and the player bets DKK 200 in total on 2 'horses', the 'number of rows' is shown as 2 and the 'stake' as '200' (instead of the licence-holder reporting each of the 2 horses 10 times).



In the start structure, the prize pool percentage is to be reported. In the case where play can only take place for the top pool, the prize pool percentage is set as it would be if nobody played for the top pool (it should not be adjusted according what the players actually play).

## Merged pools

If several pools (e.g. from 'Vinder', 'Plads', 'Tvilling' and 'Trio') for the same race are merged (typically in order to stabilise running odds) stakes are reported in the usual way for the individual type of game.

The (random) movement of funds for prizes from one game type to another should not (and may not) be reported as pool transfers [GevinstPuljeOverførselPrimo, GevinstPuljeOverførselUltimo]. Prizes and counts of winners also work in the usual way, under the individual types of game. Instead, the following (race numbers) are reported:

HestDKLøbNummer/HesteagtigLøbNummer:

1000000 (1 million) is added to the serial number (e.g. for race 4, 1000004 is reported). In this way, it is evident that this is a merged pool and which games are included. In the probably very unlikely event that the licence-holder is participating in two merged pools for the same race, the next pool is reported by adding 2 million etc.

Like 'HestDKGevinstPuljeBeløb/HesteagtigGevinstPuljeBeløb', the IND contribution of each game is reported to the total pool. This means that this number is not adjusted by how many of the players of exactly this game type are winners.

## Jackpot

The licence-holder shall report data from the award of jackpots. A jackpot is an extra prize which a player can win by taking part in other games, where the licence-holder typically takes a share of the stake to finance a jackpot. One can only win the jackpot by taking part in another game.

If a prize is part of the game's general prize structure, then the prize shall not be reported using 'JackpotUdløsningStruktur', but by using the data structure used for reporting the game category in question from which the prize was won, such as 'KasinospilPrSessionStruktur'.

'JackpotUdløsningStruktur' shall only be reported in the cases where one of the licence-holder's Danish customers has contributed with a stake to the jackpot pool.

This means among other things that no jackpot prize report should be made in the case where the licence-holder is part of a network jackpot and the jackpot is won without one of the licence-holder's customers having contributed to the jackpot.

However, this also means that a report must be made of a jackpot award from a game on a network where the licence-holder's customers have contributed to the jackpot, but where the jackpot is won by a customer of another game provider.

If the actual licence-holder adds funds to a jackpot, then this must be reported in the field 'JackpotKommissionRake' with a negative sign. The same applies if the funds come from a previous jackpot. The previous jackpot is referred to in this guide as the

‘mother’ jackpot. The jackpot receiving the funds is referred to in this guide as the ‘child’ jackpot.

#### Example:

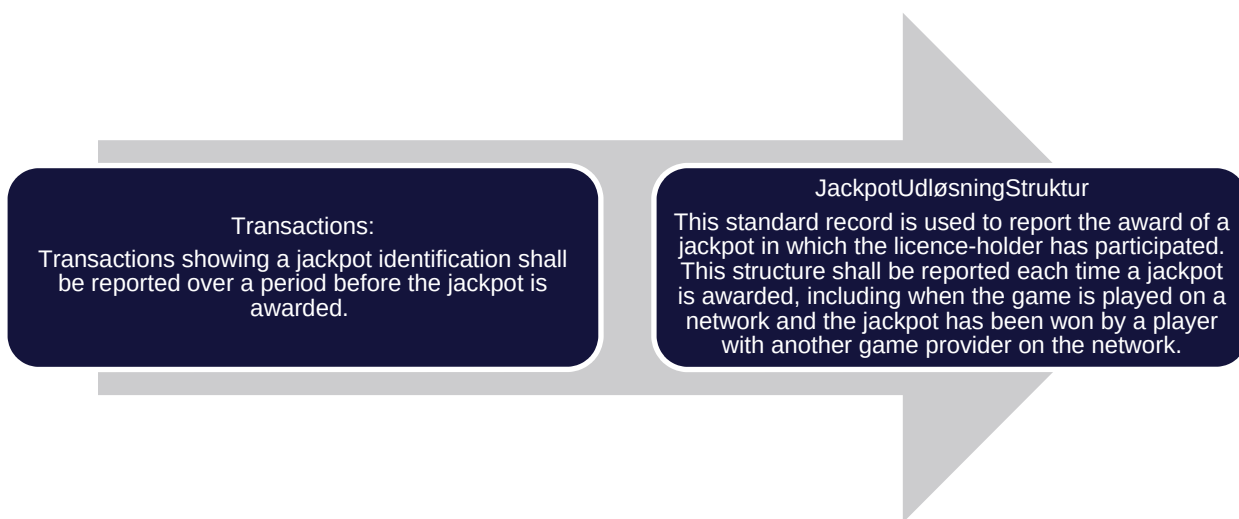
Jackpots are known among other things from game machines, where there may be a common jackpot pool which can be won across several game machines and where part of the stake on each game machine goes into the jackpot pool (progressive jackpot). The jackpot can be won on game machines operated by the licence-holder and any other game providers, if the licence-holder is part of a network.

The jackpot can, for example, also be the ‘bad beat’ jackpot in poker. Certain tables have a hand determined in advance, giving access to a jackpot. If you have a hand equal to or better than this hand but lose the game, you win the jackpot.

Keys for JackpotUdløsningStruktur:

1. JackpotIdentifikation and SpillerInformationIdentifikation connect transaction structures with JackpotUdløsningStruktur. Based on these two values, the Danish Gambling Authority shall be able to control that the specified player has contributed to the jackpot.

