

TECHNICAL REQUIREMENTS

MAKING THE DATA AVAILABLE PURSUANT TO ARTICLES 31 AND 38 OF THE LAW OF 12 MAY 2010

Decision No 2021-XXX of the College of the ANJ of 16
September 2021

Summary

In accordance with Article 32 of Decree No 2010-518 in the version applicable from¹ October 2020, which provides that the Board of the ANJ is to determine the technical requirements necessary for its application, that document specifies the technical requirements relating to both the architecture of the information systems and the format and content of the data concerned.

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I Technical requirements for the storage medium

1.1 General presentation and reminder of the applicable texts

The purpose of this chapter is to lay down the requirements relating to the physical storage medium (hereinafter referred to as 'AVMS') provided for in Article 31 of Law No 2010-476 of 12 May 2010.

1.1.1 Reminder of legal and regulatory obligations

Law of 12 May 2010.

Article 31: Online gambling or betting operators holding the authorisation provided for in Article 21 shall be required to record in real time, on a physical medium located in mainland France, all the data referred to in Article 38 (1) to (3). All the data exchanged between the player and the operator pass through this medium.

The record-keeping obligation laid down in the first subparagraph shall apply from 1 July 2015 in respect of the data relating to the payment account references referred to in Article 38 (2).

Article 38: I.- Permanent monitoring of the activity of licensed online gambling or betting operators and of the activity of the operator holding exclusive rights for its online lottery activity shall be carried out by the National Gaming Authority in order to ensure compliance with the objectives set out in Article L. 320-3 of the Internal Security Code. [...]

A decree of the Council of State, adopted after consulting the Commission nationale de l'informatique et des libertés, specifies the list of data which online gambling or betting operators and the company holding the exclusive rights referred to in Article 137 of Law No 2019-486 of 22 May 2019 are required to make available to the National Gaming Authority. It specifies the technical arrangements for storing and transmitting such data, the period during which the operator is required to archive them, and the details of the checks carried out by the National Gaming Authority on the basis of those data.

II.- Control of the activities of operators holding exclusive rights in respect of their activity in a physical distribution network is carried out by the National Gaming Authority in order to ensure compliance with the objectives of the gaming policy set out in Article L. 320-3 of the Internal Security Code. [...]

Internal Security Code:

Article L 320-18: The provisions of Articles 18 to 20 and 31 of Law No 2010-476 of 12 May 2010 on the opening up to competition and regulation of the online gambling sector apply to the activity of the single legal person referred to in Article 137 of Law No 2019-486 of 22 May 2019 for the operation of online lottery games and for the operation of lottery and horse race betting on a physical distribution network.

They also apply to the economic interest grouping Pari Mutuel Urban for its activity of horse-race betting on a physical distribution network.

Decree No 2010-518

Article 23: For the purposes of this Chapter:

1° the traced data are electronic data exchanged between each player and the operator, which must be stored in the physical storage medium, pursuant to Article 31 of the abovementioned Law of 12 May 2010 and Article L. 320-18 of the Internal Security Code;

2° the physical storage medium means the technical equipment, as referred to in Article 31 of the abovementioned Law of 12 May 2010, which has been put in place for collecting, formatting and storing the traced data; it consists of a sensor and a safe; the sensor means the part of the storage medium dedicated to the function of collecting and formatting the traced data; the safe is understood as the part of the storage medium dedicated to the function of securing and storing these data;

3° the platform means the operator's information system containing in particular the personal information related to the player and the game software.

Article 24: Prior to any gaming or betting activity, the online gaming operator authorised pursuant to Article 21 of the abovementioned Law of 12 May 2010 or the operators referred to in Article L. 320-18 of the Internal Security Code shall declare to the National Gaming Authority that the physical storage medium has been put into operation under the conditions laid down in the technical requirements file referred to in Article 32.

In order to ensure that its operation complies with the specifications of this Decree and with the provisions of the technical

requirements file, the physical storage medium shall, within six months of its date of operation, be subject to the certification referred to in Article 23 (II) of the abovementioned Law of 12 May 2010.

Article 25: The archive material shall be developed and operated under the sole responsibility of the operator.

Electronic exchanges between the player, the storage material and the operator's platform shall be secured so as to guarantee their authentication and confidentiality.

The storage medium must have at least four functions:

- 1° compiling and formatting traced data;
- 2° retention of such data;
- 3° consultation and extraction of these data;
- 4° administration and management of the users of the archive material.

Article 26: The safe shall be designed to ensure that:

1° that only officers of the National Gaming Authority can decipher the content of the data stored therein; 2° that any deletion or alteration of such data, whether malicious or not, is identifiable by those agents;

3° that the management of access rights to the safe may be carried out only by officials of the National Gambling Authority.

The National Agency for the Security of Information Systems shall decide on the design of the safe with regard to the guarantees required.

Article 27: The safe contains two data retention spaces, one for the administrative data of the storage medium and the other for traced data. Where the operator has more than one approval, the safe shall contain an approved data storage space for each gaming or betting activity.

The data traced and stored in the safe shall be encrypted in such a way as to guarantee confidentiality. They shall be time-stamped, chained and sealed in such a way that they cannot be altered and that any addition, deletion or modification is detectable by the officers of the National Gaming Authority. The traced data shall be subject to specific coding corresponding to the categories of information specified in the technical requirements file and relating in particular to [...].

Article 28: The National Games Authority may access the data stored in the safe of the storage medium either on its hosting site or by downloading the data remotely. To this end, the operator shall provide the authority with a version of the data retrieval and validation tools that the authority may use on its premises.

The data shall remain accessible on the hosting site of the storage medium for the entire storage period required by Article 10. Remotely accessible data must cover at least the last 12 months of the operator's activity.

The officers of the National Games Authority referred to in Article 42 (II) of the Law of 12 May 2010 may at any time go to the storage site of the storage medium in order to enter all or a subset of the data stored there. To that end, they shall inform the representative of the operator referred to in the fifth paragraph of Article 16 of that law at least two hours in advance of their intention to access that site and of the time at which such access must be given to them.

I.1.2 Glossary

ANSSI: National Agency for the Security of Information Systems.

Authenticity: the nature of information (document, data) which can be proven to be what it claims to be, that it was actually produced or received by the person who claims to have produced or received it, and that it was produced or received at the time when he claims to have been produced or received.

Sensor: constituent element of the collection and archiving system, the function of which is to create traces. The trace creation function corresponds to the formatting of the data circulating between the player and the gaming platform and the transfer of these data to the safe module of the collection and archiving system.

Safe: a constituent element of the collection and archiving system, the function of which is to encrypt, sign, stamp and archive data traced and collected from the stream from the player or provided by the gaming platform. This is to ensure confidentiality, authenticity and completeness over time.

Confidentiality: ownership that the information is not made available or disclosed to unauthorised persons, entities or processes.

Availability: ownership of being accessible and usable by an authorised entity upon request.

Integrity: complete and unaltered information proving that it has not undergone any accidental or intentional additions, withdrawals or alterations since its validation.

Storage equipment support (SMA): is a device for collecting and archiving the data exchanged between the player and the

operator's platform during gaming operations. This device shall be developed and operated under the responsibility of the operator.

Information system: an information system is a set of resources to develop, collect, classify, store and disseminate information within an organisation. Thus, it includes the organised set of people, procedures, processes and equipment of the IT system.

IT system: an IT system represents all hardware and software resources organised to collect, store, process and communicate information.

Traceability: property that allows non-repudiation and ensures imputability. This means that this property guarantees the origin of the source, the destination, the veracity of an action and the identification of the responsible entity.

I.2 General requirements

1.2.1 Governance

E_SMA_GG_1. The operator shall provide the ANJ with a detailed description of the AVMS.

A Information: The aim is to specify at least the governance strategy used, the physical location of the AVMS, the type of accommodation implemented, the risk assessment and the related security policy, the accommodation and service contracts, in particular the security insurance plan.

E_SMA_GG_2. The operator shall designate and communicate to the ANJ a contact point for any questions on the entire AVMS.

E_SMA_GG_3. If the AVMS is subcontracted, the operator shall provide the name and location of its service provider (s).

1.2.2 Access control policy

Access control is characterised by 3 important properties:

- authentication to ensure that the identity of the user is legitimate;
- authorisation that determines the tasks that a user is authorised to do;
- non-repudiation to ensure that a user cannot deny having done a task.

E_SMA_GPCA_1. The operator shall establish governance and identity and access management within the AVMS ecosystem.

A Important: This access and identity management shall include the functionalities to manage a user's identity in the network. This mainly results in the authentication of users on the network and the traceability of rights that need to be in line with security requirements and business activity.

E_SMA_GPCA_2. The operator distinguishes four different user roles:

- depositor
- reader
- technical and Operational Administrator

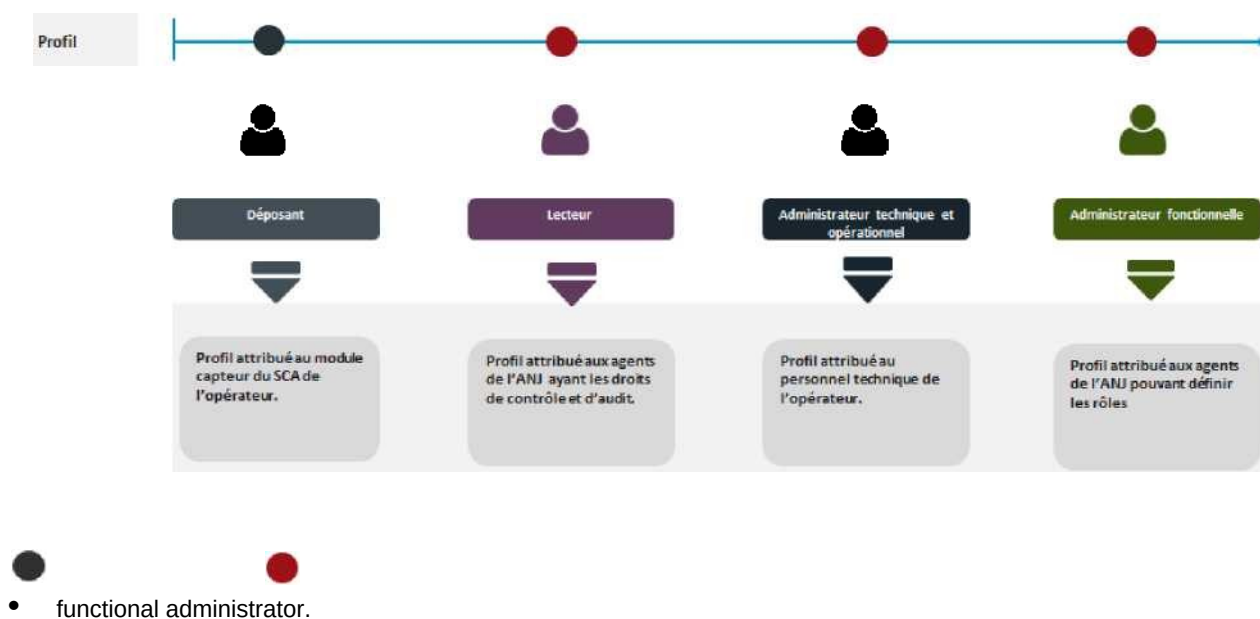


Figure 1: user roles and profiles

Information: The figure above presents the roles and associated profiles of the different users.

The '**depositing**' role is an application profile assigned to the SMA sensor module. It only allows you to write traces in the newspaper. Note that the SMA sensor module must authenticate using a X.509v3 certificate to the safe part with an identity associated with this profile.

The '**reader**' role is a business profile assigned to ANJ staff with control and audit powers, which allows the data recorded to

be extracted, either on a removable medium or via a file deposit accessible via a web service.

The '**technical and operational administrator**' role is a business profile assigned to the technical staff of the operator or his subcontractor, who is responsible for the administration and technical supervision of the safe, to carry out the following tasks, for example:

- shut-off/start of boot,
- configuration of the storage medium,
- consultation of technical logs, in particular in terms of traceability of local and remote access, error management, etc.

The **functional administrator** role is a business profile assigned to the natural persons of the ANJ or designated by the ANJ, who can define roles and associate them with an authentication certificate. This is necessary for the initialisation of the safes and then for the renewal or revocations of certificates.

Important. In its application for authorisation, the undertaking shall set out to the ANJ details of the measures it takes to ensure that its AVMS allows all the data to be collected and stored to be collected.

Prior to the start of its activity, the undertaking which **has obtained its authorisation is obliged to notify the ANJ that its SMA is in operation**, thus allowing the Authority to have access to the data.

1.2.3 Encryption

E_SMA_GC_1. The encryption mechanisms (functions and algorithms) implemented shall comply with the best practices specified in the General Security Repository¹.

E_SMA_GC_2. The operator shall record the traces collected using the public key of the ANJ.

E_SMA_GC_3. The authentication of the operator shall be carried out using the bi-clef RSA² with a minimum size of 2 048 bits. According to the RGS, the use of this minimum size may not exceed 2030.

E_SMA_GC_4. The public key corresponding to the module of the crypto-asset system set up for the authentication of the operator shall be communicated by the operator to the ANJ and before the start of its activity.

1.2.4 Hardening

Hardening in the IT world is a process aimed at reducing vulnerabilities in the IT system and in general in the information system. This has the direct consequence of reducing the operational risks it could be exposed to.

E_SMA_GD_1. The AVMS includes security features such as the use of secure protocols.

Information: These functionalities aim to protect the AVMS from saturation attacks both at the level of:

- **transport**, if this component terminates the TCP connections initiated by the customers: network service denial protection, which aims to deplete TCP resources through SYN Flood attacks, or attacks that rely on a full TCP connection facility;
- **application**, with multiple HTTP queries for the saturation of the AVMS, which constitutes potentially a single point of failure of the architecture, in order to protect it against resource depletion (saturation of records awaiting acquittal) and saturation of the 'safe' with maliciously forged records.

E_SMA_GD_2. All components of the AVMS and those directly or indirectly linked are tightened according to the state of the art.

E_SMA_D_3. Hardening must be effective both in terms of hardware and software.

Information: The aim is to reduce the level of threat by intervening on potential attack surfaces. This can lead to the removal of unnecessary and unnecessary software and peripherals, rationalisation of user accounts and services, encryption of data, use of secure channel for end-to-end transfers, etc.

I.3 Architecture and function requirements

1.3.1 Principle of collection

In accordance with the provisions in force, the operator shall put in place an 'AVMS³' collection and archiving device that allows the data exchanged between the player and the operator to be collected and stored securely for control purposes.

The flow kinematic can be translated as follows:

- connection of the player redirected to the AVMS;
- transmission of response and acquittal of the gaming platform;
- secure recording of the event in the safe.

E_SMA_AFPR_1. The operator uses trusted components (as described in the ANSSI certification benchmarks) in its AVMS architecture.

A Important: The operator is expected to have all the documentation relating to the AVMS. This documentation shall contain at least the detailed description of each module and component of the AVMS, the functional, application and network

1 RGS: repository established by the National Agency for the Security of Information Systems.

2 RSA: Initial Rivest-Shamir-Adelman RSA of the names of the creators of this asymmetric cryptography algorithm.

3 SMA: Storage equipment support

architecture implemented, the evaluation and audit reports of the AVMS and the various operational tests (nominal, degraded mode, interconnection, etc.).

E_SMA_AFPR_2. In the context of partial or full subcontracting of the AVMS, the operator must obtain from its provider a security assurance plan (PAS) provided for in the invitation to tender.

A Information: The PAS is a contractual document setting out all the specific provisions which the Contractor undertakes to implement to ensure compliance with the specified safety requirements. The main objective of this is to control the risks of information technology if it exists within the operator.

1.3.2 Trace creation and collection function

The trace creation function corresponds to the writing of data related to a game event or a player account in the SMA safe module.

This function intercepts or even relays the application flow between the player and the operator. It is located upstream of the game logic.

E_SMA_AFCCT_1. This function is systematically called upon for each exchange of data, the traces of which are required, in particular, requests for static content (image, HTML pages, etc.), or dynamic pages unrelated to game events whose traceability is required, do not have to be analysed by the sensor.

E_SMA_AFCCT_3. The AVMS offers an architecture with high availability with redundant mechanisms to limit potential storage incidents.

E_SMA_AFCCT_4. The collected traces correspond to the events specified in II of this document.

1.3.3 Secure interconnection function

The interconnection function corresponds to the transaction flow exchange channel related to the activity of the player. This channel must have protection mechanisms in place to ensure both the security of exchanges, particularly between the SMA sensor and safe modules, between the AVMS and the game platform and between the safe module and the ANJ information system.

E_SMA_AFIS_1. Proven cryptographic mechanisms shall be implemented for all exchanges of transactions between:

- player and AVMS;
- the different modules of the AVMS;
- the SMA and the operator's gaming platform;
- the SMA and the ANJ SI.

A Information: It is essential that transactions between equipment (sensor, safe, and ANJ SI, part of the game platform, etc.) are secured through the implementation of cryptographic mechanisms.

However, the mandatory nature of the requirement becomes a recommendation as soon as the equipment is co-located, thus making it possible to guard against any passive or interception attacks on the transmission network.

1.3.4 Access control function

E_SMA_AFCA_1. The operator controls and protects access to server rooms and/or equipment rooms hosting the AVMS.

E_SMA_AFCA_2. The roles specified upstream in this document are implemented.

E_SMA_AFCA_3. The architecture of the safe part of the AVMS distinguishes between:

- a data storage space located in a secure network area;
- a layer of access to the accessible storage space. This layer must itself be secure, at application and network levels, vis-à-vis the outside world, in particular against denial of service attacks, and access other than by the ANJ. The access layer presents a web service with the following two main interfaces:
 - a consultation interface;
 - a synchronisation interface.

Information: The consultation interface shall allow the extraction of a trace or set of traces from a date or tranche characterised by a start date and an end date. On the same date there may be none, one or more events. As for the synchronisation interface, it allows a trace and/or a set of traces to be extracted from the identifier of an event or a tranche of events. (Details of the training of recordings or registration batches are specified below).

1.3.5 Administrative function

The administrative function is the management and operation of the hardware or software of the AVMS and its proper functioning.

This function shall ensure the consistency, accessibility and security of information that is created, transmitted and stored in the AVMS. This implies the establishment of access control and segregation of roles of different users as mentioned above.

The following figure provides a schematic overview of the interactions between the established functions.

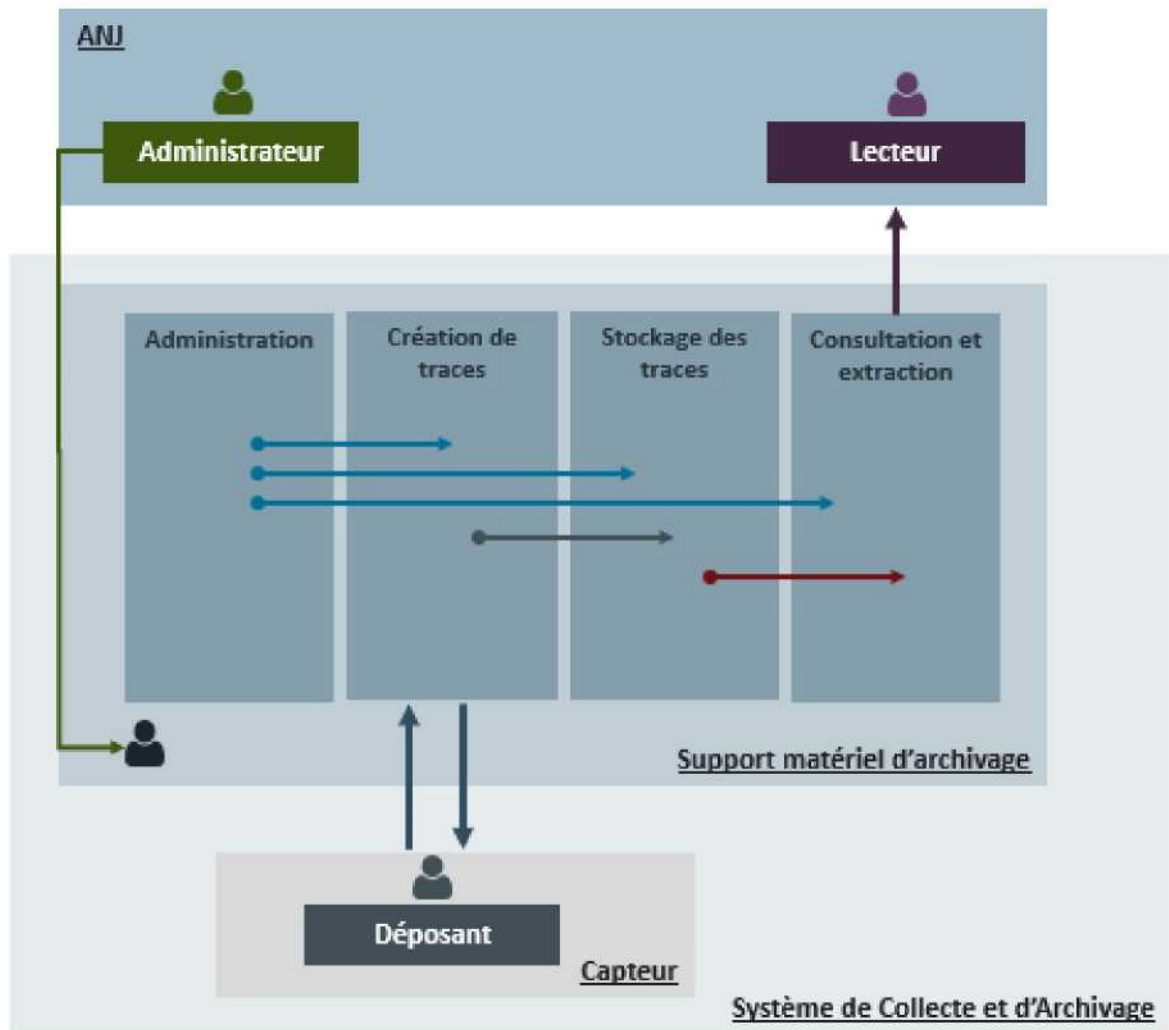


Figure 2: various interactions between the functions of the AVMS SI being made clear that the relationship between the role of the ANJ administrator and the administrator of the AVMS takes place before the latter becomes operational.