Process for reporting jackpots:



## JackpotUdløsningStruktur

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Statement of which version of standard records is being used  <u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300 Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier

		<p>(UUID).</p> <p>It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'Spil-FilIdentifikation' more than once, the licence-holder will be required to produce a new report.</p>
<p>SpilFilErstatningIdentifikation</p> <p>MinOcc = 0</p>	<p>Domain: Tekst300</p> <p>Data type: character</p> <p>Data length: 300</p>	<p>Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.</p>
<b>TilladelsesindehaverOgSpil</b>		
SpilCertifikatIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The user name used to get and close tokens in the TamperToken system.</p> <p>'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.</p>
SpilKategoriNavn	<p>Domain: SpilKategoriNavn</p> <p>Data type: character</p> <p>Data length: 25</p>	<p>Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.</p> <p><u>Permitted values from Data Domain:</u></p> <p><b>KasinospilSinglePlayer</b>  <b>KasinospilMultiPlayer</b>  <b>Bingospil</b>  <b>Puljespil</b>  <b>PokerCashGame</b>  <b>PokerTurnering</b>  Managerspil  PuljespilDanskHest  Fastoddsspil  FastoddsspilBetexchange  FastoddsspilDanskHest  FastoddsspilBeXDkHest  VirtuelFastodds  SpreadBetting</p> <p>Only the marked values are relevant in this game category.</p>
<b>Jackpot</b>		
JackpotIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of the jackpot.</p> <p>This data element is the connection to the transactions containing contributions to the relevant jackpot. It is therefore important that the same 'JackpotIdentifikation' is used in the previous transactions and in 'JackpotUdløsningStrukturen', which is reported when the jackpot is won.</p> <p>When a jackpot is won, 'JackpotIdentifikationen' must no longer be</p>

		used.
JackpotDatoTid	Domain: DatoTid Data type: datetime	Date and time of award of the jackpot. (with time zone)
JackpotTotalGevinst	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Total jackpot prize won by one or more players.  If a jackpot pool is closed before there is a winner, zero '0' shall be reported in this data element.
JackpotKommissionRake	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of a jackpot taken as commission or rake (overall, not necessarily by the licence-holder).  If the jackpot is supplemented by funds from the licence-holder, in addition to the declared jackpot stakes (for example, to supplement up to a minimum prize or as an initial contribution to the jackpot), this should also be reported here – with a negative sign. This also applies to funds 'inherited' from a previous jackpot (mother). Conversely, if funds are transferred to a future jackpot (child), this shall be reported with a positive sign. If a jackpot pool is closed before there is a winner, the balance of the jackpot pool at the time of closure shall be reported in this data element.  There may be more contributions to this field. This is the sum reported.
ValutaOplysningKode	Domain: Valuta (currency) Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.  The currency the jackpot is won in is indicated.
<b>SpillerListe</b>		
<b>Spiller, MinOcc = 1, MaxOcc = unlimited</b>		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence-holder defines this himself, but it shall be unique for each of his players. It may, for example, be a customer number or player number. It cannot be the CPR (Central Population Register) number.  If the jackpot is won by a customer of another game provider on a network and the licence-holder does not have any identification of the customer, this field is reported as 'notcustomer'.  If the licence-holder offers a jackpot across several jurisdictions, 'notcustomer' shall also be reported if the customer is not a customer with a Danish licence.

		If a jackpot pool is closed before there is a winner, 'NO WINNER' shall be reported in this data element.
JackpotGevinst	Domain: BeløbPositivNegativ10Decimaler10  Data type: decimal  maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10	Part of the jackpot won by a specific player.  If a jackpot pool is closed before there is a winner, zero '0' shall be reported in this data element.

## End Of Day

This form contains cumulative game data for the licence-holder. The report contains cumulative numbers for the following categories of 'SpilKategoriNavn':

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

The End of Day report shall therefore not be submitted for the following game categories: 'Puljespil', 'Managerspil' and 'PokerTurnering'.

One report shall be generated per currency played by Danish players in the course of the day. The report shall be generated from the licence-holder's game control system or another system of the licence-holder where the relevant information is accessible.

**Thus, End Of Day reports must not be a count and totalling of the numbers and amounts reported in the XML files to the licence-holder's SAFE.**

### Reporting casino games in the End of Day report:

It is noted above in the section on casino games that reporting of stakes and winnings respectively is done in the same standard record. Thus, for this category of games, the stakes and related winnings are always reported on the same day. This must also be the case in the End Of Day reports for this game category.

### Reporting poker cash games in the End of Day report:

It is noted above in the section on poker cash games that reporting of stakes and winnings respectively is done in the same standard record. Thus, for this category of games, the stakes and related winnings are always reported on the same day. This must also be the case in the End Of Day reports for this game category.

### Reporting fixed-odds games in the End of Day report:

It is noted above in the section on the report of fixed-odds games that reporting of stakes and winnings respectively is made in two different standard records. There can often be a considerable time gap between reporting the stake and any winnings. Stakes in fixed-odds games shall be reported in End of Day on the day when the stake is placed, just as winnings in fixed-odds games shall be reported in End of Day on the day when the winnings are won.

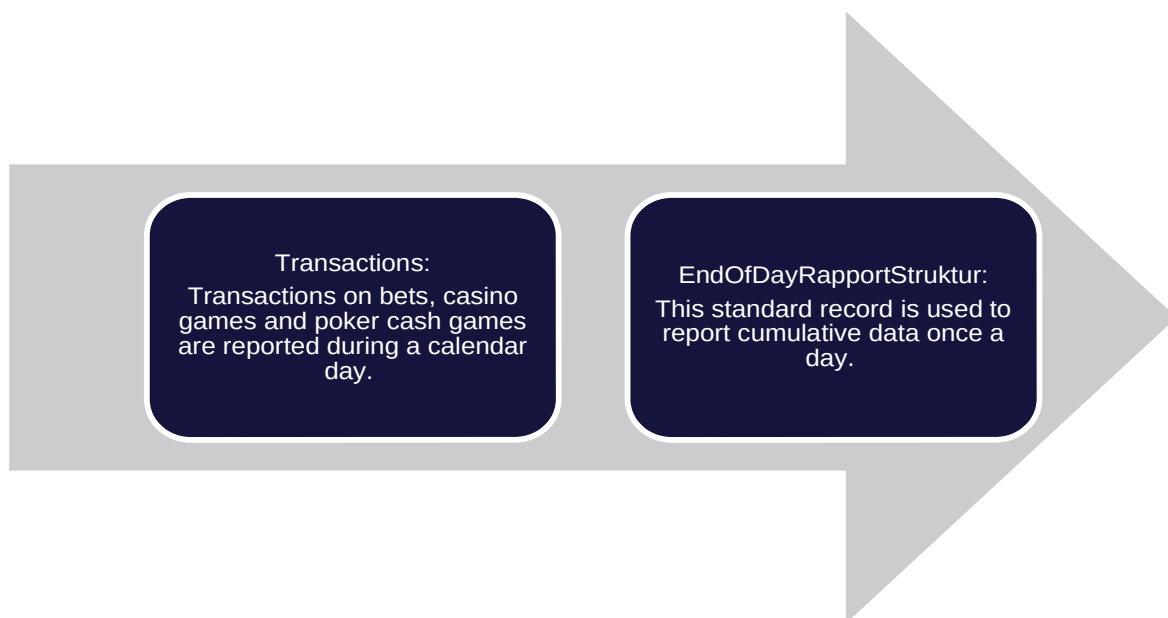
### End Of Day report and corrections:

Later in this document, a distinction is made between corrections to reported game data that are made due to errors when playing games, thereby indicating changes for the player, and corrections to reported game data made due to errors in the reporting of game data itself.

**This section describes how cancellations and resettlements are handled in relation to the End Of Day report. This refers only to corrections made for the player.** These corrections shall contribute to the End Of Day report on the day the correction is made. At the same time, this means that a correctly reported End of Day report should not be corrected due to later corrections directed at the player.

On the other hand, the discrepancy between reported transactions and the End Of Day report indicates that there are reporting errors. If transactions/settlements have been incorrectly reported, they shall be corrected without correcting the End Of Day report (unless it was also incorrect) to eliminate the discrepancy.

Process for producing the End of Day report:



In general terms, for counting purposes in the End Of Day report, terms such as stakes, winnings/prizes, etc. are determined by definition in the same way as in the corresponding transaction structures (transaction structures shall be understood in a broad sense, in the diagram above, i.e. including 'FastOddsSlutStruktur', 'KasinoPrSessionStruktur' and 'PokerCashGamePrSessionStruktur').

### **EndOfDayRapportStruktur**

This standard record contains the following information:

Attribute	Format requirement	Description
<b>FillInformation</b>		
SpilFilVersion	Domain: SpilFilVersion	Statement of which version of standard records is being used

	Data type: character Data length: 10	<u>Permitted values from Data Domain:</u> <b>v2</b>
SpilFilIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Unique identification of XML file that the licence-holder stores in SAFE. The licence-holder shall ensure that the identification is unique, for example by using a Universally Unique Identifier (UUID).  It is essential that this data element is unique for every file being reported. If the licence-holder uses the same 'SpilFilIdentifikation' more than once, the licence-holder will be required to produce a new report.
SpilFilErstatningIdentifikation	Domain: Tekst300  Data type: character Data length: 300	Used if the licence-holder has stored a file with errors in SAFE and needs to store a new file in SAFE as a replacement. 'SpilFilIdentifikation' is indicated in the field for the file which contained errors and therefore needs to be replaced.
<b>Tilladelsesindehaver</b>		
SpilCertifikatIdentifikation	Domain: Tekst45  Data type: character Data length: 45	The user name used to get and close tokens in the TamperToken system.  'SpilCertifikatIdentifikation' maps to Safeld in a SAFE for a licence-holder. There can therefore only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names relating to the same SAFE.
EndOfDayRapportDato	Domain: Date  Data type: date	The date to which the report refers. The date follows UTC time.
ValutaOplysningKode	Domain: Valuta (currency)  Data type: character Data length: 3	Three-letter code for the currency in question, cf. ISO4217, e.g. EUR.
<b>SpilOpgørelseListe</b>		
<b>SpilOpgørelse, MinOcc = 1, MaxOcc = unlimited</b>		
SpilKategoriNavn	Domain: SpilKategoriNavn  Data type: character Data length: 25	Description of which general type of game is involved. These groupings are defined by the Danish Gambling Authority.  <u>Permitted values from Data Domain:</u> <b>Fastoddsspil</b> <b>FastoddsspilBetexchange</b> <b>FastoddsspilDanskHest</b> <b>FastoddsspilBeXDkHest</b> <b>VirtuelFastOdds</b> <b>SpreadBetting</b> <b>PokerCashGame</b> <b>KasinospilSinglePlayer</b> <b>KasinospilMultiPlayer</b> <b>Bingospil</b> <b>Puljespil</b>

		<p>PuljespilDanskHest Managerspil PokerTurnering</p> <p>Only the marked values are relevant in relation to End of Day.</p>
EndOfDayRapportAntalSpil	<p>Domain: Number</p> <p>Data type: number</p> <p>Data length: 12</p>	<p>For games reported using 'FastOddsTransaktionStruktur': The number of 'SpilTransaktionIdentifikation'. The date is based on 'SpilKøbDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For 'PokerCashGame': Sum of 'PokerSessionAntalHænder'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For games reported using 'KasinospilPrSessionStruktur': Sum of 'KasinospilAntalTræk'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For all game categories, cancellations contribute negatively. When a cancellation is reported on the same day as the original transaction, the overall contribution of the transaction is 0. When a cancellation is reported at a later date than the original transaction, the transaction and cancellation then each contribute with their own sign on their own date.</p>
EndOfDayRapportIndskudSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10</p>	<p>For games reported using 'FastOddsTransaktionStruktur': Sum of 'SpilIndskud'. The date is based on 'SpiløbDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For 'PokerCashGame': Sum of 'PokerSessionIndskudSpil'. The dates are based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For games reported using 'KasinospilPrSessionStruktur': Sum of 'KasinospilIndskudSpil'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For all game categories, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the overall contri-</p>