E_SMA_AFA_1. Access to the part of the SMA safe shall be based on strong authentication mechanisms.

E_SMA_AFA_2. The X509v3 encryption certificate provided by the ANJ must be put in place before the service is opened.

Please note: The safe is hosted and operated by the operator, but only some ANJ officials can decipher the contents of the archived data: the ANJ therefore provides the X.509v3 encryption certificate for the safe.

The ANJ also provides the X.509v3 certificates used for its remote authentication at the safe.

E_SMA_AFA_3. The design of the safe ensures that only the ANJ can, if it so wishes, manage the authority's users, i.e. readers, and grant them rights.

E_SMA_AFA_4. It must be possible for the ANJ to identify any deletion or alteration of archived data, whether malicious or not.

1.3.6 Storage and archiving function

The storage function is the archiving of the data traced and collected in the safe to ensure its integrity and completeness over time. Thus, the storage of data consists of the steps described in the figure below.

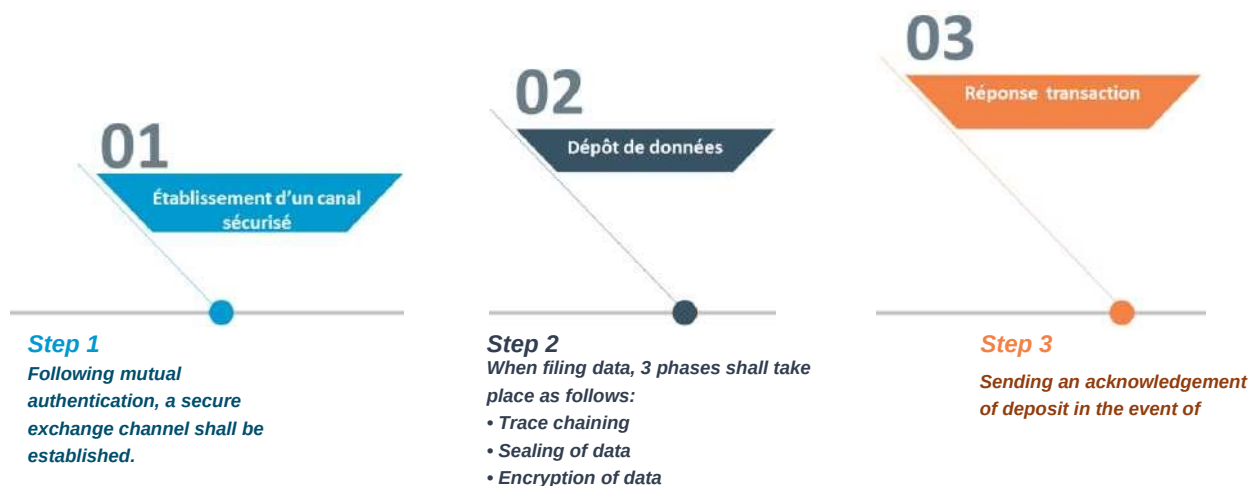


Figure 3: the different stages of the storage and archiving function

In step 1, a secure channel is established following mutual authentication of the depositor (SMA sensor module) with the safe. This channel is carried out by means of a mutually authenticated TLS session per X.509v3 certificate and verification that the profile is authorised to file traces.

Step 2 corresponds to the submission of data referred to below.

Step 3 consists, if the previous steps are successful, of returning an acknowledged deposit to continue the transaction.

E_SMA_AFSA_1. The operator shall put in place trust mechanisms to ensure the integrity, authenticity and recording of traced data.

E_SMA_AFSA_2. The signature format used is XAdES-T with a timestamp token (compliant with RFC 3161), to ensure non-repudiation of the transaction.

E_SMA_AFSA_3. The safe shall segregate the storage space for the data of its administration and the storage space for the traced set data.

E_SMA_AFSA_4. In the context of a box mutualised between several approvals, each approval must be subject to a specific storage space.

Information. This segregation of storage areas is, a fortiori, established in the context of inter-operator pooling, where appropriate.

E_SMA_AFSA_5. In the context of a storage architecture comprising several safes operated in parallel, the operator must set up a secure interconnection for the benefit of the ANJ to query one or more safes remotely.

Important. For reasons of performance or availability, the operator may propose a storage architecture comprising several safes operated in parallel, possibly with several service providers. In this case, the ANJ may remotely query one or more safes, depending on the configuration put in place by the operator, for the operator to manage correctly the identifiers (in particular the safe identifier and event identifier) to enable it to meet the requirements of the ANJ.

I.4 Requirements for access to data by ANJ officials

1.4.1 Requirements General

E_SMA_ADEG_1. The operator shall put in place the following tools:

- a data access mechanism allowing:
 - entering the data on site (copy of all or part of the safe),
 - remote querying of data, via a collection tool;

- a tool for validation of AVMS data and trace retrieval of game operations: retrieval of game events after validation of the integrity of the data copied from the AVMS:
 - can be used on the AVMS site,
 - which can be used remotely by the ANJ, in off-line mode (i.e. disconnected from the internet).

E_SMA_ADEG_2. Archived data are made available to the ANJ locally or via remote access.

For the record, the '**reader**' role is a job profile assigned to ANJ staff which allows the data recorded to be extracted, either on a removable medium or via a file deposit accessible via a web service.

Certificates associated with this role shall be used:

- or by natural persons, for on-site checks, with RSA biclefs and an X.509v3 authentication certificate stored on a tangible medium (e.g.: smart card) provided by the operator,
- or by collecting agents, for remote consultations, with authentication based on a X.509v3 SSL/TLS client, as part of the negotiation of a mutually authenticated SSL/TLS tunnel.

logging

Logging of download success or failure.

1.4.2
Remote
access

Authentication

Authentication of the collection agent of the ANJ.

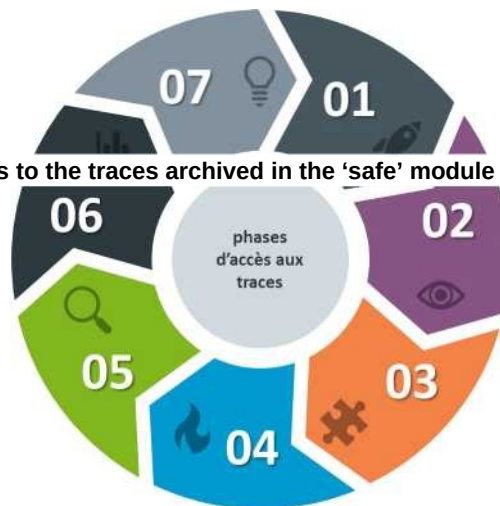
Figure 4: the phases of access to the traces archived in the 'safe' module of the

Extraction

Retrieval of the storage space for downloading by the ANJ collecting agent.

Access to the boot

Query by the access module of the storage area.



Verification of the authorisation of the collection agent of the ANJ to access the SCA data.

Querying

Querying a web service and changing the extraction parameter.

Journalism

Logging of the application.

E_SMA_ADAC_1. The system put in place by the operator enables the ANJ to:

- on the one hand, to remotely query the trader's safe to download the required traces;
- secondly, to extract the traces thus downloaded and then decipher them and verify the integrity of the data.

Please note: The data stored in the safe must be accessed remotely, from the ANJ premises (e.g. from one or more identified IP addresses that will be communicated to the operator).

E_SMA_ADAC_2. The remote query tool must implement at least the following options:

- the configuration of a URL⁴, including a fully qualified domain name identifying the web service;
- the configuration of a safe identifier, in case the architecture put in place by the operator includes several safes for high availability purposes;
- the configuration of a time range, allowing the uploading of the trace file corresponding to the time-stamped game events recorded in that range;
- configuration of an event range, allowing the download of the trace file corresponding to game events with identifiers present in the band.

E_SMA_ADAC_3. Remotely accessible data shall cover at least the last 12 months of operation (rolling period).

E_SMA_ADAC_4. The operator must offer the ANJ the possibility to extract from the safe a tranche of data, corresponding to a period of activity or a tranche of event identifiers, without having to move, and under **equivalent logical security conditions**.

E_SMA_ADAC_5. Remote interrogation and extraction tools shall comply with the following constraints:

⁴ WEBSITE: Uniform Resource Locator, it is a web address consisting of a uniform channel for locating a web page.

- multi-platform operation, under Windows and Linux, with the latest update levels;
- use of an online command interface, and in order to be executed as a logging task, or in demon mode (without a control terminal);
- setting parameters in the control line and via a configuration file (the control line replacing, where applicable, the configuration file options).

E_SMA_ADAC_6. These tools shall be free of malfunction. In this context, the operator will put in place a policy of maintaining in operational condition (MCO) and maintaining in a safe condition (MCS).

E_SMA_ADAC_7. The tools have a 'reasonable' performance level: in particular, the execution time of the decryption tool must be 'significantly' shorter than that of the time range of the batch of events to be decrypted.

E_SMA_ADAC_8. Before commencing its activity, the operator carries out connectivity tests in accordance with arrangements specified by the ANJ services.

1.4.3 Entry of data on site

E_SMA_ADSD_1. All the data in the trace log contained in the SMA may be copied to a removable medium secured by a representative of the ANJ acting within the framework laid down in Article 42 (III) of the Law of 12 May 2010.

Information: The copying mechanism will depend on the storage medium chosen by the operator. The protection of the confidentiality of data during transport between the AVMS accommodation site and the ANJ laboratory is ensured by encryption.

II Technical requirements relating to the data made available to the ANJ in accordance with Article 31 of the Law of 12 May 2010

11.1 FCL.1000 Examiner certificates

E_DATA_EC_1. The traces archived in the AVMS shall comply with the registration procedures set out below.

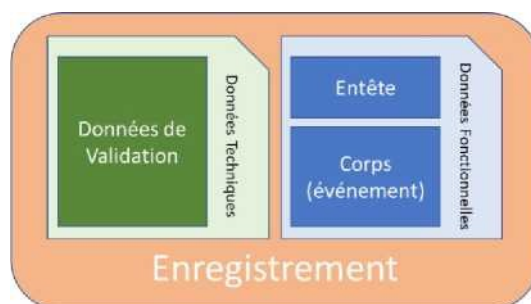
Each of the data structures under consideration is formalised, schematic in the form of objects called in this **event document**.

Events are unitary datasets each representing a property of the event.

Each game **event** is archived as a **record** which is:

- structured in XML format⁵;
- dated, chain, sealed.

A record is made up of two datasets:



- Technical or validation data: this is the information to validate the set data stored in the functional dataset they accompany. In addition, they also contain elements allowing hunting with previous registrations;
- Functional data: this is information containing a record of gaming events linked to the player's activity. It consists of a part present for each game event (header) and a part specific to the recorded event (body);

The records, at the choice of the operator, may contain a single event or a batch of events.

As the functional data structure is described below, the following elements describe the structure of the technical or validation data.

E_DATA_EC_2. The cancellation of an event should be recorded so that it can be easily linked to the original event.

⁵ • the description of the XML format is given at the following address: <http://www.w3.org/XML>.

11.1.1 Time of catch

Under the architectural conditions described above, the expected events are captured at the precise moment of their generation:

- immediately as a result of the player's action.
 - An example:
 - o the player places a bet;
 - o the player changes a moderator.
- immediately after the occurrence of a transaction to be recorded.

Exemple:

- o the attraction of a winner when a competitive result is unwound;
- o The opening of a point of sale.

As the captured data contributes to the development of the events that will be included in the records recorded in the safe, this data may be accompanied by enrichment data from the platform.

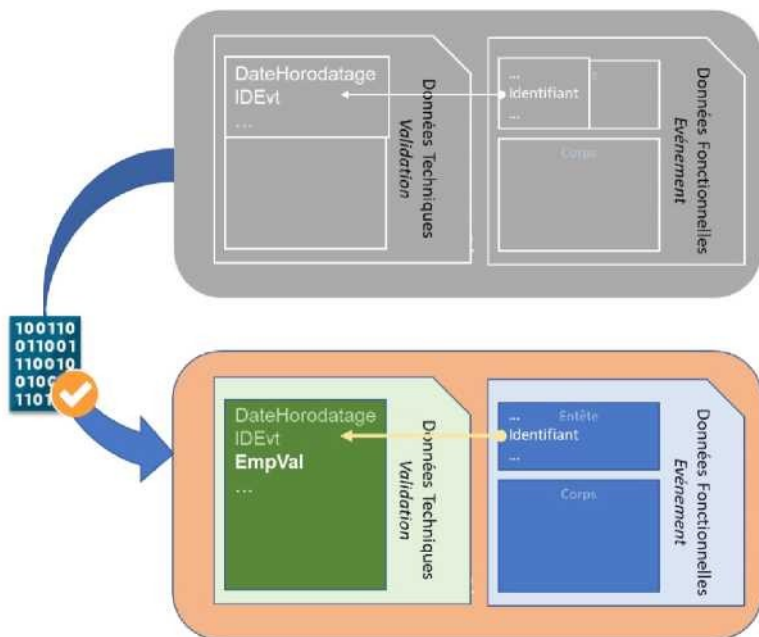
E_DATA_IC_1: Recording is done only when the information captured and consolidated by the AVMS in the form of events is deemed to be valid and consistent.

FL Information: the data have also been checked and entry is acceptable from the point of view of the shape plate. This avoids having to register a cancellation movement due to invalid input (syntax check) or inconsistent (semantic verification).

11.1.2 Chaining

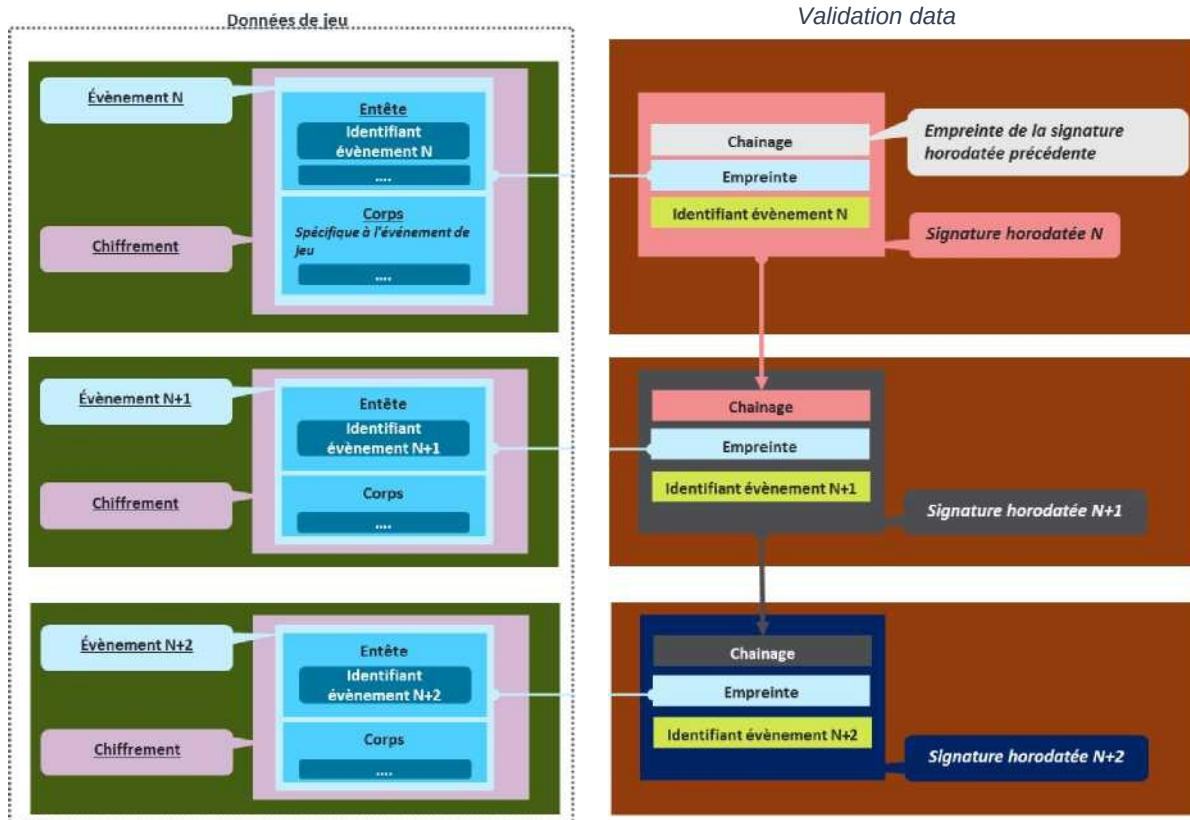
In order to ensure the consistency of the datasets recorded in the safe, it should be possible for each record to be unequivocally linked to its predecessor.

This casing takes the form of a borrower from the previous record in the validation data.



E_DATA_CN_1: A validation data occurrence refers to the occurrence of previous validation data and is/will be referenced by the occurrence that will follow.

The following figure gives an overview of the organisation of successive recordings and also shows the scope of encryption.



11.1.3 Processing by unit event or lot

An identifier, present both in the event data and in the validation data, allows the linking of these two datasets.

E_DATA_TE_1: This game data identifier is generated by the boot: it is unique for a given safe.

E_DATA_TE_2: The identifiers are generated consecutively by the safe without interruption.

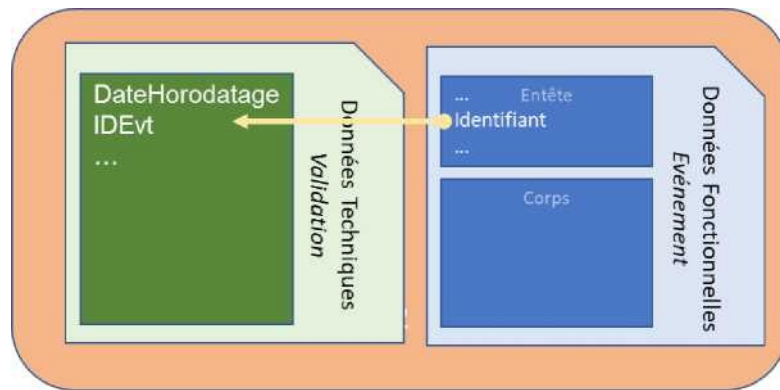
Information: In the case of the implementation of several safes, the safe maintains a continuous sequencing which is local to it. Uniqueness within the operator's platform will be ensured in this case by the concept of safe identifier.

The uniqueness of an event is therefore ensured:

- within a safe, by its sequence number;
- at an operator, by combining the sequence number and the safe identifier;
- on all operators (case of pooling of boxes), by combining the sequence number, the safe identifier and the operator identifier.

E_DATA_TE_3: An identifier corresponds to one and only one event. The meter shall not suffer from any discontinuity. Where appropriate, error detection and recovery will have to be processed by the validation and extraction tool.

E_DATA_TE_4: the safe incorporates measures to protect attacks against the naïve sequence of signature and encryption operations, and vice versa.

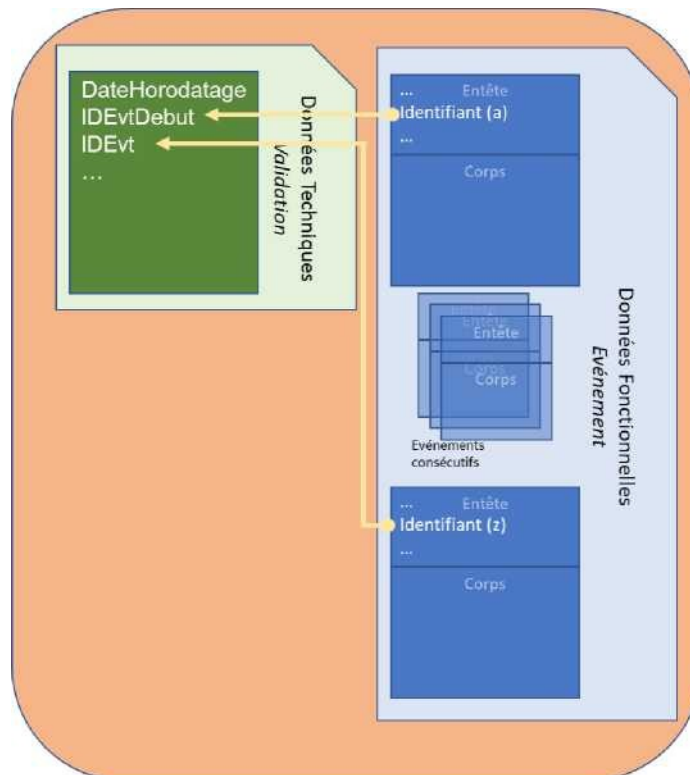


The validation data timestamp date is generated by the boot, it corresponds to the date of signature.

The timestamp date shall be greater than or equal to the date of the game data event which it is fixed at the time of capture.

Batch processing is fully suited to managing peak loads, but it is essential that the objectives of integrity and completeness remain guaranteed, in particular, the identifiers of the events contained in a batch must be consecutive.

A batch of events corresponds to a record of one or more consecutive game events and a single validation data for the group. The timestamp no longer relates to an event alone, but to a set of events.



The time stamp date of the validation data is generated by the boot at the end of the assembly of the events constituting the lot in question and corresponds to the date of signature.

The timestamp date is equal to or later than the game data event date, always set at the time of the capture of the events themselves, the most recent of the batch.

E_DATA_TE_5: The timestamp must be performed on the batch of free-to-air events.

An event game data can only be part of one lot and therefore has only one associated validation data.

The operation of the extraction and validation tools described above implies that the batch creation mechanism takes into account two parameters that determine the size of the lots:

- a maximum period of time during which the captured events can be grouped in the same batch;
- a maximum number of events to be grouped in a lot.

When either of these values is reached, a new batch must be initiated.

E_DATA_TE_6: Granularity is in the order of the event. In other words, by setting the maximum number of events at 1, the safe is able to time each event together.

The choice of these parameters is left to the discretion of the operator, who shall measure them according to their availability needs and communicate them to the ANJ.

11.1.4 Creation of registration: chronology of actions

E_DATA_CECA_1: Whether it is chosen to group events by lot or not, the registration creation process follows a certain chronology.

- Creation of a batch of events (capturing);
- Calculation of validation data;
- Compression⁶ of the batch of events;
- Timestamp, signature and encryption (e.g.) of the event, or batch of events.