		<p>bution of the transaction is 0. When a cancellation is made at a later date than the original transaction, the transaction and cancellation then each contribute with their own sign on their own date.</p>
EndOfDayRapportIndskudJackpot	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>For 'PokerCashGame': Sum of 'PokerSessionIndskudJackpot'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For games reported using 'KasinospilPrSessionStruktur': Sum of 'KasinospilIndskudJackpot'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For both game categories, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the overall contribution of the transaction is 0. When a cancellation is made at a later date than the original transaction, the transaction and cancellation then each contribute with their own sign on their own date.</p>
EndOfDayRapportGevinster	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999</p> <p>minInclusive: -9999999999</p> <p>totalDigits: 20</p> <p>fractionDigits: 10</p>	<p>For games reported using 'FastOddsSlutStruktur': Sum of 'SpilGevinst'. Date is based on 'SpilFaktiskSlutDatoTid'.</p> <p>This also applies to bet resettlements. In the case of a bet resettlement made on the same day as the original transaction, the bet therefore contributes as a whole to the correct winnings. When a bet settlement is made at a later date than the original transaction, the bet resettlement contributes with the correction value on that day, so that the sum of the bet for both or all days involved contributes to the correct winnings.</p> <p>For 'PokerCashGame': Sum of 'PokerSessionGevinstSpil'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For games reported using 'KasinospilPrSessionStruktur': Sum of 'KasinospilGevinstSpil'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnuller-</p>

		<p>ingDatoTid'.</p> <p>For the latter two game categories, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the overall contribution of the transaction is 0. When a cancellation is made at a later date than the original transaction, the transaction and cancellation then each contribute with their own sign on their own date.</p>
EndOfDayRapportKommissionRake	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>maxInclusive: 9999999999 minInclusive: -9999999999 totalDigits: 20 fractionDigits: 10</p>	<p>For games reported using 'FastOddsSlutStruktur': Sum of 'SpilKommission'. Date is based on 'SpilFaktiskSlutDatoTid'.</p> <p>This also applies to bet resettlements. In the case of a bet resettlement carried out on the same day as the original transaction, the bet therefore contributes as a whole to the correct commission. When a bet resettlement is made at a later date than the original transaction, the bet resettlement contributes with the correction value on that day, so that the sum of the bet for both or all days involved contributes to the correct commission.</p> <p>For 'PokerCashGame': Sum of 'PokerSessionRake'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For games reported using 'KasinospilPrSessionStruktur': Sum of 'KasinospilKommission'. The date is based on 'SpilFaktiskSlutDatoTid', except for cancellations where the date is based on 'SpilAnnulleringDatoTid'.</p> <p>For the latter two game categories, cancellations contribute negatively. When a cancellation is made on the same day as the original transaction, the overall contribution of the transaction is 0. When a cancellation is made at a later date than the original transaction, the transaction and cancellation then each contribute with their own sign on their own date.</p>

## Changes to reported data

This section describes how changes can be made to reported data. The Danish Gambling Authority specifies three types of changes: transaction changes (cancellations, etc.), changes to 'FastOddsSlutStruktur' (bet resettlements, etc.) and changes han-

dled with replacement files. This section describes how the licence-holder can make each type of change.

It should be noted that for each of the three types of changes to data, corrections may be necessary either because the game has changed for players or because the licence-holder has made errors 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 sections below.**

All data shall be placed in SAFE, and data in SAFE shall be stored as described in other documentation relating to technical requirements for licence-holders. This documentation can be found on the home page of the Danish Gambling Authority. This means that data shall be retained in SAFE for the required period, even if the data contains errors. Thus, no data may be deleted from SAFE for the required storage period has elapsed, and the licence-holder may not delete erroneous data in SAFE.

The following describes the different ways in which changes can be made. Note that the rules below are stringently applied. For example, it will not be possible to use the replacement data field for handling cancellations or bet resettlements.

Type	Description	Related to the following Standard Records
<b>Transaction changes (cancellations, etc.)</b>	<p>Changes to transaction and session structures are handled as cancellations. Changes shall be made by sending a cancellation followed by a new transaction.</p> <p>See more later in the section on: Transaction changes (cancellations, etc.)</p>	<ul style="list-style-type: none"> <li>• FastOddsTransaktionStruktur</li> <li>• KasinospilPrSessionStruktur</li> <li>• ManagerSpilTransaktionStruktur</li> <li>• PokerCashGamePrSessionStruktur</li> <li>• PokerTurneringTransaktionStruktur</li> <li>• PuljespilTransaktionStruktur</li> <li>• HestDKTransaktionStruktur/HesteagtigTransaktionStruktur</li> </ul>
<b>FastOddsSlutstruktur changes (bet resettlements, etc.)</b>	<p>Changes to the closing structure for fixed-odds betting are handled as 'bet resettlements'. This means that the game provider shall send another closing structure for the game with the difference.</p> <p>See more later in the section on: FastOddsSlutstruktur changes (bet resettlements, etc.)</p>	<ul style="list-style-type: none"> <li>• FastOddsSlutStruktur</li> </ul>
<b>Changes handled with replacement files</b>	<p>Changes in start and closing structures for manager games, poker tournaments and pool games, as well as end-of-game for pool games, are handled using the replacement data field.</p> <p>See more later in the section on: Changes handled with replacement files.</p>	<ul style="list-style-type: none"> <li>• EndOfDayRapportStruktur</li> <li>• PuljespilStartStruktur</li> <li>• PuljespilEndOfGameStruktur</li> <li>• PuljespilSlutStruktur</li> <li>• PokerTurneringStartStruktur</li> <li>• PokerTurneringSlutStruktur</li> <li>• ManagerspilStartStruktur</li> <li>• ManagerSpilSlutStruktur</li> <li>• HestDKEventStartStruktur/HesteagtigEventStartStruktur</li> <li>• HestDKStartStruktur/HesteagtigStartStruktur:</li> <li>• HestDKSlutStruktur/HesteagtigSlutStruktur</li> <li>• HestDKEventSlutStruktur/HesteagtigEventSlutStruktur</li> <li>• JackpotUdløsningStruktur</li> </ul>

## Transaction changes (cancellations, etc.)

Changes to a purchase transaction shall always be handled as a cancellation, possibly followed by a new correct purchase transaction. If a new correct purchase transaction is sent, it must also have a new transaction identification in the field 'SpilTransaktionIdentifikation'. The licence-holder may therefore not overwrite a purchase transaction but only cancel it.