A Information The installation of cryptographic mechanisms favours the signature of data before encryption: The choice of use and method of compression is at the discretion of the operator. The validation tool must transparently install the decompression of the information after it has been decrypted.

11.1.5 Writing Conventions

In the remainder of this document, the XML representation expected for the formalisation of the body of each event is described in the form of a table.

E_DATA_CE_1: In general,

- The encoding format is UTF⁷⁻⁸.
- Dates and times are at the UTC time scale⁸. (This means setting up a reliable and non-changeable time source with a deviation from UTC time of less than one second. This may involve setting up a secure NTP server).

The following example table summarises all the characteristics of the entities forming the TAGXML in question:

[TAGXML]				
XML entity	Min	Max	Type	Description
[Entity]	[Min]	[Max]	[Type]	[Description]
[Choix1] [choix2]	[Min1] [Min2]	[MAX1] [Max2]	[Type1] [Type2]	[Description]

- **[TAGXML]** is the root of the XML structure. It is composed of several **[Entity]**
- **[Entity]** is an element of **[TAGXML]** the type of which is given by **[Type]**. The element has between [Min] and [Max] occurrence (s). If [Min] is zero, the item is optional. If [Min] = [Max] = 1 then the element is mandatory and unique.
- **[Description]** is a first level description of the item.
- **[ChoiceN]** (N is an integer here) represents entities whose presence in **[TAGXML]** is packaged:
 - o Based by context
 - o Even by the value taken by another entity of the same object.
These alternatives are then presented as a set of entities **[ChoixX]**. In this case, the presence of exactly a value chosen from among these alternatives is mandatory.

Each **[Entity]** is characterised by its **[Type]**. This indication refers to:

- o It is a complex type in the form of another **[TAGXML]**, the description of which is given in this document;
- o Scalar type: if necessary, the following characteristics shall be described in the form of a table:

[Type]	
Sub type	Constraints

Finally, the [TAGXML] table describing the structure of an event is followed by a set of descriptions to define precisely the role (what it represents and in which case) of each entity.

11.1.6 Validation data format

Validation data, as well as game data, take the form of an XML object.

⁶The efficiency of a compression algorithm is greater on a larger volume of data, making it advantageous to choose to create a record per batch of events.

⁷ FWU: Unicode Transformation Format

⁸ UTC: coordinated Universal Time

VALIDATION				
XML entity	Min	Max	Type	Description
DateHorostamping	1	1	date-ymdhhmss	Date of timestamp
IDEvtDebut	0	1	nonNegativeInteger	Identifier of the first game event in the context of the batch registration creation (see section II.1.3)
IDEvt	1	1	nonNegativeInteger	Game event identifier or last game event identifier the frame for creating the record by lot (see section II.1.3)
IDCoffer	0	1	nonNegativeInteger	Safe ID
EmpVal	1	1	Free	Footprint of previous validation data
GIS	1	1	Free	Digital signature of game data of the event or batch of events (XAdES-T format)

Description

DateHorostamping

Mandatory. Date and time, in UTC format, entered by the safe to time the event (s). This date is generated by the sensor.

IDEvtDebut

Optional. Present only in the case of batch processing, this is the identifier of the first batch event.

IDEvt

Mandatory. Game event identifier to be validated. In the case of batch processing, this is the identifier of the last batch event.

IDCoffer

Optional. Safe identifier for the operator: the first safe of the operator starts at 1, the second at 2, etc. This information is optional if the operator has only one boot: in this case, the safe identifier implicitly has the value 1.

EmpVal

Mandatory. Digital footprint of the previous validation data processed by the safe. The format of this footprint is left to the choice of the operator. However, the use of footprint calculation algorithms compliant with the General Security Repository (RGS) is requested. The tools made available to the operator to verify the validation data will have to recognise this footprint. An example: hexadecimal value of the SHA256 footprint (256 bits) of the previous validation data.

GIS

Mandatory. Digital signature of the validation data, relating to the game data of the event or batch of events, in order to guarantee the date of registration. This signature must be in XAdES-T format⁹.

date-ymdhhmss	
Sub type	Constraints
String	12 digits representing the concatenation of the two decimals of the year, the number of the month, the number of the day, the time, the minute and the second. Regex: \ D la 12 et seq. An example: 100411124202 stands for the date of 11 April 2010 at 12: 42 and 2 seconds.

11.2 Description of header

Reminder of legislative and regulatory provisions

DMinisterial No 2010-518 of 19 May 2010 on the offering of games and betting by gaming operators and the making available to the National Gaming Authority (hereinafter Decree No 2010-518)

Article 27

The traced data shall be subject to specific coding corresponding to the categories of information specified in the technical requirements dossier, including:

- 1° the player identifier, or 'login', entered by the player to identify himself with the operator;
- 2° the pseudonym of the player or 'pseudo', that is to say the name which the player gives itself in the course of

⁹ The XAdES-T format described at the following address: <http://www.w3.org/TR/XAdES>

his gaming activities;

3° the 'player's IP address, that is to say, the 'Internet Protocol' address of the terminal from which the player connects to the operator's website or any element providing an indication of the location of the gaming taken by means of a check-in terminal or station made available to players in public places or private places open to the public within the meaning of the second paragraph of Article L. 320-5 of the Internal Security Code.

11.2.1 Player account events and gaming activities

The header is a fixed part present in each game data family. It makes it possible to identify and characterise a gaming event.

Structure of the registration in XML format

Header common to all gaming events				
XML entity	Min	Max	Type	Description
IDOper	1	1	Operator	Operator identifier
DateEvt	1	1	date-yyymmddhhmmss	Date of the event
IDEvt	1	1	nonNegativeInteger	Event ID
IDJoueur	1	1	rigor-64	Player ID
HashJoueur	1	1	SHA1	Cryptographic footprint of the player
IPJoueur	0	1	IP	Player IP address
IDPointDeVente	0	1	rigor-64	Point of sale identifier (for gaming events under exclusive rights)
IDSession	1	1	rigor-256	Session ID
IDCoffer	0±	1	nonNegativeInteger	Safe ID
Supervision	0	1	Empty beacon	Indicates whether the event was passed on to the boot at the initiative of the operator (without payment from the player)

rigor-32	
Sub type	Constraints
string	A string of characters between 0 and 32 characters in size.

rigor-64	
Sub type	Constraints
string	A string of characters between 0 and 64 characters in size.

rigor-256	
Sub type	Constraints
string	A string of characters between 0 and 256 characters in size.

Operator	
Sub type	Constraints
string	Fixed character string with a size of 4 numeric characters.

SHA1	
Sub type	Constraints
string	Fixed character string with a size of 40 alphanumeric characters.

IP	
Sub type	Constraints
string	Character string representing an IPv4 or IPv6 address. Regex: (\ d stinguis.1,3 et \. \ d stinction 1,3 and the following: \ d -1,3-1,3a-fA-F) (([0-9a-fA-F]{1,4}:){1,7}(: [0-9a-fA-F]{1,4})?)

Description

IDOper

Mandatory, unique. Four-digit operator identifier provided by the ANJ (it is guaranteed unique by the ANJ between the different operators). IDOper must be identical between the different boxes of the operator.

Remarks:

- Where applicable, operators offering both an online and an account activity under exclusive rights will be assigned different operator identifiers on behalf of each of its activities.
- The operation of a player account opened by an operator holding exclusive rights shall take place in compliance with the rules protecting the free exercise of competition, in particular those laid down in Articles L. 420-1 and L. 420-2 of the Commercial Code. The operator shall also ensure that this operation does not undermine the objective set out in point 4 of Article L. 320-3 of the Internal Security Code.

DateEvt

Mandatory, unique. Date and time of the game event to the nearest second (UTC). DateEvt is generated by the sensor.

IDEvt

Mandatory, unique. Game event identifier specific to each safe of the operator. It must be generated in ascending order (the first event starts at 0), incremented as a meter. The safe must guarantee its uniqueness and the continuity of its sequencing.

IDJoueur

Mandatory, unique. Player identifier allowing the player to be unambiguously identified. This identifier is constant from creation to destruction of the player's account. If the player account creation is multi-approval, the same player identifier must be used in all player account events and game events relating to these approvals.

HashJoueur

Mandatory, unique. Cryptographic footprint calculated from the SHA-1 one-way function, on the parameters *name*, *first name*, *date of birth* and *place of birth* of the player.

Details on how to create fingerprints are set out in document ET4.

For example, for Grégory Dupont, born on¹ January 1970 in Toulon, Var. The final canonical shape before calculating the footprint is 'GREGORYDUPONT19700101TOULON'.

The mark SHA-1 is therefore equivalent to DC5BA74F0E74A4AB0AB276CFD7CF60DC02B9F402.

No security services (e.g.: electronic signature) is not implemented by this function: the SHA-1 algorithm is therefore knowingly used. In particular, the use of a SHA-2 function is therefore not required. Moreover, since that footprint is intended to be static, the use of a salt is also excluded.

Note: this value must be updated if changes occur on the surname or first names of the player (MODIFINFOPERSO event) under the conditions specified by decree.

IPJoueur

Optional (mandatory for online gambling), single. IP address of the player as seen by the gaming platform. It is necessarily a public IP address. However, when the event is sent with the balise < Supervision/> this field can be filled in with a private IP since the event is generated by the operator's server.

IDPointDeVente

Optional (mandatory for physical network games). Present for any point-of-sale activity and any action relating to exclusive right gambling by telephone (games under exclusive rights only).

Denotes the point of sale identifier as defined by the data set created by the events OUVPOINTDEVENTE, MODIFPOINTDEVENTE and CLOTUREPOINTDEVENTE

IDSession

Mandatory, unique. Technical identifier not visible to the player. It makes it possible to identify each application session if the player has opened more than one application session. It also makes it possible to link the recordings to reconstruct the player's actions. E.g.: for a HTTP application session, this can be the session identifier (Cookie). When the event is sent with the balise < Supervision/> this field takes a unique standardised value (e.g. "0-sys") since the event does not come from a game session of the player.

IDCoffer

Optional, unique. Mandatory: Safe identifier for the operator: the first safe of the operator starts at 1, the second at 2, etc. This information is mandatory if the operator has several boxes. The value of this entity is set by the safe itself.

Supervision

Optional, unique. The presence of this tag indicates that the event was transmitted at the initiative of the operator without payment by the player. This tag is used with certain events in specific contexts.

By contrast, his absence indicates that the player is at the origin of the act generating the event or that he has paid it at least.

As the principle is that events must be transmitted immediately to the boot, the balise < Supervision/> makes it possible to distinguish between events that have been generated by the platform and those that are a direct consequence of an action by a player.

A table setting out the different use cases of the balise < Supervision/> and examples are given in the Annex (Part IV).

11.2.2 Events for identifying points of sale, time-barring and declaring symbolic currencies

Presentation of the event

For events relating to points of sale (OUVPOINTDEVENTE, MODIFPOINTDEVENTE and CLOTUREPOINTDEVENTE), time-barring (LOTCLATURE) and reporting of symbolic currencies (TYPEMONNAIE), not all fields in the previous header are relevant. Thus, for these events, and only these events, the header is reduced to the following data.

Structure of the registration in XML format

Header common to all gaming events				
XML entity	Min	Max	Type	Description
IDOper	1	1	Operator	Operator identifier
DateEvt	1	1	date-yyymmddhhmmss	Date of the event
IDEvt	1	1	nonNegativeInteger	Event ID
IDCoffer	<u>0</u> 1	1	nonNegativeInteger	Safe ID

Description

IDOper

Mandatory, unique. Four-digit operator identifier provided by the ANJ (it is guaranteed unique by the ANJ between the different operators). IDOper must be identical between the different boxes of the operator.

It should be noted that operators with both an online and an account activity under exclusive rights may be assigned different operator identifiers for each of these activities so that they can be clearly distinguished.

DateEvt

Mandatory, unique. Date and time of the game event to the nearest second (UTC). DateEvt is generated by the sensor.

IDEvt

Mandatory, unique. Game event identifier specific to each safe of the operator. It must be generated in ascending order (the first event starts at 0), incremented as a meter. The safe must guarantee its uniqueness and the continuity of its sequencing.

IDCoffer

Optional, unique. Safe identifier for the operator: the first safe of the operator starts at 1, the second at 2, etc. This information is mandatory if the operator has several boxes. The value of this entity is set by the safe itself.

11.3 List of game data types per family

Reminder of legislative and regulatory provisions

Law 2010-476 of 12 May 2010 on the opening up to competition and regulation of the online gambling sector (hereinafter Law No 2010-476)

Article 38

1 .- Permanent monitoring of the activity of licensed online gambling or betting operators and of the activity of the operator holding exclusive rights for its online lottery activity shall be carried out by the National Gaming Authority in order to ensure compliance with the objectives set out in Article L. 320-3 of the Internal Security Code. To this end, operators shall make available to the National Authority on a permanent basis data sets on:

1° the identity of each player, his address and address on an online public communication service;

2° the account of each player, including its opening date, and the details of the payment account referred to in the last paragraph of Article 17;

3° gaming or betting events and, for each player, associated transactions and any other data contributing to the formation of the balance of the player account;

4° events relating to the development and maintenance of the game hardware, platforms and software used.

[...]

II.-Supervision of the activities of operators holding exclusive rights in respect of their activity in a physical distribution network is carried out by the National Gaming Authority in order to ensure compliance with the objectives of the gaming policy set out in Article L. 320-3 of the Internal Security Code.

To this end, operators shall make available to the National Authority on a permanent basis data sets on:

1° for identified players:

The identity of each player, his address and address on an electronic communications service to the public;

The account of each player, including its opening date, and the details of the payment account referred to in the last paragraph of Article 17;

Gaming or betting events and, for each player, associated transactions and any other data contributing to the formation of the balance of the player account;

2° events relating to the development and maintenance of game hardware, platforms and software used;

3° evaluation of the control policy put in place at the point of sale, in particular with regard to the objective of protecting minors;

4° the reports and results of checks carried out on private persons operating lottery games, sports betting and horse-race betting recording stations and their compliance with their obligations. Where they identify a serious failure by one of those persons to comply with their legal or regulatory obligations, they shall inform the Authority thereof without delay. The Commission communicates this information to the ministers responsible for the budget and the interior;

5° quarterly reports on the operation of games under exclusive rights. An order of the Minister responsible for the budget, adopted on a proposal from the Authority, approves the template for the dashboard of this quarterly report.

Decree No 2010-518

Article 30

The data that the operator is required to make available to the National Authority for games in complete or aggregated form, for players on account, relate to:

1° any information held by the operator concerning each player, including the following information: surname of birth, forenames, sex, date and place of birth, e-mail address, date of opening of the player account and, where applicable, postal address of the place of residence, identifier allowing access to the player account, reference of the payment

account as referred to in the last paragraph of Article 17 of the abovementioned Law of 12 May 2010, to which the operator will transfer, where appropriate, the player's assets;
 2° account transactions carried out by players;
 3° gaming operations carried out by players and any data contributing to the formation of the balance of the player account;

11.3.1 Player account (CJ)

TYPE OF REGISTRATION	MEANING
Account opening	
OUVINFOPERSO	Entry of details of personal information (pseudo, identity and address)
CPTEREF	Recording of payment account references
PREFCPTE	Entry of preferences is a player account
OKCONDGENE	Acceptance of the General Terms and Conditions
CPTEIDENTITE	Validation of the identity of the player
CPTEADRESSE	Validation of the player's address
MR OUVOK-RME	Player account confirmation
ACCESREFUSE	Refusal of access to the gaming platform for an identified player
Modification of account settings	
MODIFINFOPERSO	Modification of the details of personal information
PREFCPTE	Modification of the player account preferences (Idem account opening)
AUTOINTERDICTION	Self-prohibition of the player
OKCONDGENE	Acceptance of general terms and conditions (same as account opening)
LIMITMISE	Restrictions on player stakes
Account Closure	
CLOTUREDEM	Account Closure Request
Financial movements in the account (excluding stakes and gains)	
CPTEALIM	Payment of a sum into the player account (irrespective of the means used)
CPTEABOND	Movement of feed from the operator on the remaining compartment (or abundance of the balance compartment)
CPTERETRAIT	Withdrawal of a sum of money, <u>partial or total, from the player account to the payment account</u> or of the full amount from the player account to the payment account
CPTEALIMOPE	Movement of feed from the operator on the bonus compartment (or abundance of bonus compartment)
CPTEAJUSTOPE	Adjustment movement from the operator
ACHATMONNAIE	Player's purchase of values in a symbolic currency
Assignment of lots in kind	
LOTNATURE	Award to the player of a lot in kind by the operator.

11.3.2 Date of limitation

TYPE OF REGISTRATION	MEANING
<u>LOTCLTURE</u>	<u>Date of limitation</u>

11.3.3 Declaration of a symbolic currency

TYPE OF REGISTRATION	MEANING
TYPEMONNAIE	Declaration of a symbolic currency

11.3.4 Identification of points of sale

TYPE OF REGISTRATION	MEANING
Opening of a point of sale	
OVPOINTDEVENT	Declaration of a new point of sale for the gaming activity under exclusive rights
Change in point of sale information	
MODIFPOINTDEVENTE	Change in the details of the point of sale information
End of point of sale	
CLOTUREPOINTDEVENTE	Closure of a point of sale

11.3.5 Sports betting

Type of approval: Sports Paris (PS)

TYPE OF REGISTRATION	MEANING
PASPMISE	Placing on a sports betting
PASPGAIN	Gain on sports betting
PASPANNUL	Cancellation of a sports betting
Specific case of the Fantasy League	
FAINSCRIT	Registration to participate in a "Fantasy League"
FAJEU	Composition of one or more selections of the Fantasy League
FABILAN	Balance sheet following the resolution of the betting (s)
FAGAIN	Intermediate gain
FAACHAT	Purchase of a gaming 'advantage' during a Fantasy League
FAANNUL	Cancellation of a 'Fantasy League'

11.3.6 Horse Paris

Type of approval: Horse Paris (PH)

TYPE OF REGISTRATION	MEANING
PAHIMISE	Placing on a horse betting
PAHIGAIN	Gain on horse betting
PAHIANNUL	Cancellation of a horse betting

11.3.7 Poker

Type of approval: Circle Games (JC)

TYPE OF REGISTRATION	MEANING
POINSCRIT	Registration of a participant in a circle game
POJEU	Running of a part during a circle game
POBILAN	Financial balance sheet of a circle game
POACHAT	Purchase during play
POGAIN	Gain in play
POANNUL	Cancellation of a participation

II.3.7 Lottery

TYPE OF REGISTRATION	MEANING
LOTIMISE	Placing on a pulling set
LOTIGAIN	Gain on a drawing game
LOTIBILAN	Balance sheet on a drawing game
LOTIANNUL	Cancellation of a play on a pulling game
LOJIMISE	Placing on an instant game
LOJIGAIN	Gain on instant game
LOJIBILAN	Stocktaking of an instant game
LOJIANNUL	Cancellation of a game on an instant game

II.4 Events relating to the operation of the player account

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 30

The data that the operator is required to make available to the National Authority for games in complete or aggregated form, for players on account, relate to:

1° any information held by the operator concerning each player, including the following information: surname of birth, forenames, sex, date and place of birth, e-mail address, date of opening of the player account and, where applicable, postal address of the place of residence, identifier allowing access to the player account, reference of the payment account as referred to in the last paragraph of Article 17 of the abovementioned Law of 12 May 2010, to which the operator will transfer, where appropriate, the player's assets;

2° account transactions carried out by players;

3° gaming operations carried out by players and any data contributing to the formation of the balance of the player account;
[...]

11.4.1 Opening of accounts

When opening an account, the player must:

- provide personal information;
- accept the general terms and conditions of the site.

The corresponding events must be sent simultaneously to the boot when the player validates his registration on the site and accesses his player account, the entry here being understood to mean the opening of the provisional account if the electronic identification means defined in points 1 and 2 of Article R. 561-5-1 of the Monetary and Financial Code are not used.

These events should not be sent to the boot before the entry is validated to avoid the recording of accounts that are not likely to have an activity.

II.4.1.a

Personal information – OUVINFOPERSO

Reminder of legislative and regulatory provisions

Article 17 of Law No 2010-476

I.- The undertaking applying for the authorisation referred to in Article 21 and, for the purpose of operating online lottery games, the legal person referred to in Article 137 of Law No 2019-486 of 22 May 2019, shall specify the arrangements for accessing and registering on their website any player and the means by which they can ascertain the identity of each new player, his age, his address and the identification of the payment account into which his assets are transferred. Undertakings holding exclusive rights shall specify the arrangements for access to and registration of any player's account in a physical distribution network and the means of ensuring the identity of each new player, his age, his address and the identification of the payment account into which his or her assets are transferred.

Decree No 2010-518

Article 2

Where a person applies for the opening of a player account with an authorised online gambling or betting operator or an operator with exclusive rights, that operator shall, prior to the opening of that account, request that person:

1° to inform them of their surname, first names, date and place of birth and postal address. In addition, the operator may ask the person requesting the opening of an account to provide him with an email address.

Communication of the postal address of the player's domicile is not required when opening a player account in a physical distribution network with an operator with exclusive rights, subject to the provisions of Article R. 561-5-3 of the Monetary and Financial Code;

[...]

Replies to the requests listed in 1° to 3° are mandatory. The operator shall refuse the opening of an account to any person who has not provided him with all the information required above. He also refuses to open an account to any person who is a minor or subject to a gaming ban pursuant to Article L. 320-9-1 of the Internal Security Code.

Monetary and Financial Code

Article R 561-5-3

For the purposes of applying point 2 of point I of Article L. 561-5, and by way of derogation from Article R. 561-5-2, where the measures provided for in points 1 to 3 of Article R. 561-5-1 cannot be implemented:

[...]

2° the persons referred to in point 9 of Article L. 561-2 and those referred to in point 9a for their games and bets in the physical distribution network accessible without a player account shall verify the identity of their client by asking him to provide a copy of a valid official document containing his photograph and proving his identity and date of birth. They shall also verify its address and, where their customer wishes to feed his account or receive his assets by transfer, carry out such transactions only from or to a single payment account opened in his name by the player with a payment service provider established in a Member State of the European Union or in a State party to the Agreement on the European Economic Area or in a third country imposing equivalent obligations in relation to anti-money laundering and countering the financing of terrorism.