Cancellation is carried out by filling out the relevant transaction structure with the same information as in the original transaction, but '1' is reported in the field 'SpilAnnullering' and a value is shown for 'SpilAnnulleringDatoTid' (date and time). Please note that 'SpilFilIdentifikation', which relates to the XML file itself, must remain unique, which means that a new 'SpilFilIdentifikation' must be generated for the XML file with the cancellation.

The Danish Gambling Authority will use the field SpilTransaktionIdentifikation as a key to connect the purchase transaction to the cancellation transaction. It is therefore important that the same SpilTransaktionIdentifikation is used in the cancellation as in the original transaction.

Cancellations can be used for the following structures:

- FastOddsTransaktionStruktur
- KasinospilPrSessionStruktur
- ManagerspilTransaktionStruktur
- PokerCashGamePrSessionStruktur
- PokerTurneringTransaktionStruktur
- PuljespilTransaktionStruktur

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

It is important to distinguish between corrections to transaction data due to changes in the game and corrections resulting from incorrectly reported data.

### Cancellations due to changes in the game

There may be a need to cancel a game transaction if, for example, a player has the right to withdraw the bet or if there has been an error in the game itself.

In these situations, the End of Day report should not, as a rule, be replaced. If a purchase transaction is reported on day 1 and a cancellation of the purchase transaction is made on day 2, the purchase transaction shall be part of the End of Day report on day 1 and the cancellation part of the End of Day report on day 2.

### Cancellations and corrected transactions due to reporting errors

In situations where the licence-holder needs to cancel transactions, possibly including the transmission of new transactions as a result of misreporting, this must be done after notifying the Danish Gambling Authority.

In the case of cancellation, all information in the transaction itself ('SpilfilIdentifikation' must be unique) must be identical to the original to be cancelled. However, 'SpilAnnullering' must be '1' and 'SpilAnnulleringDatoTid' must be identical to the date

and time in the original structure (whether it is a purchase time or end time) that defines the day on which the original transaction should have been included. End Of Day (i.e. if it had been correct).

For any transmission of a corrected transaction, use the correct time of the game purchase (and the end time of the game, where applicable) and the correction time is used as 'SpilAnnuleringDatoTid' (which also means that the 'cancellation block' shall be used). Where the licence-holder has to change data in these cases, it may be necessary to correct the End of Day reports concerned. However, it is likely that the errors will instead bring the transactions into line with the submitted End Of Day reports.

It should be noted that if the error is due to the fact that the original erroneous XML file is not form-valid, the licence-holder simply needs to send a new correct file with the correct time of purchase (and, if applicable, end time) and without 'SpilAnnuleringDatoTid'.

If the error consists of the same information being reported several times, the procedure is as follows:

If the transaction has been sent several times, cancellations (as error corrections) are reported the same number of times. In addition, correct information is sent once — with a new 'TransaktionIdentifikation'. If a cancellation has been sent several times, several of the original transactions are sent so that the same number of originals and cancellations are reported.

## **Downscaling**

If a transaction is scaled down, for example because it is partially cancelled due to a horse not starting the race, the licence-holder will have to cancel the original bet and submit a new transaction for the reduced coupon.

For games with EOD reports: For the cancellation of 'SpilkøbDatoTid'/'SpilFaktiskSlutDatoTid', the time of the original game purchase (and end) is used (must be the same for original and cancellation, except for the cancellation block). 'SpilAnnuleringstidspunkt' shall be the time corrected for the customer. This must also be 'SpilkøbDatoTid'/'SpilFaktiskSlutDatoTid' (where there are both, only necessary for the latter) for the resent transaction. This means that the net correction must be included in the EOD on that day. For the re-sent transaction, the original game purchase time (end time when this is in the transaction) is used instead of as 'SpilAnnuleringDatoTid'.

For games without EOD reports. In the case of cancellation, it is the same as for games with EOD reports, while the resubmission is swapped for those two times (i.e. the original purchase time is used as 'SpilkøbDatoTid'/'SpilFaktiskSlutDatoTid' and the time of correction as 'SpilAnnuleringDatoTid').

## **FastOddsSlutstruktur changes (bet resettlements, etc.)**

It is important to distinguish between corrections to bet winnings resulting from a change in the winnings of the player and corrections to incorrectly reported data.

In a situation where a result of, for example, a football match has been incorrectly registered and one or more bets need to be recalculated, the licence-holder shall report the difference in the winnings in a new 'FastOddsSlutStruktur'.

If, for example, a player has initially won DKK 100 on a bet and this is reported in a 'FastOddsSlutStruktur', but after correction of the game the player should not have had any winnings, DKK -100 shall be reported for the player in question in a new 'FastOddsSlutStruktur'.

The Danish Gambling Authority uses the SpilTransaktionIdentifikation to connect the two prize reports and totals the prizes for the player in question in order to get the total prize for the player for the specific bet. It is therefore important that the same SpilTransaktionIdentifikation is used in the new FastOddsSlutStruktur as in the original FastOddsSlutStruktur.

Bet resettlement shall be used for the following structures:

- FastOddsSlutStruktur

When using bet resettlements due to changes in relation to the player, a new 'SpilFaktiskSlutDatoTid' must be specified, which corresponds to the day and time when the bet resettlement was concluded. Reporting shall take place immediately after bet resettlements have been carried out, in the same way as regular reporting.

### **Bet resettlements and the End of Day report**

The End of Day report should not be restored if the licence-holder uses bet resettlements because the winnings of the player have changed. If a 'FastOddsSlutStruktur' is reported on day 1 and another 'FastOddsSlutStruktur' as a bet resettlement on day 2, the first 'FastOddsSlutStruktur' shall be part of the End of Day report from day 1 and the second 'FastOddsSlutStruktur' part of the End of Day report from day 2.

In the case of a correction of incorrectly reported data, the same calculation time as originally used shall be used. It is possible that the End of Day report will also need to be corrected. However, it is likely that the error corrections will instead bring the transactions into line with the submitted End Of Day reports.

It should be noted that if the error is due to the fact that the original erroneous XML file is not form-valid, the licence-holder must send a new file with correct content.

### **Changes handled with replacement files**

Also for changes with replacement files, a distinction can be made between changes in the game and corrections resulting from incorrectly reported data.

Changes to the game may, for example, be a guarantee amount increased before the end of the game.

For changes to the game, the report can be sent immediately to SAFE as part of the regular reporting flow. The Danish Gambling Authority must be informed of the reasons why the compensation file has been sent.

For corrections of reporting errors, the Danish Gambling Authority shall be informed first and replacement files may only be added to SAFE once this has been agreed with the Danish Gambling Authority. The replacement file procedure requires contact between the licence-holder and gambling authorities and a number of manual procedures with the Danish Gambling Authority. It is therefore important to limit this. If a licence-holder expects to have to replace a file later, the Danish Gambling Authority

may be contacted in order to examine the possibility of waiting for the file to be delivered until the database is in place.

For technical reasons, any use of replacement files requires that the replacement file be placed on the same SAFE as the file to be replaced.

The field for replacement data applies for the following structures:

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

The following rule applies for the use of replacement data:

1. the original structure and the new structure shall be of the same type. This means that a 'PuljespilStartStruktur' can only be replaced by a 'PuljespilStartStruktur'. It will therefore not be possible to replace a PuljespilStartStruktur with a ManagerspilStartStruktur.
2. A new 'SpilFilIdentifikation' shall be shown in the replacement file. In the data element 'SpilFilErstatningIdentifikation', the licence-holder states the 'SpilFilIdentifikation' from the file, that must be replaced. In the rest of the replacement file, the new and correct information is shown that is to replace earlier reported information.

Replacement data are therefore reported by sending new XML files correcting data from previous XML files. No corrections may be made in XML files previously reported to SAFE. Where the reporting of replacement data is needed, it can either be packed in the token open at any time or a token can be opened and dedicated to reporting the replacement files.

It should be noted that if the change is made because the original XML file is not form-valid, the licence-holder simply needs to send a new correct file. This should not be done as a replacement file.

### **Replacement data and the End of Day report**

The End of Day report shall not be restored if the licence-holder uses replacement data on other structures. This is because replacement data are used for structures for pool games, manager games, poker tournaments and jackpot awards, and none of these shall be reported in the End of Day report.

However, replacement data may be used to replace the End of Day report itself. As described above, changes in relation to players should not create the need to correct the End Of Day report. The Danish Gambling Authority therefore expects the correction of End of Day reports to be the correction of reporting errors as a starting point, so the Danish Gambling Authority must be informed.

If the licence-holder considers that there is a need to amend an End of Day report without there being a reporting error, the Danish Gambling Authority is contacted with a view to agreeing on a procedure to do so.

## **Notification obligation and correction of errors**

The licence-holder has a general obligation to notify when errors on the part of the licence-holder or their suppliers are suspected or discovered. This follows from point G of Annex 1 to the Order on online casinos, the Order on online betting and the Order on land-based betting. In relation to data reporting, this could be, for example, if the data reporting has been stopped for some reason, if data is expected to be reported late or if there have been data reporting errors.

If the licence-holder detects errors in data reporting or has doubts as to how to deal with a specific error, the Danish Gambling Authority is contacted. If the method of error correction is described in this document, licence-holders may start to correct the error at the same time as the Danish Gambling Authority is notified. If the method is not described, feedback from the Danish Gambling Authority is awaited, as it is important to determine how to correct the data. The Danish Gambling Authority shall announce how errors are to be corrected. This also applies if such errors are found by the Danish Gambling Authority.





## Annex 1 – Test data requirements

In the following situations, the Danish Gambling Authority requires the provision of test data:

- In the context of applications for licences
- When the licence-holder wishes to add or change the gaming system
- When the licence-holder wishes to add a new subcontractor
- When the licence-holder wishes to add a new game category

During the production of these test data, the following conditions shall be observed:

- All test data shall comply with the requirements of this document
- All test data shall be based on extracts from the gaming system
- All test data shall be packed with TamperToken
- All test data shall be located on SAFE
- All test data must have been reported to the Danish Gambling Authority's test environment

### **Applications for licences or additions/changes of gaming systems**

The submitted test data shall cover all scenarios covered by the desired game offer. Therefore, when applying for licences or changes of gaming systems, the following should be submitted as a minimum:

- Test data on all relevant types of games (Standard Records) from each supplier (e.g. roulette, blackjack, game machines, etc.)
- Test data on all relevant sales channels from each supplier (computer, smart-phone and land-based)

Once these test data have been processed and approved by the Danish Gambling Authority, it must subsequently be demonstrated that the procedure for the cancellation of transactions and the submission of replacement data can be properly handled. The following should therefore be sent to the Danish Gambling Authority:

- Cancellation of at least one test transaction transmitted (e.g. a fixed-odds bet or a casino session)
- Replacements of a single End Of Day report

### **Addition of new game subcontractors**

For the addition of new game subcontractors, the same requirements apply for the submission of test data as mentioned above when applying for or changing the gaming system. However, with the difference that if a new subcontractor is added, test data should only be submitted for the new subcontractor(s) featuring in the application.

### **Addition of new game categories**

For the addition of new game categories, the same requirements apply for the submission of test data as mentioned above when applying for or changing the gaming system. However, with the difference that if a new game category is added, only test data should be submitted for the new game category/categories applied for.

## Structure and volume of test data

Both when applying for licences, changes of gaming systems and additions of new game suppliers, the structures to be supplied and the number of each file type expected are described below.