Presentation of the event

The OUVINFOPERSO event finds that the player has entered the identification details when the registration form is entered. It appears after validation of the information entered by the player on the game platform (verification of the syntax and the consistency of the data entered).

In terms of kinematic, the OUVINFOPERSO event is the first event in the life of a player account: it must precede any other record, in terms of date and sequence number, for the same player identifier.

Structure of the registration in XML format

OUVINFPERSO				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Login	1	1	rigor-64	Identifier used for the connection to the player's account
Pseudo	01	1	rigor-64	Pseudonym used by the player
Name	1	1	rigor-64	Surname of the player at birth
Mr PRENOM	1	2	rigor-256	First names of the player
Civilite	1	1	Civilian	Civility of the player
Daten	1	1	date-yyammdd	Date of birth of the player
VilleN	1	1	rigor-64	City of birth of player
DptN	1	1	Department	Player's birth department
PaysN	1	1	rigor-64	Country of birth of player
Ad	0	8	rigor-256	Player's postal address
CP	0	1	Postal	City postal code
City	0	1	rigor-64	City of postal address
Countries	0	1	rigor-64	Country of postal address
TelFixe	0	1	rigor-32	Telephone number – landline
TelMob	0	1	rigor-32	Telephone number – mobile
Email	1	1	rigor-64	Email address
Test	0	1	Empty beacon	Indicates whether this account is a test account created by the operator
Info	0	1	string	Additional information

Civilian	
Sub type	Constraints
string	The character string shall be equal to one of the following: 'M', 'Ms' denotes 'Mr' or 'Ms' respectively.

Department	
Sub type	Constraints
string	<p>String of characters between 2 and 3 characters. The chain may contain the format of a French department, or the default value '99' in the case of a foreign territory.</p> <p>Regex: [0-9] [0-9AB] [0-9]?</p> <p>An example: 59 for the department of Nord, 2A for the department of Corse-du-Sud, 971 for the overseas department of Guadeloupe, 99 for Belgium.</p>

Postal	
Sub type	Constraints
string	<p>String of characters with a size of 5 characters. The channel may contain the format of a French postal code or the official geographical code of a foreign territory.</p> <p>Regex: ((([0-8] [0-9AB]) (9 [0-9AB])) [0-9] ET AL.</p> <p>An example: 21000 for the postcode of the city of Dijon, 99350 for Morocco.</p>

Description

Login

Mandatory, unique. Identifier used by the player to connect to the account. This identifier is unique and allows the user to be identified. This Login identifier may, for example, be used to fill in the IDJoueur field of the header of the game data, but in this case cannot be subject to subsequent modification by the player. An example: the email address can be used as an identifier.

Pseudo

Obligatoire, unique. Mandatory if pseudonym is used by the player. Pseudo is generally used to represent players in part of poker. The player thus sees the pseudonym of the other players on the table. Depending on how the game platform operates, the pseudonym can be changed by the player during the lifetime of the account.

Name

Mandatory, unique. Surname at birth of the player (surname and not customary name, the first being that used for the procedure for questioning the file of prohibited gaming).

Mr PRENOM

Mandatory, multiple. First names of the player. The first occurrence must include the player's first first name, that is to say, the one on the basis of which the operator queries the prohibition of gaming. The second occurrence includes the other forenames declared by the player, separated by a space. Note: the multiple character of this entity naturally does not presuppose multiple entries for the first name field of the registration form: it is intended only to isolate the first name of a player, in order to clarify the parameters on the basis of which the operator makes his queries from the file of prohibited gaming.

Civilite

Mandatory, unique. Civility of the player.

Daten

Mandatory, unique. Date of birth of the player.

VilleN

Mandatory, unique. City of birth of player.

DptN

Mandatory, unique. Player's birth department.

PaysN

Mandatory, unique. Country of birth of the player.

Ad

Optional, multiple. Postal address of the player. 8 lines of 256 characters are available.

Note: The multiple character of this entity does not presuppose multiple entries for the postal address field of the registration form. This field is **mandatory** for online players but it is optional for players with exclusive rights only. However, this field must be filled in when the account is confirmed. It may be sent with the MODIFINFOPERSO event (see section II.4.8.a).

CP

Optional, unique. Postal city code of the player's postal address. This field is **mandatory** for online players but it is optional for players with exclusive rights only. However, this field must be filled in when the account is confirmed. It may be sent with the MODIFINFOPERSO event (see section II.4.8.a).

City

Optional, unique. City of player's postal address. This field is **mandatory** for online players but it is optional for players with exclusive rights only. However, this field must be filled in when the account is confirmed. It may be sent with the MODIFINFOPERSO event (see section II.4.8.a).

Countries

Optional, unique. Country of the player's postal address. This field is **mandatory** for online players but it is optional for games on account only under exclusive rights. However, this field must be filled in when the account is confirmed. It may be sent with the MODIFINFOPERSO event (see section II.4.8.a).

TelFixe

Optional, unique. Player's landline telephone number.

TelMob

Optional, unique. Player's mobile phone number.

Email

Mandatory, unique. Player's e-mail address.

Test

Optional, unique. Allows the identification of an operator's test account.

Info

Optional, unique. Free additional information of interest.

Additional comments:

- 1: The ID player ID and the date and time of recording are therefore present in the header. are not included in the description above.
- 2: On the game site or application, information such as the Login must be selected and validated as soon as: first step in the account creation process so that it can be entered in the registration together with the identity information.
- 3: Information can be entered in several steps (web pages separated by a click type)
 - next step"). However, registration is done in a single time when all data have been entered and validated (e.g. information display page for validation).
- 4: The operator can choose to have different IDJoueur, Login and Pseudo fields. The Login and the Pseudo are attached to an IDJoueur: the latter is invariable from creation to closing the player's account.

An illustrative example of the event can be found in the Annex (Part IV.2.1).

II.4.1.b Acceptance of the general terms and conditions of the site – OKCONDGENE

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 2

Where a person applies for the opening of a player account with an authorised online gambling or betting operator or an operator with exclusive rights, that operator shall, prior to the opening of that account, request that person:

[...]

2° to certify that it has become aware of and accepts the regulation laying down general terms and conditions governing the offer of games or betting, and that acceptance must be renewed each time the regulation is amended;

3° if it consents to the personal data it entrusts to the operator being used for commercial prospecting purposes.

The request provided for in point 3 must be separate from that referred to in point 2. The operator shall inform the person in advance of the purpose of those uses.

Replies to the requests listed in 1° to 3° are mandatory. The operator shall refuse the opening of an account to any person who has not provided him with all the information required above. He also refuses to open an account to any person who is a minor or subject to a gaming ban pursuant to Article L. 320-9-1 of the Internal Security Code.

Article 3

Prior to the verifications provided for in Article 4 provided for in Article 5, only a temporary player account may be opened which does not allow the holder to order the repayment, even in part, of the credit balance of that account into his payment account.

The operator proposing the opening of a provisional account shall inform the player requesting the opening of such an account of its operating conditions. Where the player requests the opening of a provisional account, the operator shall ask the player to explicitly accept these operating conditions.

Presentation of the event

The user accepts the general terms and conditions of use of the site and the game regulations of the site.

In terms of kinematic, the first occurrence of this OKCONDGENE event must be concomitant with the OUVINFOPERSO event and must precede any gaming event, food, withdrawal, etc.

However, this event may be renewed whenever the general conditions of use and/or the rules governing the game are amended: it is mandatory at the opening of the account and is then repeated when the platform, for example, changes its terms and induces acceptance of the new terms to its customers, or when the operator adds a new licence to its offer and

offers it to existing player accounts.

Structure of the registration in XML format

OKCONDGENE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Info	0	1	string	Additional information

Description

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.2.2).

II.4.2 Moderators and repayment threshold – PREFCPTÉ

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 16

The operator shall ask the player requesting the opening of a player account to regulate his gaming capacity by fixing, before his first cash deposit, the maximum total amount of deposits which he may make over a period of seven days and, before his first release, the maximum total amount of the stakes which he may commit over a seven-day period.

The player may change these limits at any time by means of an easily accessible device. In the event of an increase, the change shall take effect at the earliest within 48 hours of its seizure by the player. In the event of a decrease, the amendment shall have immediate effect.

Article 16-1

For online circle games, the actual gaming time is the cumulative time spent by a player at a gaming table from the distribution of the cards of the first party in which he participates until he leaves the table.

Before a participant in an online circle game is first placed, the operator asks the player to control his gaming capacity by setting an effective gaming time limit. No gaming can be carried out until the player has set this limit, which cannot be predefined by the operator.

This limit shall apply immediately to the cumulative actual gaming time per seven-day period.

The operator shall display at all times an actual gaming time counter already performed during the period in question. He warns the player that this limit will soon be reached by displaying an alert message when 75 % of his gaming time has elapsed or at the latest 30 minutes before the deadline, and then again ten minutes before it.

Where the gaming time limit fixed by the player is reached during part of a cash game within the meaning of Article 1 (1) (II) of Decree No 2016-1326 of 6 October 2016 on the categories of class games referred to in Article 14 (II) of Law No 2010-476 of 12 May 2010, the player may no longer, from the end of the hand, carry out gaming operations until the end of the period referred to in the third subparagraph.

Where the gaming time limit fixed by the player is reached during a tournament or after registration at a tournament for which the player has paid an entrance fee, the player may no longer, at the end of that tournament, carry out gaming operations until the end of the period referred to in the third subparagraph.

The player may change that limit at any time until the first warning provided for in the fourth subparagraph. When it increases it, the change shall take effect at the earliest within 48 hours of its seizure by the player. When it decreases, the amendment shall have immediate effect.

Article 17

Immediately after carrying out the verification of the identity of the player provided for in Article 4, the operator shall ask the player to determine an amount above which the available credits entered in his player account and exceeding that amount shall be returned to his payment account.

If the operator is unable to carry out this return because he has been unable to carry out the checks provided for in Article 5, the operator shall immediately inform the player.

The player must be able to change this amount at all times by means of an easily accessible device.


The term moderator refers to the different devices of limits and thresholds to be set by players.

Presentation of the event

Each player must set limits on his account.

The operator must offer the player the following moderators:

- a limit on deposits that can be realised over a rolling seven-day period. This ceiling must be set before the first deposit;
- a ceiling on the stakes that may be made in a rolling period of seven days. This ceiling must be fixed before the first entry;

- 
 an amount above which amounts exceeding that amount are automatically transferred to the payment account. This moderator must be defined after verification of the identity of the player;
- an effective gaming time limit for circle games. This limit must be fixed before the first placing in the category 'set of circles'.

Structure of the registration in XML format

PREFCPTE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Account	0	1	Account	Conditions for automatic withdrawal for repayment to the payment account
MiseMax	0	5	MiseMax	Conditions of the delivery moderator
DepotMax	0	1	nonNegativeDecla	Deposit moderator
TempsMax	0	1	nonNegativeInteger	Game time moderator (poker)
DateDebut	1	1	date-ymdhmss	Date from which the moderator is effective
Info	0	1	string	Additional information

Description

Account

Optional, unique. Conditions for automatic withdrawal for repayment to the payment account.

MiseMax

Optional, multiple. Conditions of the delivery moderator. These fields must be filled in as many times as there are moderators defined by the player.

DepotMax

Optional, unique. Maximum amount of supply to the account over a seven-day rolling period.

TempsMax

Optional, unique. Maximum time, in minutes, that the player agrees to spend on the circle games over a rolling period of 7 days.

DateDebut

Mandatory, single. Date in UTC format from which the moderator is effective.

Info

Optional, single. Free additional information of interest.

Structure of the registration in XML format

Account				
XML entity	Min	Max	Type	Description
Min	0	1	nonNegativeDecla	Minimum ceiling of the account (sum remaining after automatic withdrawal)
Max	0	1	nonNegativeDecla	Maximum ceiling of the account

Description

Min

Optional, unique. Minimum amount to be kept in the player's account.

Max

Optional, unique. Amount triggering an automatic transfer to the payment account.

Structure of the registration in XML format

MiseMax				
XML entity	Min	Max	Type	Description
Amount	1	1	nonNegativeDecla	Delivery moderator
TypeAct	1	1	string	Accreditation associated with the

Description

Amount

Mandatory, unique. Maximum amount of stakes committed over a rolling period of 7 days.

TypeAct

Mandatory, unique. Type of activity associated with the stakes limit. This field may take the following values:

- “—PS’ for sports betting activities;
- “—PH’ for horse-race betting activities;
- “—PO’ for poker related activities;
- “—LO’ for activities related to lottery games.

This field may take several values if the stakes moderator is associated with all operator activities.

Additional comments:

- 1: This recording must be made when the player first seizes a moderator and any change in his preferences.
- 2: Registration is organised into data groups. The composition of the registration depends on moderators put in place for the operator and how the input is organised on its site (input by different pages). Several data can therefore either be grouped in one record or give rise to more than one record.

An illustrative example of the event can be found in the Annex (Part IV.2.3).

II.4.3 Confirmation of the identity of the player – CPTEIDENTITE

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 4

I . Verification of the identity of any person applying for the opening of a player account with an authorised online gambling or betting operator or an operator with exclusive rights may be carried out using the electronic identification means defined in points 1 and 2 of Article R. 561-5-1 of the Monetary and Financial Code.

II .-In the absence of such means of identification, any person applying for the opening of a player account with an authorised online gambling or betting operator or an operator holding exclusive rights shall, within a maximum of 30 days of the request for account opening, communicate to that operator a copy of his national identity card, passport, driving licence, residence permit or valid residence card proving his identity and date of birth.

Article 12

The player may rectify his/her personal information.

Where the rectification concerns the information relating to his civil status or postal address referred to in Article 2 (1), the player shall, within thirty days of that rectification, communicate to the operator the supporting documents required by Article 4. If, by the expiry of that period, those documents have not been communicated to the operator, the operator shall disable the account. If, within sixty days of the correction of information, those documents have not been communicated to the operator, the operator shall close the account in accordance with the conditions laid down in Articles 8 and 9.

In the event that the operator finds a discrepancy between the information entered by the player and the supporting documents supplied as a result of a clerical error in the seizure, he shall inform the player without delay and propose that that information be corrected within seven days of that warning. The player may either rectify the information initially entered himself by accessing his account or give his consent to the operator to carry out the necessary rectification. In the latter case, the player must validate the rectification on his next connection to his account. If no correction is made, the operator shall close the account without delay.

Presentation of the event

After opening his account, the operator must verify the identity of the player either by using the means of identification provided for in Article R 561-5-1 of the CMF or by verifying the identity document which the player must send to him within 30 days.

As soon as this verification is carried out and the match with the data provided by the player is established, the operator shall send the CPTEIDENTITE event which attests to this verification.

This event is sent to the boot without payment from the player, including the balise < Supervision/> in the header.

Note:

This event must be sent to the boot even if the identity check occurs when the player account has been deactivated or closed.

Structure of the registration in XML format

CPTEIDENTITE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Nature Verification	1	1	string	Nature of the verification (documentary or electronic)
Info	0	1	string	Additional information

Description

Nature Verification

Mandatory, unique. Specify the nature of the verification carried out. The possible values of the field are:

- 'Piecidentite' where the identity of the player has been verified on the basis of one of his or her identity documents (identity card, passport, driving licence, residence permit or residence card);
- 'Electronic' where the verification of the identity of the player is based on electronic means of identification.

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.2.4).

II.4.4 Confirmation of address – CPTEADRESSE

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 4

I .-The identity of any person applying for the opening of a player account with an authorised online gambling or betting operator or an operator with exclusive rights may be verified using the electronic identification means defined in points 1 and 2 of Article R. 561-5-1 of the Monetary and Financial Code.

II .-In the absence of such means of identification, any person applying for the opening of a player account with an authorised online gambling or betting operator or an operator holding exclusive rights shall, within a maximum of 30 days of the request for account opening, communicate to that operator a copy of his national identity card, passport, driving licence, residence permit or valid residence card proving his identity and date of birth.

Within that period, the player shall be required to prove his or her domicile by one of the following two means:

1° the communication of a document proving the postal address of his or her home, including a rent receipt, a water, gas, electricity, internet or telephone invoice or its latest tax assessment or non-taxation notice;

2° the entry of an activation code notified to him by the operator at the postal address of his domicile.

Presentation of the event

The player has 30 days after registration to prove his home address either by providing the operator with a supporting document or by entering the activation code which the operator has sent to him by post.

If the address is checked on the basis of proof of residence, the CPTEADRESSE event is sent to the boot with the balise < Supervision/> in the header.

If it is done by entering the activation code, the event is sent without balise < Supervision/'>.

Note:

This event must be sent to the boot even if the address is checked when the player account has been disabled or closed.

Structure of the registration in XML format

CPTEADRESSE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Info	0	1	string	Additional information

Description

Info

Optional, single. Free additional information of interest.

Illustrative examples of the event can be found in the Annex (Part IV.2.5).

11.4.5 Account Confirmation – OUVOKde RME

Presentation of the event

Following the transmission of the necessary parts by the player and their verification by the operator, the account can be validated.

This event is sent to the boot by the operator, including the balise < Supervision/>, when the latter changes the status of the non-confirmed to confirmed account.

Structure of the registration in XML format

MR OUVOK-RME				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Info	0	1	string	Additional information

Description

Info

Optional, unique. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.2.6).

11.4.6 Payment account references – CPTEREF

Reminder of legislative and regulatory provisions

Law No 2010-476

Article 17

[...] VI. The assets of the holder of a player account with the operator may be transferred to a single payment account opened by the player with a payment service provider established in a Member State of the European Union or a State party to the Agreement on the European Economic Area which has concluded an agreement with France containing an administrative assistance clause to combat tax evasion and avoidance. The transfer of these assets can only be made by transfer to this payment account.

Decree No 2010-518

Article 5

The transfer of the assets of the online player account to the payment account of its holder may not take place until the operator has received a document containing the details of the payment account, referred to in Article 17 (VI) of the Law of 12 May 2010, certifying that it is opened in the name of the player.

Presentation of the event

The document showing the details of the payment account, opened in the name of the holder of the player account and meeting the conditions laid down in Article 17 of the Law of 12 May 2010, must be submitted before any withdrawal. The corresponding event must be sent as soon as it is validated by the operator.

Structure of the registration in XML format

CPTEREF				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
PspCib	1	1	CIB	Interbank code (CIB) associated with the payment service provider by the ACPR
PspLib	1	1	rigor-256	Name associated with the payment service provider
PspCpteRef	0	1	rigor-256	Account reference (if different from IBAN)
PspIban	0	1	IBAN	Account reference (if IBAN)
Info	0	1	string	Additional information

Description

PspCib

Mandatory, unique. Unique identifier of the payment service provider. This code, known as CIB, is assigned by the ACPR and can be found on the website <https://acpr.banque-france.fr>. The CIB code is an enrichment data and is therefore entered by the sensor. For establishments which do not have a code assigned by the ACPR but meet the conditions of Article 17 of the Law of 12 May 2010, the CIB field must be entered with the value '00000'.

PspLib

Mandatory, unique. Name associated with CIB code: it may be a wording determined by the gaming platform or, by default, the wording associated by the ACPR with the CIB. The reference format shall be specific to the payment service provider.

PspCpteRef

Optional, unique. Payment account reference at the payment service provider, if different from IBAN: the reference format shall be specific to the payment service provider.

PspIban

Optional, unique. Payment account reference at the payment service provider, in the case of IBAN. The format is defined in ISO 13616 and must be followed.

One or other of the PspCpteRef and PspIban entities must be included in the event.

Info

Optional, single. Free additional information of interest.

Note: Any change to the payment account references must be brought to the attention of the ANJ by transmission of a new CPTEREF record before any transfer to the new account

Illustrative examples of the event can be found in the Annex (Part IV.2.7).

11.4.7 Refusal of access – ACCESREFUSE

Presentation of the event

Refusal of access means that the player has correctly entered his/her login/password but cannot access the functions of the online game site. This event must therefore be generated if and only if the player is correctly authenticated – the opening of an application session is indeed a prerequisite for the IDJoueur entity to be properly informed in the event.

In particular, the generation of an ACCESREFUSE event for an authentication error (e.g.: incorrect password) is formally forbidden.

Several situations may lead to a refusal of access:

- refusal to open a session because the account was closed because the supporting documents were not received at the end of the regulatory deadline or because the supporting documents sent were rejected;
- refusal opening a session because the player is included on the list of prohibited games,
- refusal opening a session because the player has been banned from playing;
- refusal opening a session because the account is closed.

Structure of the registration in XML format

ACCESREFUSE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
CauseRefus	0	1	string	Reason for refusal
TypeRefus	1	1	rigor-1024	Type of reason for refusal
Info	0	1	string	Additional information

Description

CauseRefus

Optional, unique. Message indicating the reason for the refusal as indicated to the player. This field is mandatory when the values in the TypeRefus field are 'OpVerrouille', '~~Cloture~~' and 'Other'.

TypeRefus

Mandatory, unique. Specify the category of refusal, if applicable. The possible values of the field are:

- DelaiIdentite, where the supporting documents have not been received by the end of the deadline regulatory;
- 'RejetIdentite', where the supporting documents sent are rejected;
- 'Prohibited' when the player is included in the list of prohibited games;
- 'AutoInterdit' when the player has temporarily excluded himself from playing;
- 'Lock' when the player's account is deactivated by the operator (when the player makes too much incorrect connection attempts, for example~~when the player fails to transmit his parts within the prescribed time limit, for example~~);
- 'OpVerille' when the player's account has been locked by the operator (for suspicion from fraud or money laundering, for example). The reason for locking is then specified in the entity CauseRefus;
- 'Close-up' when the account is closed at the initiative of the player;
- 'Other' in other cases. The nature of the refusal is then specified in the CauseRefus entity.

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.2.8).

II.4.8.a Rectification of personal information – MODIFINFOPERSO

Reminder of legislative and regulatory provisions**Decree No 2010-518****Article 4**

In the event that the operator finds a discrepancy between the information entered by the player and the supporting documents supplied as a result of a clerical error in the seizure, he shall inform the player without delay and propose that that information be corrected within seven days of that warning. The player may either rectify the information entered himself by accessing his account or give his consent to the operator to carry out the necessary rectification. In the latter case, the player must validate the rectification on his next connection to his account. If no correction is made, the operator shall close the account without delay.

Article 12

The player may rectify his/her personal information.

Where the rectification concerns the information relating to his civil status or postal address referred to in Article 2 (1), the player shall, within thirty days of that rectification, communicate to the operator the supporting documents required by Article 4. If, by the expiry of that period, those documents have not been communicated to the operator, the operator shall disable the account. If, within sixty days of the correction of information, those documents have not been communicated to the operator, the operator shall close the account in accordance with the conditions laid down in Articles 8 and 9.

In the event that the operator finds a discrepancy between the information entered by the player and the supporting documents supplied as a result of a clerical error in the seizure, he shall inform the player without delay and propose that that information be corrected within seven days of that warning. The player may either rectify the information initially entered himself by accessing his account or give his consent to the operator to carry out the necessary rectification. In the latter case, the player must validate the rectification on his next connection to his account. If no correction is made, the operator shall close the account without delay.

Presentation of the event

The player account information can be changed after an account has been opened.

A change in the personal details, whether online or offline (i.e. by the operator), must result in the calculation of a new record of the player's < HashJoueur > and a new query of the file of the prohibited persons.

If the operator finds that there is a discrepancy between the information entered by the player and the supporting documents transmitted, and that discrepancy is the result of a clerical error in the seizure, the player has the right to rectify personal data, in accordance with the procedure described in Decree No 2010-518, and may therefore rectify or have the operator correct the personal information concerning him.

Any modification or rectification of the account information must be recorded in the storage medium.

Depending on the player's choice, the correction of personal details may be initiated by the operator and transmitted without the player's acquittal. In this case, the balise < Supervision/> must be present in the header. Following this 'supervised' transmission, the operator may also present the MODIFINFOPERSO to the player for validation, which will lead to a 2th transmission, which will then be 'not supervised'.

Only changes to items under the OUVINFOPERSO record are likely to generate the MODIFINFOPERSO event. For changes in moderators or payment account references as well as for the acceptance of new terms and conditions, the corresponding events should be used.

Structure of the registration in XML format

MODIFINFOPERSO				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Login	1	1	rigor-64	Identifier used for the connection to the player's account
Pseudo	1	1	rigor-64	Pseudonym used by the player
Name	1	1	rigor-64	Surname of the player at birth
Mr PRENOM	1	2	rigor-256	First names of the player
Civilite	1	1	Civilian	Civility of the player
Daten	1	1	date-yyammdd	Date of birth of the player
VilleN	1	1	rigor-64	City of birth of player
DptN	1	1	Department	Player's birth department
PaysN	1	1	rigor-64	Country of birth of player
Ad	0	8	rigor-256	Player's postal address
CP	0	1	Postal	City postal code
City	0	1	rigor-64	City of postal address
Countries	0	1	rigor-64	Country of postal address
TelFixe	0	1	rigor-32	Telephone number – landline
TelMob	0	1	rigor-32	Telephone number – mobile
Email	1	1	rigor-64	Email address
Test	0	1	Empty beacon	Indicates whether this account is a test account created by the operator
Info	0	1	string	Additional information

Description

See the description of OUVINFOPERSO (point II.4.1.a)

An illustrative example of the event can be found in the Annex (Part IV.2.9).

11.4.8. b Change of preferences

The registration 'PREFCPTE' should be used.

11.4.9. c Acceptance of new terms and conditions

The registration 'OKCONDGENE' should be used.

11.4.10. Self-ban statement of player – AUTOINTERDICTION

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 18

The operator shall at all times make available to the player in an easily accessible manner a device enabling him to request his or her exclusion from the game.

The player shall determine the duration of his or her exclusion, which shall not be less than 24 hours or more than 12 months.

When the player requests his or her exclusion from the game, it shall have immediate effect.

If a player requests the closure of his account during a period of self-exclusion, he may not open a new account for the remaining period of that exclusion.

Presentation of the event

A player may be forbidden/excluded for a minimum of 24 hours to a maximum of 12 months from access to the game. This self-exclusion prevents the account holder from committing stakes but does not prevent access to his player account. Attempts to access gaming functions must be denied to the player and generate an ACCESREFUSE event, together with the reason for the 'AutoInterdit' refusal.

Structure of the registration in XML format

AUTOINTERDICTION				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
DateModif	1	1	date-yymdhmss	Date on which the application for self-prohibition was taken into account
Duration	1	1	nonNegativeInteger	Duration of self-prohibition
Unite	1	1	string	Unit of the duration of the self-ban
DateFin	1	1	date-yymdhmss	End date of self-prohibition
Info	0	1	string	Additional information

Description

DateModif

Mandatory, unique. Date on which the application for self-prohibition was taken into account. The self-prohibition shall have immediate effect: this date should therefore correspond, to the nearest minute, to the date of the event. The date of the event is in UTC format, so it is likely to differ from the date displayed to the player, depending on its location.

Duration

Mandatory, unique. Period of exclusion during which the self-exclusion applies.

In accordance with the arrangements laid down by the operator in the general conditions of use, this period may be offered to the player in days, weeks, months or years.

Unite

Mandatory, unique. Unit of the duration of self-prohibition chosen by the player. The possible values of the field are: 'J', 'S', 'M' or 'A' respectively referring to 'Day', 'Semains', 'Month' or 'Year'.

DateFin

Mandatory, unique. End date of self-prohibition. That date is in UTC format, so it is likely to differ from the date displayed to the player, depending on its location. In all cases, the self-banned player is allowed to replay only after the DateFin.

Info

Optional, unique. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.2.10).

II.4.10 Limitation of player stakes – LIMITMISE

Presentation of the event

If the operator were, for one reason or another, to limit the activity of a player on his own initiative, a LIMITMISE event must be sent to specify the details and reasons for this limitation.

It should be noted that the existence of this event in no way prejudices the legality or otherwise of such limitations.

Structure of the registration in XML format

LIMITMISE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
DateDebut	1	1	date-yyymmddhhmmss	Start date of the restriction
DateFin	1	1	date-yyymmddhhmmss	End date of the restriction
Nature	1	1	string	Nature of the limitation
Motive	1	1	string	Reason for the restriction
Info	0	1	string	Additional information

Description

DateDebut

Mandatory, unique. Start date of the restriction. The date of the event is in UTC format, so it is likely to differ from the date displayed to the player, depending on its location.

DateFin

Mandatory, unique. End date of the restriction. The date of the event is in UTC format, so it is likely to differ from the date displayed to the player, depending on its location.

Nature

Mandatory, unique. Nature of the restriction. The operator specifies in this field the details of the prohibition (e.g. limiting daily stakes to a threshold).

Motive

Mandatory, unique. This is why the operator has put in place this limitation.

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.2.11).

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 7

Without prejudice to the cases referred to in Articles 4 and 12, as well as to other cases of closure of an account which may be provided for in the Regulation laying down general conditions governing the offer of games or betting, the operator shall immediately close a player account where the holder of the account:

1° so requests;

2° after the opening of a player account, provide him with documents containing information which does not correspond to

that which he entered when the account was opened, if that discrepancy is not the result of a clerical error in the seizure;
3° shall, for the purpose of correcting the information associated with his player account under the conditions laid down in Article 12, provide him with documents the information of which does not correspond to that which he has entered, if that discrepancy is not the result of a clerical error in the seizure;

4° is prohibited from gambling under the rules in force;

5° has not carried out gambling or betting within the last twelve months.

Article 8

The operator closing a temporary player account shall inform the player of the reason for the closure and of the implementation of the provisions set out below, the terms of which he reproduces in his communication.

Where the closed provisional account shows a credit balance, the operator shall reserve the corresponding sum without delay, for a period of six years from the closure of the account.

During that period, and without prejudice to the application of Article L. 561-16 of the Monetary and Financial Code under the conditions laid down in Article 9, the account holder may obtain payment of the amount of the credit balance by communicating to the operator the documents required under Article 4 and the references of the payment account into which the operator will pay back his assets, unless it can be established that he was not authorised to play at the time the provisional account was active or, where appropriate, if the discrepancies between the information entered by the player and the supporting documents submitted are not the result of a material seizure error.

Article 9

The operator closing a non-temporary player account:

1° where applicable, immediately revert his credit balance to the player's payment account, provided that the player has provided the player with the references; however, this operation may be deferred, pursuant to Article L. 561-16 of the Monetary and Financial Code, if the operator suspects that it is related to money laundering or terrorist financing;

2° inform the player of the closure of his account and the reason for the closure, by any means at his disposal and within three working days; he shall specify, where appropriate, the amount of the sums which he has paid back to his payment account.

The operator applying Article L. 561-16 of the Monetary and Financial Code in the case provided for in point 1 shall issue the declaration provided for in Article L. 561-15 of that code.

Article 10

The operator shall make available to the player a simple and easily accessible procedure allowing him to request the closure of his player account at any time.

Presentation of the event

This event is generated when an account is closed at the initiative of the player or operator. The closure shall have immediate effect:

Additional remark:

In the event of closure at the initiative of the operator (examples: lack of validation of the account, entry on the list of prohibited games, absence of gaming or betting in the last 12 months), the CLOTUREDEM event is transmitted immediately to the boot by including the balise < Supervision/> in the header.

Structure of the registration in XML format

CLOTUREDEM				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
SoldeClos	1	1	decimals	Balance at account closure
TypeCloture	1	1	rigor-64	Reason for closing the account
Info	0	1	string	Additional information

Description

SoldeClos

Mandatory, unique. Amount of the compartment remaining in the player account at the time the account is closed.

TypeCloture

Mandatory, unique. This field specifies the reasons for closing the account. The possible values of the field are:

- 'Player' means when the fence is initiated by the player;
- DelaisIdentite, where the operator has not received the player's identity documents in the time limits,
- 'DelaisAdresse', where the address is not validated on time;
- 'Inactivite', when the account is closed as a result of the player's inactivity for 12 consecutive months ;
- 'Prohibited', when the account is closed due to the player's presence in the list of prohibited from gambling;
- 'Other' the info field will then be used to specify the exact nature.

Info

Optional, unique. Free additional information of interest. This field must be filled in in the case of a TypeCloture to 'Other'.

An illustrative example of the event can be found in the Annex (Part IV.2.12).

II.4.12 Supply and withdrawal from the player's account

11.4.12. a General description

In the data plotted on the storage medium, the game events concerning the pillars will distinguish the following two compartments:

- The **remaining** compartment shows the amount of the player account that can be engaged in a game or withdrawn from the player's payment account (withdrawal);
- The **bonus** compartment showing the amount of the player account reserved exclusively for the game (gaming credit) and which cannot be withdrawn. This is an amount available immediately but exclusively to carry out a gaming operation: its use may be subject to conditions.

Operators have the possibility to distribute bonuses and subscribe. These mechanisms are divided into three types:

- **the abundance of account** is the practice whereby the operator increases one of the two compartments of the player account. It is a credit offered as a result of a game or not. A distinction is therefore made between the abundance of accounts:
 - o on the bonus compartment (bonus provided by the operator). This amount must be deducted and cannot be withdrawn from the account for repayment to the payment account,
 - o on the balance compartment (amount contributed by the operator). This amount appears on the balance of the player account. It can be debited or withdrawn from the player's payment account;
- **the plenty of stakes** (provided by the operator) is the one by which the operator increases the player's placement. It must precede a game operation;

- **the gain abundance** (gain provided by the operator) is the additional gain provided by the operator. It must be preceded by gaming.

The amount of the compartment remaining in the player account shall be calculated by adding:

- the amount of payments made by the player with his means of payment;
- the winnings of the player as a result of his participation in the games;
- possible cancellations of a player's participation in games;
- winnings by the operator;
- account expansion by the operator (excluding non-withdrawable bonuses) and subtracting:
- player stakes;
- the amount of repayments to the player's payment account (withdrawals);

A mechanism for adjusting the compartments is also provided for: it allows the operator to correct errors that may occur in these compartments and ensure consistency in their follow-up.

The origin of the sums (initial payment, gain or abundance) in the balance compartment is not distinguished.

In the rare cases where one or more other compartments are required to trace financial movements not in euro but in a symbolic currency (e.g. tokens needed to play certain games), a unit field *is* added to the various events that may affect the balance. This field indicates that the events concerned do not involve the compartments remaining and/or bonuses in euros, but those of this symbolic currency. For the rest, the functioning of the various events, and the concepts relating to the balance, are the same as the currency used either the euro or a symbolic currency.

It should be noted that the use of these symbolic currencies must be as exceptional as possible and be limited to cases where it is not possible to express them directly in euro (for example, in the case of tokens which cannot be converted into euro outside the game in which they are used). In particular, poker party tokens or free betting offered to players are not, except in exceptional cases, symbolic currencies, and the related events should therefore be expressed in euro. Nor do fidelity points constitute a priori symbolic currency. The use of a symbolic currency shall require its prior approval by the Authority, without prejudice to the provisions applicable, on the one hand, to the approval of gaming regulations and, on the other hand, to those of gaming software.

N.B.:

- The concept of a conditional bonus is not taken into account by means of the data to be made available by the storage medium: If the operator introduces such bonuses, and subject to their legal compliance, they will result in the generation of a CPTREALIMOPE event when their conditions are met and the corresponding sums become payable by the player;
- For 'free' betting, the operator must credit the bonus compartment of the amount allocated to the player via the CPTREALIMOPE event. When the player is placed, the words 'free of charge' must be entered in the BonusName field. If the betting is successful, it is tolerated that the stake be deducted from the prize paid to the player or a prize corresponding to the stake * (cote-1).

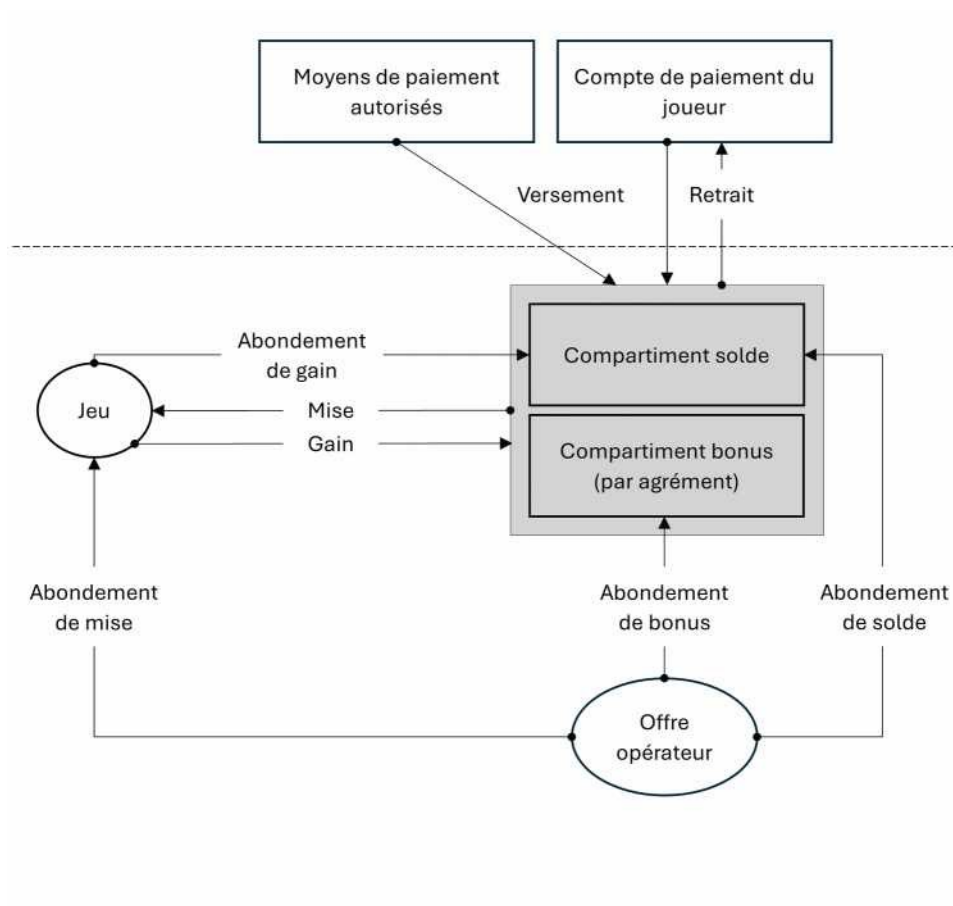


Figure 5 – Supply and withdrawal of the player account

Example 1

A sports betting operator makes a commercial offer known as a 'registration bonus' of 100 % of the amount of the player's first payment for any registration. The player cannot withdraw the amount of this 'registration bonus' from his payment account, but must place it on a sports betting. This type of mechanism is an abundance of account on the bonus compartment.

Example 2

A sports betting operator makes a commercial offer called 'special registration' up to 100 % of the amount of the player's first payment for any registration opening. The sum is free of use: the player can withdraw it from his payment account or place it on a bet. This type of mechanism is an abundance of account in the remaining compartment.

Example 3

A poker operator makes a commercial offer called 'rake back'. A sum of money is paid to the player in proportion to the stakes committed to the pots of the parts made (won and lost). The sum is free of use: the player may withdraw it from his payment account or use it for further stakes'. This type of mechanism is an abundance of account in the remaining compartment.

Example 4

A horse race betting operator makes a commercial offer called "doubling your winnings". For a short period of the year, the operator duplicates the winnings of a prize won. This type of mechanism is an abundant gain.

Example 5

A sports betting operator makes a commercial offer known as a 'half price'. For a short period of the year, the operator shall complete half for each time a sports betting is placed. This type of mechanism is abundant.

Example 6

A poker operator makes a loyalty offer. For each tournament or part of the money played by the player, a fidelity point is won. The storage medium does not record events related to the fidelity point calculation. After 1000 points, the player benefits from a 'loyalty bonus' of EUR 100 which he can play or withdraw from his account. The storage medium records an abundance of account in the remaining compartment once the amount is transferred.

Example 7

A poker operator has a loyalty offer. For each tournament or part of the money played by the player, a fidelity point is won. A free tournament is open, but registration for the tournament requires 50 points. The storage medium does not record events related to the fidelity point calculation. On entering the tournament, the storage medium will record an abundance of stakes, the amount of which will be the sum committed by the operator for a player.

11.4.12. b Supply of the player account – CPTEALIM

Presentation of the event

The player has an account with the operator, which can be fed into the remaining compartment by payment (in euros) using an authorised means of payment. The event is generated as soon as the feed becomes effective.

Remark

If a processing time is required to make the feed effective (e.g. the time a transfer is made), the CPTEALIM is transmitted at the time of the actual date without payment by the player and including the balise < Supervision/> in the header. In this case, it is necessary to enter the various date values and in particular the DateRequest field, which will then differ from the DateEffective field.

Structure of the registration in XML format

CPTEALIM				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
IDRef	1	1	rigor-256	Transaction Identifier
DateRequest	0	1	date-yymdhmss	Date of the account feed request
DateEffective	0	1	date-yymdhmss	Effective date of entry of the account
SoldeBefore	1	1	decimals	Balance before entry into the account
SoldeMovement	1	1	nonNegativeDecla	Amount of payment
SoldeApres	1	1	decimals	Balance after the account has been
Means of payment	1	1	string	Means of payment used
TypeAverage Payment	1	1	rigor-32	Type of means of payment used
Info	0	1	string	Additional information

Description

IDRef

Mandatory, unique. Internal technical code to identify the transaction on the game platform.

DateRequest

Optional, unique. Date in UTC format when the account feed request was made.

DateEffective

Optional, unique. Date in UTC format where the account was fed.

SoldeBefore

Mandatory, unique. Amount of the compartment remaining in the player account before payment.

SoldeMovement

Mandatory, unique. Amount of payment.

SoldeApres

Mandatory, unique. Amount of the compartment remaining in the player account after payment.

Means of payment

Mandatory, unique. Means of payment used for the payment (example: visa, skrill, PayPal, or paysafecard).

TypeAverage Payment

Mandatory, unique. Specifies the type of means of payment. The possible values of the field are:

- 'CarteBancaire' if the payment is made using a payment card (e.g. VISA Blue Card);
- 'Transfer' if the payment is made by means of a transfer from the payment account;
- 'Intermediary' if an intermediary carries out the payment operation (example: PayPal);
- 'Electronic money' if the payment is made using electronic money (example: pre-paid card).
- 'Espece' if the payment is made in cash (for supplies made at the point of sale for players on account under exclusive rights only);
- 'Cheque' if the payment is made in cheques (for supplies made at the point of sale for players on account under exclusive rights only);
- 'RecepisseGagnant' if the payment is made by the deposit of a winner receipt (for supplies made at the point of sale for players on account under exclusive rights only). In this case, the Info field must include all information enabling the origin of the gain to be identified (race, type of betting, placing, etc.).

Info

Optional, single. Free additional information of interest.

Remarks

The type of means of payment used is retained, but the precise identification of the means of payment is not retained (e.g.: card number, etc.).

An illustrative example of the event can be found in the Annex (Part IV.2.13).

II.4.12.c Withdrawal of the player account – CPTERETRAIT

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 15

Without prejudice to the clauses relating to the regularity of the game laid down in the Regulation laying down general conditions governing the offer of games and betting, the operator shall immediately credit the online player account or physical distribution network of the winnings made and the sums paid by its holder, upon receipt of the funds, after verification that the payment instrument enabling the player account to be supplied satisfies the conditions laid down in Article 17 (IV) of the abovementioned Law of 12 May 2010.

However, the credit of the player account may be deferred, pursuant to Article L. 561-16 of the Monetary and Financial Code, if the operator suspects that it is linked to money laundering or terrorist financing.

The trader shall immediately transfer to the player's payment account, at the request of the player or as a result of the provisions of Article 17, the sums shown in his player account. However, this operation may be deferred, pursuant to Article L. 561-16 of the Monetary and Financial Code, if the operator suspects that it is related to money laundering or terrorist financing.

The operator applying Article L. 561-16 of the Monetary and Financial Code in the cases provided for in this Article shall issue the declaration provided for in Article L. 561-15 of that code.

Presentation of the event

This event shows that some or all of the remaining compartment of a player's account has been removed.

A withdrawal may be initiated by the player or by the gaming platform, in the event that the automatic withdrawal moderator is reached, when the balance is repaid at the same time as the closure request or after a provisional account has been closed if the player sends the necessary parts and the conditions of Article 17 of the Law are met. It is made exclusively for the player's payment account.

This event is generated when the withdrawal is effective on the player's remaining compartment.