- Pool games: At least one entire pool game.
  - o PuljespilStartStruktur (one file per pool game)
  - o PuljespilTransaktionStruktur (normally several files per pool game)
  - o PuljespilEndOfGameStruktur (one file per pool game)
  - o PuljespilSlutStruktur (one file per pool game)
- PokerTurnering: At least one entire poker tournament.
  - o PokerTurneringStartStruktur (one file per poker tournament)
  - o PokerTurneringTransaktionStruktur (normally several files per poker tournament)
  - o PokerTurneringSlutStruktur (one file per poker tournament)
- PokerCash: At least 50 sessions.
  - o PokerCashGamePrSessionStruktur (can be reported in an xml file)
- Managerspil: At least one entire manager game.
  - o ManagerspilStartStruktur (one file per manager game)
  - o ManagerspilTransaktionStruktur (normally several files per manager game)
  - o ManagerspilSlutStruktur (one file per manager game)
- FastOdds: At least 50 fixed odds games with transactions and winnings.
  - o FastOddsTransaktionStruktur (usually several games per file)
  - o FastOddsSlutStruktur (usually several prizes per file)
- Betexchange: At least 50 examples of bet exchanges.
  - o FastOddsTransaktionStruktur (usually several odds per file)
  - o FastOddsSlutStruktur (usually several prizes per file)
- KasinoSinglePlayer: At least 50 sessions.
  - o KasinoPrSessionStruktur (can be reported in one file)
- KasinoMultiPlayer: At least 50 sessions.
  - o KasinoPrSessionStruktur (can be reported in one file)
- Jackpots: At least 1 Jackpot
  - o JackpotUdløsningsStruktur (one file per jackpot). The ID of the jackpot must correspond to the ID used for jackpot stakes in transactions.

In addition, the following test data shall be reported if the scenarios are relevant to the offer of jackpots by the licence-holder:

- o At least one 'JackpotUdløsningsStruktur' in which the licence-holder has used the field 'JackpotKommissionsRake' to add funds to the jackpot.
- o At least one 'JackpotUdløsningsStruktur' in which the licence-holder has used the field 'JackpotKommissionsRake' to remove funds from the jackpot.
- o At least one 'JackpotUdløsningsStruktur', where the jackpot is won by a player who is not a customer with a Danish licence. In this case, 'Notcus-

tommer' must be reported in the field 'SpillerInformationIdentifikation'.

- End Of Day: At least one day's mixed data with associated End of Day report. The Danish Gambling Authority must be able to match the mixed transactions with the End Of Day report for the relevant day.
  - o Mixed standard records from a typical day (all relevant structures – the number can be seen above under each game category)
  - o EndOfDayRapportStruktur (one file per game category per currency played by Danish players in the course of the day)



## Annex 2 – Country codes

<b>Country</b>	<b>Code</b>	<b>Country</b>	<b>Code</b>
Afghanistan	AFG	Bulgaria	BUL
Africa	AFR	Burkina Faso	BUR
Albania	ALB	Burundi	BDI
Algeria	ALG	Cambodia	CAM
American Samoa	ASA	Cameroon	CMR
US Virgin Islands	ISV	<b>Country</b>	<b>Code</b>
Andorra	AND	Canada	CAN
Angola	ANG	Caribbean Netherlands	BES
Anguilla	AIA	Cayman Islands	CAY
Antarctic	ATA	Chile	CHI
Antigua and Barbuda	ANT	Cocos Islands	CCK
Argentina	ARG	Colombia	COL
Armenia	ARM	Comoros	COM
Aruba	ARU	Congo, Democratic Republic of	COD
Azerbaijan	AZE	Congo, Republic of	CGO
Asia	ASI	Cook Islands	COK
Australia	AUS	Costa Rica	CRC
Bahamas	BAH	Cuba	CUB
Bahrain	BRN	Curaçao	CUW
Bangladesh	BAN	Cyprus	CYP
Barbados	BAR	Denmark	DEN
Belarus	BLR	United Arab Emirates	UAE
Belgium	BEL	Central African Republic	CAF
Belize	BIZ	Dominican Republic	DOM
Benin	BEN	United Kingdom	GBR
Bermuda	BER	Djibouti	DJI
Bhutan	BHU	Dominica	DMA
Bolivia	BOL	Ecuador	ECU
Bonaire, Sint Eustatius and Saba	BES	Egypt	EGY
Bosnia and Herzegovina	BIH	El Salvador	ESA
Botswana	BOT		
Brazil	BRA		
British Indian Ocean Territory	IOT		
British Virgin Islands	IVB		
Brunei	BRU		

Côte d'Ivoire		Ireland	IRL
CIV		Iceland	ISL
England	ENG	Isle of Man	
Eritrea	ERI	IMN	
Estonia	EST	Israel	ISR
Eswatini	SWZ	Italy	ITA
Ethiopia	ETH	Jamaica	JAM
Europe	EUR	Japan	JPN
Falkland Islands	FLK	Jersey	JEY
Fiji	FIJ	Jordan	JOR
Philippines	PHI	Christmas Island	CXR
Finland	FIN	Cape Verde	
France	FRA	CPV	
French Guiana		Kazakhstan	
GUF		KAZ	
French Polynesia	PYF	Kenya	KEN
Faeroe Islands		China	CHN
FRO		Kyrgyzstan	
Gabon	GAB	KGZ	
Gambia		Kiribati	KIR
GAM		Kosovo	KOS
Georgia	GEO	Croatia	CRO
Ghana	GHA	Kuwait	
Gibraltar	GIB	KUW	
Grenada	GRN	Laos	LAO
Greece	GRE	Lesotho	LES
Greenland	GRL	Latvia	LAT
Guadeloupe		Lebanon	LBN
GLP		Liberia	LBR
Guam		Libya	LBA
GUM		Liechtenstein	
Guatemala	GUA	LIE	
Guernsey	GGY	Lithuania	LTU
Guinea	GUI	Luxembourg	
Guinea-Bissau		LUX	
GBS		Macao	MAC
Guyana	GUY	Madagascar	
Haiti	HA	MAD	
Holland	NED	Malawi	
Honduras		MAW	
HON		Malaysia	MAS
Hong Kong		Maldives	
HKG		MDV	
India	IND	Mali	MLI
Indonesia	INA	Malta	MLT
Iraq	IRQ	Morocco	MAR
Iran	IRI		