Remark

When the player is no longer able to do this (example: the account is closed) or when the withdrawal is triggered automatically (withdrawal moderator reached), the CPTERETRAIT is transmitted immediately to the boot without acquittal, including the balise < Supervision/> in the header.

Structure of the registration in XML format

CPTERETRAIT				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
IDRef	1	1	rigor-256	Transaction Identifier
DateRequest	1	1	date-yyymmddhmmss	Date of request for withdrawal
SoldeRequest	1	1	nonNegativeDecla	Amount of withdrawal requested
SoldeBefore	1	1	decimals	Player balance before withdrawal
SoldeMovement	1	1	nonNegativeDecla	Amount of withdrawal
SoldeApres	1	1	decimals	Player balance after removal
Info	0	1	string	Additional information

Description

IDRef

Mandatory, unique. Internal technical code to identify the transaction on the game platform.

DateRequest

Mandatory, unique. Date in UTC format when the request for withdrawal on the account was made.

SoldeRequest

Mandatory, unique. Amount of withdrawal requested by the player. This amount may differ from the amount withdrawn from the player account.

SoldeBefore

Mandatory, unique. Amount of the compartment remaining in the player account before withdrawal to its payment account.

SoldeMovement

Mandatory, unique. Amount of withdrawal (debit from his player account).

SoldeApres

Mandatory, unique. Amount of the compartment remaining the player account after withdrawal to its payment account.

Info

Optional, unique. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.2.14).

II.4.12.d balance compartment abundance – CPTEABOND

Presentation of the event

The operator may subscribe to the remaining part of the player account, linked, for example, to a commercial offer or loyalty. This abundance is not systematically linked to a gaming event.

Remarks

- If the abundance is at the initiative of the operator (example: reward for gaming), it is immediately passed on to the boot without payment from the player, including the balise < Supervision/> in the header.
- If the abundance follows a request from the player (example: exchange of fidelity points for abundance), it is transmitted to the boot without including the balise < Supervision/>

Structure of the registration in XML format

CPTEABOND				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
IDRef	1	1	rigor-256	Transaction Identifier
SoldeBefore	1	1	decimals	Player balance before abundance
MontAbond	1	1	nonNegativeDecla	Amount of abundance
SoldeApres	1	1	decimals	Player balance after abundance
Info	1	1	string	Information on abundance
TypeAbundation	1	1	rigor-32	Type of abundance
Unite	0	1	string	Monetary unit of the abundance

Description

IDRef

Mandatory, unique. Internal technical code to identify the transaction on the game platform.

SoldeBefore

Mandatory, unique. Amount of the compartment remaining in the player account before the abundance.

MontAbond

Mandatory, unique. Amount of abundance.

SoldeApres

Mandatory, unique. Amount of the compartment remaining in the player account after the abundance.

Info

Mandatory, unique. Information to the operator linked to the abundance. This field is free, it indicates the reasons for the abundance as presented to the player.

TypeAbundation

Mandatory, unique. This field specifies the type of abundance. The possible values of the field are:

- 'Opening' if it is an abundance linked to the opening of an account (example: abundance of first entry);
- ' CashRakeBack' if it is an abundance related to the number of parties or bets entered into by the player;
- 'HautFait' if it is an abundance linked to a player's 'high fact' (example: a flush quint bat a square);
- 'Code' if it is an abundance linked to the promotional code (example: sponsorship);
- 'Offer' in the case of a one-off promotional offer;
- 'Points' in the case of conversion of fidelity points;
- "GesteCommercial" if it is a commercial gesture of the operator;
- 'Other' in other cases. The nature of the abundance is specified in the Info field

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

An illustrative example of the event can be found in the Annex (Part IV.2.15).

11.4.12 .e abundance of bonus compartment – CPTEALIMOPE

Presentation of the event

The operator may subscribe to the bonus compartment of the player account linked, for example, to an offer (commercial, loyalty) or a gaming event. **The amount corresponding to the abundance in this compartment cannot be withdrawn.**

Remarks

- If the abundance of the bonus compartment is at the initiative of the operator (example: reward for gaming), it is immediately passed on to the boot without payment from the player, including the balise < Supervision/> in the header.
- If the surplus of the bonus compartment follows a request from the player (example: exchange of fidelity points for a bonus), it is transmitted to the boot without including the balise < Supervision/'.

Structure of the registration in XML format

CPTEALIMOPE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
IDRef	1	1	rigor-256	Transaction Identifier
BonusAvant	1	1	decimals	Bonus compartment balance before abundance
BonusMouvement	1	1	nonNegativeDecla	Amount of abundance
BonusApres	1	1	decimals	Bonus compartment balance after abundance
BonusName	1	1	string	Information on abundance
Info	0	1	string	Additional information
Unite	0	1	string	Monetary unit of the abundance

Description

IDRef

Mandatory, unique. Internal technical code to identify the transaction on the game platform.

BonusAvant

Mandatory, unique. Amount of the bonus compartment of the player account before the abundance.

BonusMouvement

Mandatory, unique. Amount of abundance.

BonusApres

Mandatory, unique. Amount of the bonus compartment of the player account after the abundance.

BonusName

Mandatory, unique. Information to the operator linked to the abundance. This field is free, it indicates the reasons for the abundance as presented to the player.

Info

Optional, unique. Free additional information of interest.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Illustrative examples of the event can be found in the Annex (Part IV.2.16).

11.4.13 Award of lots in kind – LOTNATURE

Presentation of the event

The operator may award batches in kind to the player.

Remarks

- If the nature lot is awarded at the initiative of the operator (example: reward for gaming), it is immediately passed on to the boot without payment from the player by including the balise < Supervision/> in the header.
- If the nature lot is awarded following a request from the player (example: exchange of fidelity points for a nature lot), it is transmitted to the boot without including the balise < Supervision/>

Structure of the registration in XML format

LOTNATURE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
IDRef	1	1	rigor-256	Transaction Identifier
LotN	1	64	LotN	Name and value of the nature lot
Info	0	1	string	Additional information

Description

IDRef

Mandatory, unique. Internal technical code to identify the transaction on the game platform.

LotN

Mandatory, multiple. Each lot must be described.

Info

Optional, unique. Free additional information of interest.

Structure of the registration in XML format

LotN

XML entity	Min	Max	Type	Description
Name	1	1	string	Description of consignment
Value	1	1	nonNegativeDeca	Value of the lot

Description

Name

Mandatory, unique. Description of the lot: it shall include the manufacturer's reference (if available).

Value

Mandatory, unique. Value of the lot.

An illustrative example of the event can be found in the Annex (Part IV.2.17).

11.4.14 Adjustment – CPTEAJUSTOPE

Presentation of the event

This event identifies the adjustments made by the operator to correct allocations or technical errors, such as credit or debit transactions on the player account compartments, to make it possible to correct allocations or technical errors, such as credit and bonuses in the player account. These errors and their corrections must be passed on to the boot without payment by the player.

It may also be used to indicate charges levied by the operator without prejudice to their legal compliance.

The CPTEAJUSTOPE event allows financial movements to be corrected by mistake. It is therefore correlated with another event, save in a few exceptional cases, in particular when the sums due to the State are repaid pursuant to Article 17 of the Law of 12 May 2010.

The < IDRef > field allows you to link the CPTEAJUSTOPE event to the event it corrects.

Remark

As this event is initiated by the operator, it is systematically passed on to the boot without payment from the player by including the balise < Supervision/> in the header.

The use of this adjustment event must remain exceptional, except for managing the expiry of bonuses, for which it must be systematically sent.

Structure of the registration in XML format

CPTEAJUSTOPE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
IDRef	1	1	rigor-256	Transaction Identifier

Info	1	1	string	Information on adjustment
TypeAjust	1	1	rigor-32	Type of adjustment
SoldeBefore	0	1	decimals	Amount of compartment remaining before adjustment
Adjustment	0	1	decimals	Amount of adjustment
SoldeApres	0	1	decimals	Amount of compartment remaining after adjustment
BonusAvant	0	1	decimals	Amount of bonus compartment before adjustment
BonusAjust	0	1	decimals	Amount of adjustment
BonusApres	0	1	decimals	Amount of bonus compartment after adjustment
Unite	0	1	string	Currency unit of the transaction

Description

IDRef

Mandatory, unique. Internal technical code to identify the transaction on the game platform. The value of this field depends on the event it corrects and, depending on the nature of the event it corrects, it must take the same value as the field:

- <Tech> of the initial event when it concerns sports betting, horse-race betting or lottery;
- <registration> of the initial event when it is a 'fantasy ring' or a poker event;
- <IDref> of the initial event when it is a feeding or withdrawal event on the player account.

Note: While in some cases the IDRef field may in theory designate several different events (i.e. a sports betting that would have the corresponding Tech field and a poker inscription that would have the corresponding Inscription field), the use of the id_player field will in practice avoid this problem. There is therefore no need for single values between the different types of fields.

In the rare cases where the adjustment does not correct an already existing event (in the case of costs or the transfer of funds as they stand), the value '0' may be given.

Info

Mandatory, unique. Information to the operator related to the adjustment. This field is free, it indicates the reasons for the adjustment as presented to the player.

TypeAjust

Mandatory, unique. This field specifies the compartment to which the adjustment relates (balance compartment or bonus), if any, and the nature of the transaction that this adjustment is supposed to correct (feed/withdrawal by the player, gain, abundance, bonus allocation or lot by the operator): the possible values of the field are:

- 'Power supply', in the case of adjustment of the balance compartment linked to a feed previous carried out by the player;
- 'Withdrawal' means, in the case of an adjustment to the balance compartment related to a previous withdrawal by the player;
- 'Gain', in the case of an adjustment to the balance compartment linked to a gain (attributed in error, by example);
- 'Abundance', in the case of adjustment of the balance compartment due to abundance by the operator;
- 'Bonus' means, in the case of an adjustment of the bonus compartment;
- 'Lot' means, in the case of an error in the award of a lot in kind;
- 'Charges' in the case of a levy by the operator for the cost of managing the account, or charges for withdrawal, for example, without prejudice to the legality of such fees;
- "State" in the case of the transfer of funds to the State;
- 'Other' in other cases. The nature of the adjustment will be specified in the Info field.

SoldeBefore

Optional, unique. Mandatory when the adjustment concerns the Solde compartment. Amount of compartment remaining in the player account before adjustment.

Adjustment

Optional, unique. Mandatory when the adjustment concerns the Solde compartment. Amount of the adjustment to the balance of the account compartment. This amount can be negative.

SoldeApres

Optional, unique. Mandatory when the adjustment concerns the Solde compartment. Amount of compartment remaining in the

player account after adjustment. It should be noted that an adjustment may exceptionally lead to a negative balance. However, since credit is prohibited under Article 30 of the Law of 12 May 2010, in such cases it is absolutely necessary for the player to have a positive balance again before he can engage in stakes.

BonusAvant

Optional, unique. Mandatory when adjustment concerns Bonus compartment. Amount of the bonus compartment of the player account before adjustment.

BonusAjust

Optional, unique. Mandatory when adjustment concerns Bonus compartment. Amount of the adjustment of the bonus compartment of the account. This amount can be negative.

BonusApres

Optional, unique. Mandatory when adjustment concerns Bonus compartment. Amount of the bonus compartment of the player account after adjustment.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Illustrative examples of the event can be found in the Annex (Part IV.2.18).

II.4.15 Purchases of values in a symbolic currency – ACHATMONNAIE

Presentation of the event

This event notes the player's purchase of value expressed in a symbolic currency. In other words, it is a transfer from the balance account expressed in euro to the account expressed in that symbolic currency.

The concept of 'symbolic currency' does not authorise the use of payment instruments other than those provided for in Article 17 of the Law of 12 May 2010, namely exclusively those referred to in Chapter III of Title III of Book I of the Monetary and Financial Code.

Remark

As specified in II.4.12.a, the use of symbolic currencies must remain exceptional.

Structure of the registration in XML format

ACHATMONNAIE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
IDRef	1	1	rigor-256	Transaction Identifier
Info	0	1	string	Information on the purchase
SoldeBefore	1	1	decimals	Amount of compartment remaining euro before purchase
MontantAchat	1	1	nonNegativeDecla	Amount of purchase in euro
SoldeApres	1	1	decimals	Amount of compartment remaining euro after purchase
MonnaieBefore	1	1	decimals	Amount of compartment symbolic currency balance before purchase
MontantMonnaie	1	1	nonNegativeDecla	Amount of purchase in symbolic currency
MonnaieApres	1	1	decimals	Amount of compartment symbolic currency balance after purchase
Unite	1	1	string	Unit of the symbolic currency purchased

Description

IDRef

Mandatory, unique. Internal technical code to identify the transaction on the game platform.

Info

Optional, unique. Information to the operator linked to the purchase of values in symbolic currency. This field is free, indicating any comments relating to the purchase in question.

SoldeBefore

Mandatory, unique. Amount of the compartment remaining in the player account before purchase.

MontantAchat

Mandatory, unique. Amount of purchase.

SoldeApres

Mandatory, unique. Amount of the compartment remaining in the player account after purchase.

MonnaieBefore

Mandatory, unique. Amount of the compartment is the symbolic currency balance of the player account before purchase.

MontantMonnaie

Mandatory, unique. Symbolic money purchased.

MonnaieApres

Mandatory, unique. Amount of the compartment is the symbolic currency balance of the player account after purchase.

Unite

Mandatory, unique. Monetary unit of the symbolic currency purchased.

An illustrative example of the event can be found in the Annex (Part IV.2.19).

11.5 Time-barring dates

11.5.1 Time-barring date – LOTCLOTURE

Presentation of the event

On the issue of a winning ticket from a lottery game, the right to payment of a lot in cash or the right to the handing over of the lots in kind may be exercised until the expiry of a period of 30 days from the closing date of the sales indicated in the notice of closure of each game issue.

That means that a limitation date, beyond which the player is no longer entitled to claim a possible prize, may apply.

To this end, for each lottery game for which a limitation date applies, a LOTCLOTURE event is generated.

Structure of the registration in XML format

LOTCLTURE				
XML entity	Min	Max	Type	Description
Header (see section II.2.2)				
TechEmission	1	1	string	Internal technical code for issuing the game (allowing the stakes from the same batch to be identified)
Time-barring	1	1	Date_yyyy mdd	Date on which the issue is time-barred

Description

TechEmission

Mandatory, unique. Internal technical code for a batch of stakes from the same game. This code shall be entered in the associated stamp-marks when it concerns a game for which a limitation date applies.

Time-barring

Mandatory, unique. The date on which the issue is time-barred.

An illustrative example of the event can be found in the Annex (Part IV.3.1).

11.6 Declaration of symbolic currencies

11.6.1 Declaration of a symbolic currency – TYPEMONNAIE

Presentation of the event

If the operator decides to make access to certain games conditional on the purchase of symbolic currencies, each of these symbolic currencies must be declared in advance by a TYPEMONNAIE event summarising the main characteristics.

Note: The use of symbolic currencies should be as exceptional as possible. Symbolic currencies are intended to be used, in the traces sent, only in cases where it would not be possible to express the amounts at stake in euro (for example, if the player is playing with tokens that cannot be converted into euro). In particular, poker party tokens or free betting offered to players do not constitute, except in exceptional cases, symbolic currencies. Nor do fidelity points constitute a priori symbolic currency. The use of a symbolic currency requires prior approval by the Authority.

Structure of the registration in XML format

TYPEMONNAIE				
XML entity	Min	Max	Type	Description
Header (see section II.2.2)				
IDMint	1	1	rigor-64	Unique identifier of the symbolic currency
Name	1	1	rigor-256	Name of the symbolic currency as presented to players
Desc	1	1	string	Description of the symbolic currency
Price	0	1	nonNegativeDecla	Purchase price, in euro of one unit of the symbolic currency
Info	0	1	string	Additional information

Description

IDMint

Mandatory, unique. Unique identifier of the symbolic currency. It is this identifier that must be systematically entered in the Unite fields of events involving this virtual currency. As far as possible, this identifier should remain short and have no special characters.

Name

Mandatory, unique. Name of the symbolic currency, as presented to players.

Desc

Mandatory, unique. Description of the symbolic currency, specifying in particular what types of games it is necessary [and, where applicable, the conditions under which it is used.](#)

Price

[Optional](#), single. Purchase price of one unit of the symbolic currency in euro. Mandatory if the exchange rate of the symbolic currency in euro is fixed. Otherwise, the details of how the symbolic currency is to be fixed must be explained in the Info field.

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.5.1).

11.7 Identification of points of sale enabling gaming to be taken into account

Reminder of legislative and regulatory provisions

Decree No 2010-518

Article 27

[...] The traced data shall be coded specifically in accordance with the categories of information specified in the technical requirements dossier and in particular on:

[...]

3° the player's 'IP address', that is to say, the 'Internet Protocol' address of the terminal from which the player connects to the operator's website or any element providing an indication of the location of the gaming taken by means of a check-in terminal or station made available to players in public places or private places open to the public within the meaning of the second paragraph of Article L. 320-5 of the Internal Security Code.

11.7.1 Opening of a point of sale to play on account – OUVPOINTDEVENTE

Presentation of the event

In the context of exclusive rights gaming, players may take gaming from certain points of sale, equipped with dedicated terminals, or where it is possible to place them on the counter, for example. In the absence of a public IP address associated with these points of sale, operators with exclusive rights will specify, for each event relating to a point-of-sale activity, an identifier of the point-of-sale activity (see). To enable the various points of sale to be located, the operators concerned will

then specify the addresses via the OPVPOINTDEVENTE event. This event will be sent whenever a point of sale begins to offer the possibility to make stakes in an account game.

Structure of the registration in XML format

OVPOINTDEVENT				
XML entity	Min	Max	Type	Description
Header (see section II.2.2)				
IDPointDeVente	1	1	rigor-64	Point of sale unique identifier
DateOuverture	0	1	date-yyammdd	Actual date of commissioning of the point of sale for the game on account, if different from the date of dispatch in the header
Ad	1	8	rigor-256	Postal address of point of sale
CP	1	1	Postal	Point of sale post code
City	1	1	rigor-64	Town of point of sale
Countries	1	1	rigor-64	Country of point of sale
Size	1	1	nonNegativeDecla	Size of the point of sale (in number of terminals and counters where it is possible to hold)
Test	0	1	Empty beacon	Indicates whether this point of sale is a testing outlet created by the operator
Info	0	1	string	Additional information

Description

IDPointDeVente

Mandatory, unique. Point of sale unique identifier.

DateOuverture

Optional, unique. The date from which it is actually possible to make stakes from the designated point of sale, as part of the book-operated game. Please do not specify whether this is different from the date of dispatch, as specified in the header DateEvenement field.

Ad

Mandatory, multiple. Postal address of point of sale. 8 lines of 256 characters are available.

CP

Mandatory, unique. Postal city code of the postal address of the point of sale.

City

Mandatory, unique. City of the postal address of the point of sale.

Countries

Mandatory, unique. Country of the postal address of the point of sale.

Size

Mandatory, single. Describes the size of the point of sale by quantifying the number of terminals and desks from which gambling can be taken into account. This may be the exact number of terminals or a range.

Test

Optional, single. Allows the identification of an operator's testing point of sale.

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.5.1).

11.7.2 Modification of the information on a point of sale open to account gaming – MODIFPOINTDEVENTE

Presentation of the event

The information of a point of sale may be changed after it has been opened in the account game, to correct an item, to indicate a change of address (e.g. the name of the street or city that would change) or to inform about a change in the size of the address.

Structure of the registration in XML format

MODIFPOINTDEVENTE				
XML entity	Min	Max	Type	Description
Header (see section II.2.2)				
IDPointDeVente	1	1	rigor-64	Point of sale unique identifier
Ad	1	8	rigor-256	Postal address of point of sale
CP	1	1	Postal	Point of sale post code
City	1	1	rigor-64	Town of point of sale
Countries	1	1	rigor-64	Country of point of sale
Size	1	1	nonNegativeDecla	Size of the point of sale (in number of terminals and counters where it is possible to hold)
Test	0	1	Empty beacon	Indicates whether this point of sale is a testing outlet created by the operator
Info	0	1	string	Additional information

Description

See description of OUVPOINTDEVENTE (paragraph II.7.1)

An illustrative example of the event can be found in the Annex (Part IV.5.2).

11.7.3 Closing a point of sale at the game on account – CLOTUREPOINTDEVENTE

Presentation of the event

Some retail outlets may close or no longer allow a gaming activity on an account basis. The purpose of this event is therefore to clarify that these outlets are no longer active for gambling on account.

Remark

It should be noted that if a point of sale were to give back the possibility of resuming stakes in the context of the game on account, after a temporary closure, a new opening event (OUVPOINTDEVENTE) would have to be sent to re-declare the point of sale.

Structure of the registration in XML format

CLOTUREPOINTDEVENTE				
XML entity	Min	Max	Type	Description
Header (see section II.2.2)				
IDPointDeVente	1	1	rigor-64	Point of sale identifier
DateClotureEffective	0	1	date-yyamdd	Actual date of closure of the point of sale to the book-game, if different from the date of dispatch in the header
Info	0	1	string	Additional information

Description

IDPointDeVente

Mandatory, unique. Point of sale unique identifier.

DateClotureEffective

Optional, unique. Actual date of closure of the point of sale to the book-operated game. Please do not specify whether this is different from the date of dispatch, as specified in the header DateEvenement field.

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.5.3).

11.8.1 Sports betting

11.8.1. a Placement on a bet – PASPMISE

Presentation of the event

This event identifies the placement on a sports betting medium authorised by the ANJ, choosing the nature (single, combined or system) and the parameters of the operation.

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Definitions:

Basic prognoses and prognostics:

The concept of **elementary prognosis** corresponds to the choice of a player on a defined type of result.

The nomenclature used for the codification of the types of results authorised and the phases of play to which they relate is published on the ANJ website.

A **prognosis** is defined as the union of elementary prognosis. A score may be associated with the prognosis.

Note: for the same betting medium, a distinction must be made between single, conjugated, elementary pronostics forming a prognosis at one odds (if any), and combined, formed from at least two separate pronostics, each of which is associated with its own odds (if any). For example, for a given football match, it is possible to form a single bet from the prognosis.

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Simple Paris:

A **simple betting** consists of a prognosis of a sporting encounter; the bet is successful if the prognosis corresponds to the official result of the sporting event promulgated by the organisers.