Marshall Islands		Oman	
MHL		OMA	
Martinique		Pakistan	PAK
MTQ		Palau	PLW
Mauritania		Palestine	PLE
MTN		Panama	PAN
Mauritius	MRI	Papua New Guinea	PNG
Mayotte	MYT	Paraguay	PAR
Mexico	MEX	Peru	PER
Micronesia		Pitcairn Islands	PCN
FSM		Poland	POL
Moldova		Portugal	POR
MDA		Puerto Rico	
Monaco		PUR	
MON		Qatar	QAT
Mongolia	MGL	Réunion	REU
Montenegro		Romania	ROU
MNE		Russia	RUS
Montserrat		Rwanda	RWA
MSR		Saint Barthelemy	BLM
Mozambique		Saint Kitts and Nevis	SKN
MOZ		Saint Lucia	
Myanmar	MYA	LCA	
Namibia		Saint Vincent and the Grenadines	VIN
NAM		Saint-Martin	
Nauru		MAF	
NRU		Saint-Pierre and Miquelon	
Netherlands		SPM	
NED		Solomon Islands	SOL
Nepal	NEP	Samoa	
New Zealand		SAM	
NZL		San Marino	
Nigeria	NGR	SMR	
Nicaragua	NCA	Saint Helena	
Niger	NIG	SHN	
Niue	NIU	São Tomé and Príncipe	
North America	NOA	STP	
Northern Ireland	NIR	Saudi Arabia	
North Korea (Democratic People's Republic)		KSA	
PRK		Switzerland	
North Macedonia		SUI	
MKD		Senegal	SEN
Northern Mariana Islands		Serbia	SRB
MNP		Seychelles	SEY
Norfolk Island	NFK	Sierra Leone	
Norway	NOR	SLE	
New Caledonia	NCL	Singapore	SGP
Oceania	OCE		

Sint Maarten		Trinidad and Tobago	TTO
SXM		Tunisia	TUN
Scotland	SCO	Turkmenistan	
Slovakia	SVK	TKM	
Slovenia	SLO	Turks and Caicos Islands	
Somalia		TCA	
SOM		Tuvalu	TUV
Spain	ESP	Türkiye	TUR
Sri Lanka	SRI	Germany	GER
Great Britain		Uganda	UGA
GBR		Ukraine	UKR
Sudan	SUD	Hungary	
Surinam	SUR	HUN	
Svalbard and Jan Mayen		United Kingdom	GBR
SJM		United States Minor Outlying Islands	
Sweden	SWE	UMI	
South Africa		Uruguay	URU
RSA		USA	USA
South America	SOA	Uzbekistan	UZB
South Georgia and South Sandwich Islands		Vanuatu	VAN
SGS		Vatican City State	VAT
South Korea (Republic of Korea)		Venezuela	VEN
KOR		World	
South Sudan		WOR	
SSD		Western Sahara	ESH
Syria	SYR	Vietnam	VIE
Tajikistan	TJK	Wales	WAL
Tahiti	PYF	Wallis and Futuna	WLF
Taipei (Taiwan)	TPE	Yemen	YEM
Tanzania	TAN	Zambia	ZAM
Chad	CHA	Zimbabwe	ZIM
Thailand	THA	Equatorial Guinea	GEQ
Czechia	CZE	Austria	AUT
Togo	TOG	East Timor	TLS
Tokelau	TKL	Åland	ALA
Tonga	TGA		



## Annex 3 – Sporting discipline codes

<b>Sporting discipline and code</b>	<b>Remarks</b>
<b>AlpineSkiing</b>	
<b>AmericanFootball</b>	Not to be confused with soccer taking place in America
<b>Other</b>	Anything other than sports and politics
<b>OtherSport</b>	All sport not covered by the other listed options
<b>Athletics</b>	
<b>AustralianFootball</b>	Not to be confused with soccer taking place in Australia
<b>Badminton</b>	
<b>Baseball</b>	
<b>Basketball</b>	Including 3x3 Basketball
<b>Bobsleigh</b>	
<b>Boxing</b>	Both amateur and professional
<b>TableTennis</b>	
<b>Bowls</b>	Not to be confused with bowling
<b>Breakdance</b>	
<b>Wrestling</b>	Both freestyle and Greco-Roman and other types
<b>Archery</b>	
<b>Cricket</b>	
<b>Curling</b>	
<b>Cycling</b>	Including track cycling, BMX, mountain biking
<b>Darts</b>	
<b>Esports</b>	
<b>Flagfootball</b>	
<b>Floorball</b>	
<b>Football</b>	
<b>Formula1</b>	
<b>FreestyleSkiing</b>	
<b>Futsal</b>	
<b>Fencing</b>	
<b>Golf</b>	Excluding minigolf
<b>Gymnastics</b> tumbling, etc.	Including Rhythmic sports gymnastics, trampoline,



## **GaelicSportingDisciplines**

**EquestrianSports**      Excluding Horse racing – but e.g. dressage, eventing, show jumping

**HorseRacing**

**Hockey**      Excluding ice hockey or floorball

**GreyhoundRacing**

**SpeedSkating**      Excluding Short track

**Handball**      Including beach handball and the like

**IceHockey**

**Judo**

**Kabaddi**

**CanoeingAndKayaking**      Including marathon and slalom

**PigeonRacing**

**Short-trackSpeedSkating**

**FigureSkating**

**Luge**

**Lacrosse**

**Cross-countrySkiing**      Excluding Nordic combined

**MMA**

**ModernPentathlon**

**MotorsportOther**      Anything other than Formula 1 and speedway

**NordicCombined**

**Olympic Games**      **Only** things that are not an individual sporting disciplines – e.g. host city and number of medals for a country)

**Orienteering**

**Padel**

**Politics**

**Pool**

**Rowing**      Including Beach rowing

**RugbyLeague**

**RugbyUnion**      Including Rugby Sevens

**Sailing**      Including RSX

**Chess**      Including Fischer random

**Skateboard**

**Skeleton**

**SkiMountainClimbing**

**SkiJumping**      Excluding Nordic combined

**Biathlon**

**Shooting**

<b>Snooker</b>	
<b>Snowboarding</b>	
<b>Softball</b>	
<b>Speedway</b>	
<b>SportClimbing</b>	
<b>Squash</b>	
<b>Surfing</b>	Including windsurfing but excluding RSX-regattas
<b>Swimming</b>	Including marathon swimming
<b>SynchronisedSwimming</b>	Including individual
<b>Taekwondo</b>	
<b>Tennis</b>	
<b>Triathlon</b>	
<b>Diving</b>	
<b>WaterPolo</b>	
<b>Volleyball</b>	Including Beach volleyball
<b>Weightlifting</b>	Excluding powerlifting