In terms of formalism, a simple bet is made up of the following elements:

- an authorised sports betting medium (i.e. an authorised competition);
- a sporting meeting;
- a prognosis;
- a stack;
- a mark, if any.

In terms of combinatorial, the single bet corresponds to a single combination, and therefore gives rise to a single betting.

A single multiple betting corresponds to N bets, and thus N put.

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Paris combined:

The **combined betting** consists of placing a single betting on the union of several elementary bets, each elementary betting being individually predicted. The bet is successful when the total prognosis corresponds to the results at the end of the match, i.e. all prognoses are good.

A combined betting is therefore the combination of the following elements:

- the union of third parties consisting of:
 - o an authorised sports betting medium,
 - o a sporting encounter, o a prognosis;
- a stack;
- a mark, if any.

In terms of combinatorial, the combined betting corresponds to a single combination and therefore gives rise to a single betting. This is referred to as a simple combined betting.

If at least two of the predictions cannot be combined (e.g.: simultaneous victory and defeat on the same sporting encounter), the betting becomes a multiple combined betting, resulting in N combinations, i.e. N betting and as many stakes – N being determined on the basis of the number of combined bets that can be counted.

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Paris System:

The **system bet** is a multiple bite which consists of focusing on Y prognoses of results, with $Y \geq 3$: a distinction is then made between 'X on Y' and 'complex' system betting.

^ System pari "X on Y", with $X < Y$, is a multiple bi, winning when at least X of the Y predictions of results are good.

In terms of combinatorial, pari X on Y therefore consists of making $\binom{Y}{X}$ coveralls. The total stake is therefore made up of: $X \times \binom{Y}{X}$ basic stakes.

Note:

- this type of system betting is also referred to as single or accumulator multiple betting;
- if $X = Y$, it is a single combined bet.

The complex system betting is the combination of simple, combined and 'X on Y' betting.

The system bi formulae are defined as follows:

Number of predictions	System Pari formula	Number of combinations	Type of combinations
3	TRIXIE	4	3 duplicates 1 triple
	PATENT	7	3 simple 3 duplicates 1 triple
4	YANKEE	11	6 duplicates 4 triple 1 quadruple
	LUCKY15	15	4 simple 6 duplicates 4 triple 1 quadruple
5	CANADIAN	26	10 duplicates 10 triple 5 quadruples 1 single combination 5/5
	LUCKY31	31	5 simple 10 duplicates

			10 triple 5 quadruples 1 single combination 5/5
6	HEINZ	57	15 duplicates 20 triple 15 quadruples 6 5/6 systems 1 single combination 6/6
	LUCKY63	63	6 simple 15 duplicates 20 triple 15 quadruples 6 5/6 systems 1 single combination 6/6
7	SUPERHEINZ	120	21 duplicates 35 triple 35 quadruples 21 5/7 systems 7 6/7 systems 1 single combination 7/7
8	GOLIATH	247	28 duplicates 56 triple 70 quadruples 56 5/8 systems 28 6/8 systems 8 7/8 systems 1 single combination 8/8
9	SUPERGOLIATH	502	36 duplicates 84 triple 126 quadruples 126 5/9 systems 84 6/9 systems 36 7/9 systems 9 8/9 systems 1 single combination 9/9

The combination of such system betting must be carefully respected by the operator in its offer of sports betting.

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Special Paris:

A **special bet** is a simple bet which consists of bending on several dependent prognoses, but with a single score.

A special bet shall be made up of the following elements:

- an authorised sports betting medium (i.e. an authorised competition);
- a sports meeting
- several dependent prognoses;
- a stack;
- a score.

In terms of combinatorial, the single bet corresponds to a single combination, and therefore gives rise to a single betting.

Note: Some special bets can be described as standard simple betting (especially when the list of predictions is short). In such cases, it is perfectly possible, and even encouraged, to present these bets as simple betting. For example, the special betting consisting of the pronostics 'Alice brand at least one aim' and 'Bob marks at least one aim' may be expressed as a simple 'Alice and Bob mark at least one aim each'.

When playing, if part of the staging is dedicated to a complementary game, such as a jackpot, two PASPMISE events are sent to the boot. The first with the entry corresponding to the main play and the

second to that of the ancillary game. These two events have different Tech codes but have an additional code, TechJeu, to uniquely identify the game as a whole.

In the event corresponding to the ancillary game, the Jackpot tag will be present.

It should be noted that if there are several complementary games, as many PASPMISE events as well as additional games will have to be sent.

Structure of the registration in XML format

PASPMISE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	rigor-256	Internal technical code of the betting coupon
TechJeu	0	1	string	Internal technical code of the game (making it possible to link one or more additional stakes to the main setting)
Jackpot	0	1	empty beacon	Specifies whether the takeover corresponds to a participation in a game complementary (cagnotte, jackpot, etc.)
PASP	1	64	PASP	Description of the bet
SoldeAvantMise	0	1	decimals	Amount of compartment remaining before the bet
Wager	0	1	nonNegativeDecla	Amount of the stake
SoldeApresMise	0	1	decimals	Amount of compartment remaining after the bet
MiseAbond	0	1	nonNegativeDecla	Amount of ploughing
BonusAvantMise	0	1	decimals	Amount of bonus compartment before the bet
BonusMise	0	1	nonNegativeDecla	Amount of the stake
BonusApresMise	0	1	decimals	Amount of bonus compartment after the bet
BonusName	0	1	string	Bonus name
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specifies whether the bet was taken by telephone
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the betting coupon. This code is used by the operator to identify the betting in the game platform.

TechJeu

Optional, unique. Internal technical code of the game. This code shall be entered when part of the play is dedicated to one or more complementary games, such as a cagnotte or jackpot. This code will be the same for all events making up the player's gaming, which, on the other hand, have different *Tech* fields.

Jackpot

Optional, unique. Specify whether the placement corresponds to participation in a complementary game (such as a cagnotte or jackpot).

PASP

Mandatory. Description of a combination of bets, unique in the case of a single, combined or XY betting. May be multivated in the case of a complex system betting, if the system betting does not correspond to the usual formulae (TRIXIE, PATENT, etc.) referred to in II.8.1.a.

If the operator wishes to introduce his own system betting formula, he must first provide a description, particularly in terms of combinatorial, to the ANJ.

SoldeAvantMise

PASP

XML entity	Min	Max	Type	Description
Combi	1	1	Combinatorial	Combinatorial type
Mutual	0	1	Empty beacon	Mutual betting
X	0	1	XXY	Pari XY Pari parameter
LigSp	1	64	LigSp	Bulletin LigSp
MiseBase	0	1	nonNegativeDecla	Basic or basic

Optional, unique. Amount of the sole compartment remaining in the player account before the bet. This field is not specified in cases where the betting is made from an abundance of stakes and/or bonuses.

Wager

Optional, unique. The amount of the entry made from the sole compartment remaining in the player account.

SoldeApresMise

Optional, unique. Amount of the sole compartment remaining in the player account after the bet. This field is optional and would be absent if the betting is made exclusively on the basis of plenty of stakes and/or bonuses.

MiseAbond

Optional, unique. Amount of the operator's abundance.

BonusAvantMise

Optional, unique. Amount of the sole bonus compartment of the player account before the bet. This field is not specified in cases where the betting is made from an abundance of stakes and/or from the remaining part of the player account.

BonusMise

Optional, unique. Amount of bonus awarded.

BonusApresMise

Optional, unique. Amount of the sole bonus compartment of the player account after the bet.

BonusName

Optional, unique. Name of the bonus as displayed to the player.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specifies whether the betting was taken by telephone or SMS (exclusive rights only).

Info

Optional, single. Free additional information of interest.

Combi

Mandatory, unique. Type of conjugation of the betting.

The Combi entity is of a combinatorial type:

Combinatorial

Sub type	Constraints
string	The character string must be equal to one of the following <ul style="list-style-type: none">• 'S' for a single betting (including special betting);• 'C' for a combined betting;• 'XY' for an X/Y pad, or accumulator, or betsimple multiple. The parameter X is derived from the XML entity X of the PASP entity. Parameter Y is derived from the number of occurrences of the XML LigSp entity of the PASP entity;

	'Heinz', 'LUCKY63', 'SUPERHEINZ' 'GOLIATH' and 'SUPER GOLIATH' for pre-defined complex system betting;
--	--

Mutual

Optional, unique. Points out that this is a mutual betting (shared challenges)

X

Optional, unique. Parameter X of the betting in the context of an X/Y. Entity X is of type XXY.

XXY	
Sub type	Constraints
INTEGER	Whole between 1 and 64

LigSp

Mandatory, unique in the case of a single, multiple, combined (single or multiple) and system (single or complex) betting. Line of the bulletin corresponding to the bet.

LigSp				
XML entity	Min	Max	Type	Description
Renc	1	1	string	Name of the meeting and the competition
Tech	1	1	rigor-256	Technical code of the meeting
Sport	1	1	sport CodeSport	Sport
Cat	0	1	codeCategorie	Category
Events	1	1	covening	Name of event
Disc	0	1	codeTatine	Discipline
Genr	1	1	Gender	Gender
Date	1	1	date-ymdhhmss	Date of the meeting
RencSp	1	16	RencSp	Selected meetings
Share	0	2	participant CodeParticipant	Participant(s)
PronoSp	1	64	PronoSp	Independent prognosis
Rating	0	64	nonNegativeDecla	Size of the bet
Live	0	1	Empty beacon	Betting onlive betting
Bank	0	1	Empty beacon	"Banking" betting

[RencSp](#)

Mandatory, multiple in the case of different matches within the same single betting (or the same leg of a combined betting).

[RencSp](#)

XML entity	Min	Max	Type	Description
Renc	1	1	string	Name of the meeting and the competition
Tech	1	1	rigor-256	Technical code of the meeting
Share	0	2	participant CodeParticipant	Participant(s)
Sport	1	1	sport CodeSport	Sport
Cat	0	1	codeCategorie	Category
Events	1	1	covening	Name of event
DISC	0	1	codeTatine	Discipline
Genr	1	1	Gender	Gender
Date	1	1	date-ymdhhmss	Date of the meeting

MiseBase

Optional, unique. Basic setting. The total staging associated with the play is the product of the elementary setting by the number of bet combinations.

For example:

- in the case of a single or combined (single) betting, the total stake is equivalent to the base;

for a pari X/Y, the total entry is $\left(Y \right)$ once the base is set. For a 2/3, the total entry is equal to 3 times the equivalent to the base;
 for a TRIXIE pari, the total stake is equal to 4 times the base; for a PATENT pad, 7 times the elementary staging, etc.

Note: the types pre-set by the code chain are subject to full or partial standardisation by the ANJ. These codes are specified in the ANJ nomenclature.

Any request to add a code should be sent to nomenclature@anj.fr

This must be distinguished from the application for inclusion of a competition or type of results on the list provided for in Decree No 2010-483 of 12 May 2010 on sporting competitions and the types of sporting results defined by the Online Gaming Regulatory Authority.

Description

Renc

Mandatory, unique. Name of the competition and the meeting. This field is not subject to codification: this is the title of the competition and the match as displayed to the player. It must, on the other hand, be canonic:

- removal of diacritics independently of the helmet (acute, severe and circonflex accents, tremas and cedilla),
- the passage to the upper breakage,
- the deletion of characters outside the character class [0-9A-Zles].

Tech

Mandatory, unique. Technical code of the meeting. Used by the operator to identify the encounter in the form of a game. This identifier is common to all players.

Sport

Mandatory, unique. Sport to which the sporting encounter is linked. This field is standardised and coded. This code is specified in the ANJ nomenclature.

Cat

Optional, unique. Category of sport practised. This field is standardised and coded. This entity is optional within the meaning of the XSD: if the reference classification of categories for a sport becomes mandatory for the XML events relating to that sport.

Events

Mandatory, unique. Event to which the sporting event is linked. This field is standardised and coded. This code is specified in the ANJ nomenclature.

DISC

Optional, unique. Sport discipline practised. This field is standardised and coded. This entity is optional within the meaning of the XSD: if the reference nomenclature of disciplines for a sport becomes mandatory for the XML events relating to that sport.

Genr

Mandatory, unique. Gender associated with the meeting. Genr is of the Genre type.

Gender	
Sub type	Constraints
String	The character string shall be equal to one of the following: 'H', 'F' or 'M' denoting 'Male', 'Woman' or 'Mixte' respectively

Date

Mandatory, unique. Date of the meeting, in UTC format.

Share

Optional mandatory. Multivalué (x2). Participating in the meeting. **Mandatory only when the betting concerns a single meeting and the match involves two participants (two teams, two players): in particular, there is no question of listing all participants in a race, or all members of a team, or including several teams in a single value.** Present when the meeting involves two participants (two teams, two players) only: in particular, there is no question of listing all participants in a race, or all members of a team, or including several teams in a single value. This field must also remain empty when the bet concerns the performance of two participants who do not always compete directly over the whole of the competition in question (for example, in the context of a championship) or when they are two players in a team (e.g. duel of buzzers).

This field shows the name of the participant as displayed to the player. It must, on the other hand, be placed in canonical

form, just like the Renc entity.

- removal of diacritics independently of the helmet (acute, severe and circonflex accents, tremas and cedilla),
- moving to the upper breakage,
- deletion of characters outside the character class [0-9A-Z-].

Finally, the two participants in the meeting must be entered in the same order as in the Renc field, which itself must be in accordance with the order given by the organiser of the competition.

PronoSp

Mandatory. Prognosis of the pari. It should be noted that this value may be multivariate when the player has taken several different bets on the same outcome (example: betting schedule where a player would have "ticked" several possible results for the same match).

PronoSp

XML entity	Min	Max	Type	Description
TypeRes	1	64	codeTypeResultat	Outcome type
Choice	1	64	string	Choice of result

Rating

Optional. European dimension (decimal format) displayed to the player when the betting is taken. This is the mark presented to the player. The rating is associated with a PronoSp prognosis and may be multivariate if PronoSp is. It should be noted that in this case the PronoSp and Cote entities form a sequence.

The mark may not appear in the case of a combined patch presented in the form of a grid.

Live

Optional. Nil if present. Present when the bet is made, in real time, on the live match.

Bank

Optional. Present when the betting is a system betting where at least one of the 'banking/base/...' predictions must be made in order to be successful. This type of betting makes it possible to reduce the number of combined bets contained in a system betting and thus to reduce the total take-up of the system betting. The prognosis in "bank/base/..." will be present in all combinations of the system betting.~~None if present. Present when the betting is a "bank" betting.~~

TypeRes

Mandatory. Type of result associated with the prognosis. This field is standardised and subject to codification by sport. This code is specified in the ANJ nomenclature. In the case of special betting there may be several values (one for each choice, each time preceding the corresponding choice).

Choice

Mandatory. Choice associated with the type of result, including also the title of the bet displayed to the player, in such a way that this field is sufficient to describe the support of the betting. In the case of special bets, this field may appear several times.

Note 1

The fields [SoldeAvantMise, Mise, SoldeApresMise] [BonusAvantMise, BonusMise, BonusApresMise] must be present or absent at the same time.

Note 2

The operator may offer 'free' betting. In this case, the bonus must be awarded to the player from a CPTEALIMOPE event. When a betting is taken, the amount of the 'free' betting will be deducted from the bonus compartment and the words 'free' will be specified in the 'BonusName' field. If the betting is successful, it is tolerated that the stake be deducted from the prize paid to the player, or a prize corresponding to the stake * (cote-1).

Illustrative examples of the event can be found in the Annex (Part [IV.6.1](#)).

11.8.1. b Bread on a bet – PASPGAIN

Presentation of the event

At the time the betting is released, a PASPGAIN gain event is generated for each winner.

Following the outcome of a sporting competition which has been the subject of off-course betting, the operator calculates the betting ratio, identifies the winners and generates the corresponding winnings for each of them;

In the case of odds betting, the operator identifies the winners and generates a prize corresponding to the number advertised at the betting (or cashout where applicable) at the end of a competition.

Remarks

- If the winning event follows the promulgation of a result or an action by the operator, it is immediately pushed into the boot without payment from the player, including the balise < Supervision/> in the header.
- If the winner event follows action by the player (example: manual cashout), the player's action serves as acquittal and the balise < Supervision/> is not used.

Structure of the registration in XML format

PASPGAIN				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	rigor-256	Internal technical code of coupon pari
DateMise	1	1	date-ymdhmss	Date and time of release
DateTime	1	1	date-ymdhmss	Date and time of the result of the bet
Cashout	0	1	Cashout	Player Cashout
SoldeAvantGain	0	1	Decimals	Amount of compartment remaining before gain
Gain	0	1	nonNegativeDecla	Amount of the gain
SoldeApresGain	0	1	Decimals	Amount of compartment remaining after gain
GainAbond	0	1	nonNegativeDecla	Amount of gain abundance
BonusAvantGain	0	1	Decimals	Amount of bonus compartment before gain
BonusMouvement	0	1	nonNegativeDecla	Amount of the gain
BonusApresGain	0	1	Decimals	Amount of bonus compartment after gain
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Technical code of the won betting identical to that used for placing on the betting.

DateMise

Mandatory, unique. Date and time in UTC format of the prize associated with the gain.

DateTime

Mandatory, unique. Date and time in UTC format of the result associated with the gain. (In the case of a combined betting or system, the date and time of the result of the feet leading to the gain, and in the case of a cashout, the time of demand by the player is expected).

Cashout

Optional, unique. This field allows the conditions of the transaction to be indicated in the case of partial or total redemption of the betting by the operator at a different rating. This field is mandatory when the player carries out a cashout.

SoldeAvantGain

Optional, single. Amount of the compartment remaining in the player account before the gain.

Gain

Optional, single. Amount of the gain: excluding abundance.

SoldeApresGain

Optional, single. Amount of the compartment remaining in the player account after the gain.

GainAbond

Optional, single. Amount of gain abundance.

BonusAvantGain

Optional, unique. Amount of the bonus compartment of the player account before the gain.

BonusMouvement

Optional, unique. Amount of bonus.

BonusApresGain

Optional, unique. Amount of the bonus compartment of the player account after the gain.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, single. Additional information provided to the player, the winning result and, in the case of mutuals, the amount of the betting mass.

Structure of the registration in XML format

Cashout

XML entity	Min	Max	Type	Description
Redemption	0	1	nonNegativeDecla	Amount of the bare bought
Rating	0	1	nonNegativeDecla	Buy-back quotations

Description

Redemption

Optional, unique. Amount of the release bought by the operator. This amount may be less than or equal to the stake.

Rating

Optional, unique. The price at which the bet was bought by the operator.

Illustrative examples of the event can be found in the Annex (Part IV.6.2).

II.8.1.c

Cancellation of a bet – PASPANNUL

Presentation of the event

The betting is cancelled by the player or by the operator, for example, if the competition (s) to which the betting relates is cancelled.

Note 1:

- If the cancellation is initiated by the operator (example: abandonment during a tennis match) it is then passed on immediately to the boot without payment from the player, including the balise < Supervision/> in the header.
- If the cancellation is requested by the player, the application acting as acquittal, then the event is passed on to the boot without including the balise < Supervision/>.

Note 2:

Some options allow players to change their bets before the start of the match. In this case, the initial bet is cancelled with a PASPANNUL event, specifying in the < Info field > the Tech code corresponding to the new pari. A new PASPMISE event is sent to the boot with a Tech code different from that of the initial bet. In the < Info > field associated with the new entry, the Tech code of the initial bet will be specified.

Structure of the registration in XML format

PASPANNUL				
XML entity	Min	Max	Type	Description

Header (see section II.2.1)				
Tech	1	1	rigor-256	Internal technical code of the cancelled bet
DateMise	1	1	date-yyymmddhhmmss	Date and time of release
Motive	1	1	rigor-32	Reason for cancellation
SoldeAvantRembours	0	1	decimals	Amount of the balance before cancellation
MontantRembours	0	1	nonNegativeDecla	Amount of reimbursement
SoldeApresRembours	0	1	decimals	Amount of the balance after cancellation
BonusAvant	0	1	decimals	Amount of bonus compartment before cancellation
BonusMouvement	0	1	nonNegativeDecla	Amount of cancellation
BonusApres	0	1	decimals	Amount of bonus compartment after cancellation
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specifies whether the cancellation was made by telephone
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Technical code of the cancelled betting identical to that used for placing on the betting.

DateMise

Mandatory, unique. Date and time in UTC format of the setup associated with the cancellation.

Motive

Mandatory, unique. This field will make it possible to specify the reason for the cancellation, the possible values are:

- 'Non-compliant' when the betting relates to a meeting, or event type, not authorised by the ANJ;
- 'MSE' when the match is not at stake;
- 'Annual meeting' when the meeting is cancelled;
- 'Resultat' where the betting is cancelled as a result of the result (e.g. following tennis abandonment [or the non-participation of a participant – such as a replacement player who does not come back into play](#));
- 'Player' when the bet is cancelled at the instigation of the player;
- 'PariModify' when the player changes his or her betting. The initial entry is cancelled and a new placing is sent to the boot. The < Info > fields of these events will make it possible to link the events with each other;
- ['LateBet' when the bet was taken when its result was already known. In this case, the time at which the result in question was already known should be specified in the Info field;](#)
- "Other". In this case, the Info field will be used to specify the exact nature of the cancellation. [In particular in the case of technical problems \(name or supplier\), the Info field will indicate the exact cause of the cancellation.](#)

SoldeAvantRembours

Optional, unique. Amount of the compartment remaining in the player account before the bet is cancelled.

MontantRembours

Optional, unique. Amount of reimbursement.

SoldeApresRembours

Optional, unique. Amount of the compartment remaining in the player account after the bet has been cancelled.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before cancellation.

BonusMouvement

Optional, unique. Amount of cancellation.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after cancellation.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specify whether the cancellation was made via a telephone call or an SMS (exclusive rights only).

Info

Optional, unique. Additional information provided to the player, cause and conditions of cancellation. [This field is mandatory](#)

in case of cancellations with 'LateBet' or 'Other' reasons.

Illustrative examples of the event can be found in the Annex (Part IV.6.3).

To participate in a 'Fantasy League', each player chooses a specified number of players in the relevant competition or sporting event (*composition*). When enrolled in the 'Fantasy League', the player acquitts a stake that feeds into the common mass attached to the Fantasy League. It then draws up a list of sporting bets relating to the conduct of gaming by those players. The accuracy of the sports prognosis enables the player to acquire a number of points fixed in accordance with the rules of the game. The players in each Fantasy League are finally ranked according to the number of points obtained at the end of the competition or sporting event, their ranking determines the amount of their prize, and the winning ranks share the mass after deduction of the levies and commissions by the operator.

Sports bets in the form of a mutual scheme in accordance with the described functioning of the Fantasy League follow a kinematic consisting of at least 3 stages:

- Registration and placement to participate in a Fantasy League (FAINSCRIT);
- Composition of one or more *selections* (FAJEU);
- Financial statement following the execution of the betting (s) (FABILAN).

Other events may occur during a Fantasy League:

- If the player achieves, in the course of a Fantasy League, an optional target set in advance by the operator, he can immediately obtain an intermediate gain (FAGAIN);
- If the operator offers it, the player can buy a game 'advantage' during a *Fantasy League* (FAACHAT);
- The operator or player can cancel an ongoing Fantasy League for various reasons (FAANNUL), in which case the gains and expenses may require reimbursement (CPTEAJUSTOPE) and no balance sheet (FABILAN) is expected.

Operators include the six events presented above for games responding to the operation of the Fantasy League by way of derogation from events specific to sports betting (PASPMISE, PASPGAIN and PASPANNUL).

The diagram below shows the operating principle in the form of an automatic device:

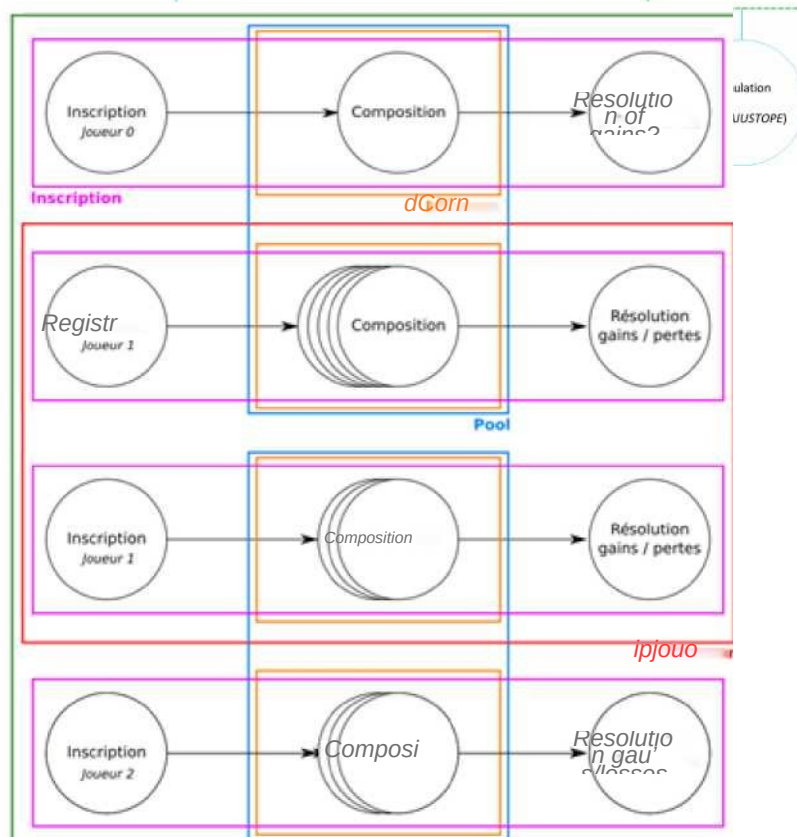
In order to ensure the traceability of gaming operations, four technical codes are used in gaming events, the last three being specific to the provision of sports betting in the mutual form corresponding to the functioning of the Fantasy League.

The Tech code is the unique identifier of a *Fantasy League*, all events in the same *Fantasy League* share that code.

The Inscription Code is a code associated with the registration of a player and the acquittal of his or her placement. All events associated with this entry share this code. If a player enrolled in the same *Fantasy League* more than once (in the case of multi-entry), each of these entries has its own Inscription Code.

In the course of a 'Fantasy League', the rules may imply that the selection of a player 'confronts' only some of the other selections. In this case, they are grouped together using the Pool code. This code is for single use and must not be re-used in the same 'Fantasy League'.

Finally, until a date set by the operator, a player may change the composition of his selection. In this case, a new FAJEU event replaces the previous one. The IDCompo code makes it possible to link these various FAJEUs with each other, together with each other at the date of the event, and it is possible to monitor the evolution of the selection of a player in the form of a history.



AN3

II.8.1.d.1 Registration of a player: FAINSCRIT

Presentation of the event

The player may register for one or more Fantasy League; the FAINSCRIT event records all the information related to this registration. In particular, it specifies the Tech code and the registration code which allows events to be traced.

The event has all the fields needed to describe a financial movement.

Structure of the registration in XML format

FAINSCRIT				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Registration	1	1	string	Registration ID
Tech	1	1	string	Fantasy League identifier
Description	1	1	string	Description of the Fantasy League
Sport	1	1	sport CodeSport	Sport
Cat	0	1	codeCategorie	Category
Events	1	1	covening	Name of event
DISC	0	1	codeTatine	Discipline
Format	1	1	format	Format of the <i>Fantasy</i> League
SoldeBefore	0	1	decimals	Player balance before event
SoldeMovement	0	1	nonNegativeDecla	Amount of movement
SoldeApres	0	1	decimals	Player balance after event
BonusAvant	0	1	decimals	Player's bonus before the event
BonusMouvement	0	1	nonNegativeDecla	Amount of movement
BonusApres	0	1	decimals	Player bonus after event
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specify whether registration has been taken by telephone
Info	0	1	string	Additional information

Description

Registration

Mandatory, unique. Unique registration identifier. A player registering several times to the same *Fantasy* League (i.e. multi-entry) has a different registration code for each entry.

Tech

Mandatory, unique. Unique identifier of the *Fantasy* League. All players enrolled in the same *Fantasy* League have the same identifier.

Description

Mandatory, unique. Description of the *Fantasy* League.

Sport

Mandatory, unique. Sport to which the sporting encounter is linked. This field is standardised and coded. This code is specified in the ANJ nomenclature.

Cat

Optional, unique. Category of sport practised. This field is standardised and coded. This code is specified in the ANJ nomenclature.

Events

Mandatory, unique. Event to which the sporting event is linked. This field is standardised and coded. This code is specified in the ANJ nomenclature.

DISC

Optional, unique. Sport discipline practised. This field is standardised and coded. This code is specified in the ANJ nomenclature. This entity is optional within the meaning of the XSD: if the nomenclature refers to several disciplines for a sport, this entity becomes mandatory for XML events relating to each sport.

Format

Mandatory, unique. Format of the Fantasy League. This is presented as a quadruplet of the A/B/C [/D] value where A represents the minimum number of players accepted, B represents the maximum number of players accepted (or 0 if there is no maximum), C the number of winners at the end of the Fantasy League (or 0 if not determined at the time of registration) and D the options of the latter. The (cumulative) options are S if it is a satellite, A if intermediate purchases are allowed and G if intermediate gains are allowed. For example: 2/0/0 or 10/0/5/AG.

SoldeBefore

Optional, unique. Amount of the sole compartment remaining in the player account before playing. This field is not specified in cases where the betting is made from an abundance of stakes and/or bonuses.

SoldeMovement

Optional, unique. The amount of the entry made from the sole compartment remaining in the player account.

SoldeApres

Optional, unique. Amount of the sole compartment remaining in the player account after playing. This field is optional and would be absent if the betting is made exclusively on the basis of plenty of stakes and/or bonuses.

BonusAvant

Optional, unique. Amount of the sole bonus compartment of the player account before taking up the game. This field is not specified in cases where the betting is made from an abundance of stakes and/or from the remaining part of the player account.

BonusMouvement

Optional, unique. Amount of bonus.

BonusApres

Optional, unique. Amount of the sole bonus compartment of the player account after the bet.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specifies whether the betting was taken by telephone or SMS (exclusive rights only).

Info

Optional, single. Free additional information of interest.

Illustrative examples of the event can be found in the Annex (Part IV.6.4).

II.8.1.d.2 Choice of selection: FAJEU

Presentation of the event

The composition of the player is traced using an FAJEU event which specifies the selection selected and adds additional traceability information. This event should be used both for new selections and for replacing an existing selection.

Structure of the registration in XML format

FAJEU				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Registration	1	1	string	Registration ID
Tech	1	1	string	Fantasy League identifier
Pool	1	1	string	Mass identifier
Description	1	1	string	Description of the game carrier
Info	0	1	string	Additional information
IDCompo	1	1	string	Composition identifier
DateCompo	1	1	date-yyymmddhmmss	Date of entry in the accounts
Composition	1	64	Choice	Composition

Description

Registration

Mandatory, unique. Unique registration identifier. A player registering several times to the same *Fantasy League* (i.e. multi-entry) has a different registration code for each entry.

Tech

Mandatory, unique. Unique identifier of the Fantasy League. All events relating to the same Fantasy League have the same

Tech identifier.

Pool

Mandatory, unique. Players in the same 'Fantasy League' may meet in subgroups.
Each sub-group shall have a unique and non-reusable identifier in a *Fantasy League*.

Description

Mandatory, unique. Description of the play medium (rules, etc.).

Info

Optional, unique. Free additional information of interest.

IDCompo

Mandatory, unique. Composition identifier allowing traceability.

DateCompo

Mandatory, unique. Date on which the composition of the player was taken into account.

Composition

Mandatory, multiple. Selection set detailing the composition selected by the player.

Structure of the registration in XML format

CHOICE

XML entity	Min	Max	Type	Description
Name	1	1	string	Name of the selected sportsman
Info	1	1	string	Additional information

Description

Name

Mandatory, unique. Name of the participant in the player's composition.

Info

Mandatory, unique. This field makes it possible to add details to the selection of the player, such as the position of the participant occupied in the selection of the player.

Illustrative examples of the event can be found in the Annex (Part IV.6.4).

II.8.1.d.3 Closure and balance sheet of a Fantasy League FABILAN

Presentation of the event

At the end of a Fantasy League, a FABILAN closing event is generated for each player in order to draw up a financial balance sheet, even if a player does not win any gain.

Any intermediate gains and purchases should not be taken into account in drawing up this balance sheet.

Note:

This event is transmitted to the boot when the result of the Fantasy League is promulgated without the player's acquittal, including the balise < Supervision/> in the header.

Structure of the registration in XML format

FABILAN				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Registration	1	1	string	Registration ID
Tech	1	1	string	Fantasy League identifier
Classification	0	1	INTEGER	Classification of the player
Points	1	1	nonNegativeDecla	Number of player points
SoldeBefore	0	1	decimals	Player balance before event
SoldeMovement	0	1	nonNegativeDecla	Amount of movement
SoldeApres	0	1	decimals	Player balance after event
BonusAvant	0	1	decimals	Player's bonus before the event
BonusMouvement	0	1	nonNegativeDecla	Amount of movement
BonusApres	0	1	decimals	Player bonus after event
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Registration

Mandatory, unique. Unique registration identifier. A player registering several times to the same *Fantasy League* (i.e. multi-entry) has a different registration code for each entry.

Tech

Mandatory, unique. Unique identifier of the *Fantasy League*. All events relating to the same Fantasy League have the same Tech identifier.

Classification

Optional, unique. Final classification of the player at the end of the 'fantasy ring'. This field is mandatory for classified players. In particular, it must be specified when the player ends up in a place giving him a winner.

Points

Mandatory, unique. Number of points obtained by the player at the end of the 'fantasy ring'.

SoldeBefore

Optional, unique. Amount of the sole compartment remaining in the player account before the financial movement. This field is not specified in cases where the betting is made from a bonus.

SoldeMovement

Optional, unique. Amount of the financial movement made from the sole compartment remaining in the player account.

SoldeApres

Optional, unique. Amount of the sole compartment remaining in the player account after the financial movement. This field is not specified in cases where the betting is made from a bonus.

BonusAvant

Optional, unique. Amount of the sole bonus compartment of the player account before the financial movement. This field is not specified in cases where the betting is made from the balance.

BonusMouvement

Optional, unique. The amount of the financial movement made from the bonus compartment of the player account alone.

BonusApres

Optional, unique. Amount of the sole bonus compartment of the player account after the financial movement. This field is not specified in cases where the betting is made from the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Free additional information of interest.

Illustrative examples of the event can be found in the Annex (Part IV.6.4).

II.8.1.d.4 Intermediate winner – FAGAIN

Presentation of the event

If the operator wishes to offer intermediate gains as a result of particular results, these will be paid back to the player during a 'Fantasy League' using the FAGAIN event.

The reason for such a gain must be specified in the dedicated field.

Remark

This event is transmitted to the boot when the intermediate result of the Fantasy League is promulgated without the player's acquittal, including the balise < Supervision/> in the header.

Structure of the registration in XML format

FAGAIN				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Registration	1	1	string	Registration ID
Tech	1	1	string	Fantasy League identifier
Motive	1	1	string	Reason for the event
SoldeBefore	0	1	decimals	Player balance before event
SoldeMovement	0	1	nonNegativeDecla	Amount of movement
SoldeApres	0	1	decimals	Player balance after event
BonusAvant	0	1	decimals	Player's bonus before the event
BonusMouvement	0	1	nonNegativeDecla	Amount of movement
BonusApres	0	1	decimals	Player bonus after event
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Registration

Mandatory, unique. Unique registration identifier. A player registering several times to the same *Fantasy League* (i.e. multi-entry) has a different registration code for each entry.

Tech

Mandatory, unique. Unique identifier of the *Fantasy League*. All events relating to the same Fantasy League have the same Tech identifier

Motive

Mandatory, unique. Each FAGAIN must be motivated. This is a free field that allows the operator to explain the reason for the intermediate gain.

SoldeBefore

Optional, unique. Amount of the sole compartment remaining in the player account before the financial movement. This field is not specified in cases where the betting is made from a bonus.

SoldeMovement

Optional, unique. Amount of the financial movement made from the sole compartment remaining in the player account.

SoldeApres

Optional, unique. Amount of the sole compartment remaining in the player account after the financial movement. This field is not specified in cases where the betting is made from a bonus.

BonusAvant

Optional, unique. Amount of the sole bonus compartment of the player account before the financial movement. This field is not specified in cases where the betting is made from the balance.

BonusMouvement

Optional, unique. The amount of the financial movement made from the bonus compartment of the player account alone.

BonusApres

Optional, unique. Amount of the sole bonus compartment of the player account after the financial movement. This field is not specified in cases where the betting is made from the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Free additional information of interest.

Illustrative examples of the event can be found in the Annex (Part IV.6.4).

II.8.1.d.5 Interim purchase – FAACHAT

Presentation of the event

The operator can offer purchase options (bonuses or options) during a Fantasy League using a FAACHAT event. The reason for a purchase must be specified in the dedicated field.

Structure of the registration in XML format

FAACHAT				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Registration	1	1	string	Registration ID
Tech	1	1	string	Fantasy League identifier
Motive	1	1	string	Reason for the event
SoldeBefore	0	1	decimals	Player balance before event
SoldeMovement	0	1	nonNegativeDecla	Amount of movement
SoldeApres	0	1	decimals	Player balance after event
BonusAvant	0	1	decimals	Player's bonus before the event
BonusMouvement	0	1	nonNegativeDecla	Amount of movement
BonusApres	0	1	decimals	Player bonus after event
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Registration

Mandatory, unique. Unique registration identifier. A player registering several times to the same *Fantasy League* (i.e. multi-entry) has a different registration code for each entry.

Tech

Mandatory, unique. Unique identifier of the *Fantasy League*. All events relating to the same Fantasy League have the same Tech identifier

Motive

Mandatory, unique. Each FAACHAT must be motivated. This is a free field that allows the operator to explain the reason for the purchase.

SoldeBefore

Optional, unique. Amount of the sole compartment remaining in the player account before the financial movement. This field is not specified in cases where the betting is made from a bonus.

SoldeMovement

Optional, unique. Amount of the financial movement made from the sole compartment remaining in the player account.

SoldeApres

Optional, unique. Amount of the sole compartment remaining in the player account after the financial movement. This field is not specified in cases where the betting is made from a bonus.

BonusAvant

Optional, unique. Amount of the sole bonus compartment of the player account before the financial movement. This field is not specified in cases where the betting is made from the balance.

BonusMouvement

Optional, unique. The amount of the financial movement made from the bonus compartment of the player account alone.

BonusApres

Optional, unique. Amount of the sole bonus compartment of the player account after the financial movement. This field is not specified in cases where the betting is made from the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Free additional information of interest.

Illustrative examples of the event can be found in the Annex (Part IV.6.4).

11.8.1. D.6 Cancellation of a Fantasy League – FAANNUL

Presentation of the event

This event is registered at the initiative of the player or operator to cancel a registration to a *Fantasy League* or the *Fantasy League* itself and all related events. It reflects the reimbursement of registration and possible options.

If other financial events are linked to this registration and need to be adjusted, they must be carried out using a CPTEAJUSTOPE event.

Remarks:

- If the cancellation is at the initiative of the operator or at the request of the ANJ, the FAANNUL is then transmitted immediately to the boot without payment from the player, including the balise < Supervision/> in the header.
- If the cancellation is requested by the player as acquittal, the FAANNUL shall be transmitted to the boot without including the balise < Supervision/>

Structure of the registration in XML format

FAANNUL				
XML entity	Min	Max	Type	Description
Header (see section IV.6.4)				
Registration	1	1	string	Registration ID
Tech	1	1	string	<i>Fantasy League</i> identifier
Motive	1	1	string	Reason for the event
SoldeBefore	0	1	decimals	Player balance before event
SoldeMovement	0	1	nonNegativeDecla	Amount of movement
SoldeApres	0	1	decimals	Player balance after event
BonusAvant	0	1	decimals	Player's bonus before the event
BonusMouvement	0	1	nonNegativeDecla	Amount of movement
BonusApres	0	1	decimals	Player bonus after event
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specifies whether the cancellation was made by telephone
Info	0	1	string	Additional information

Description

Registration

Mandatory, unique. Unique registration identifier. A player registering several times to the same *Fantasy League* (i.e. multi-entry) has a different registration code for each entry.

Tech

Mandatory, unique. Unique identifier of the *Fantasy League*. All events relating to the same *Fantasy League* have the same Tech identifier

Motive

Mandatory, unique. Each FAANNUL must be motivated. Mandatory, single. This field will make it possible to specify the reason for the cancellation, the possible values are:

- 'Non-compliant' when the match does not comply with the sports list;
- 'MSE' when the match is not at stake;
- 'Annual meeting' when the meeting is cancelled;
- 'Resultat' when the encounter is cancelled as a result of the result;
- 'NombreJoueurs' when the minimum number of players of the fantasy ring is not reached;
- 'Player' when the gaming is cancelled at the initiative of the player;
- "Other" the info field will be used to specify the exact nature.

SoldeBefore

Optional, unique. Amount of the sole compartment remaining in the player account before the financial movement. This field is not specified in cases where the betting is made from a bonus.

SoldeMovement

Optional, unique. Amount of the financial movement made from the sole compartment remaining in the player account.

SoldeApres

Optional, unique. Amount of the sole compartment remaining in the player account after the financial movement. This field is not specified in cases where the betting is made from a bonus.

BonusAvant

Optional, unique. Amount of the sole bonus compartment of the player account before the financial movement. This field is not specified in cases where the betting is made from the balance.

BonusMouvement

Optional, unique. The amount of the financial movement made from the bonus compartment of the player account alone.

BonusApres

Optional, unique. Amount of the sole bonus compartment of the player account after the financial movement. This field is not specified in cases where the betting is made from the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specify whether the cancellation was made via a telephone call or an SMS (exclusive rights only).

Info

Optional, unique. Free additional information of interest. [This field is mandatory in the case of a cancellation under the 'Other' reason.](#)

Illustrative examples of the event can be found in the Annex (Part IV.6.4).

II.8.2 String pars

II.8.2.a Placing on a bet – PAHIMISE

Presentation of the event.

The player is talking about a horse encounter.

Note:

When playing, if part of the staging is dedicated to a complementary game, such as a cagnotte or jackpot type, two PAHIMISE events are sent to the boot. The first with the entry corresponding to the main play and the second to that of the ancillary game. These two events have different Tech codes but have an additional code, TechJeu, to uniquely identify the game as a whole.

In the event corresponding to the ancillary game, the Jackpot tag will be present.

It should be noted that if there are several complementary games, as many PAHIMISE events as well as additional games will have to be sent.

Structure of the registration in XML format

PAHIMISE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	rigor-256	Internal technical code of the bet
TechJeu	0	1	string	Internal technical code of the game (making it possible to link one or more additional stakes to the main setting)
Jackpot	0	1	Empty beacon	Specifies whether the play is a participation in a complementary game (cagnotte, jackpot, etc.)
Desc	1	64	Desc	Description of the bet
SoldeAvantMise	0	1	decimals	Amount of compartment remaining before the
Wager	0	1	nonNegativeDecla	Amount of the stake
SoldeApresMise	0	1	decimals	Amount of compartment remaining after the bet
MiseAbond	0	1	nonNegativeDecla	Amount of ploughing
BonusAvantMise	0	1	decimals	Amount of bonus compartment before the bet
BonusMouvement	0	1	nonNegativeDecla	Amount of bonus
BonusApresMise	0	1	decimals	Amount of bonus compartment after the bet

BonusName	0	1	string	Bonus name
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specifies whether the bet was taken by
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the betting coupon. This code is used by the operator to identify the betting in the game platform.

TechJeu

Optional, unique. Internal technical code of the game. This code shall be entered when part of the play is dedicated to one or more complementary games, such as a cagnotte or jackpot. This code will be the same for all events making up the player's gaming, which, on the other hand, have different *Tech* fields.

Jackpot

Optional, unique. Specify whether the placement corresponds to participation in a complementary game (such as a cagnotte or jackpot).

Desc

Mandatory, multiple. Description of the bet. For betting on several races, this field is given as many times as there are different races selected by the player.

SoldeAvantMise

Optional, unique. The amount of the compartment is the balance of the player account before the bet. This field is optional if the betting is made from an abundance or bonus.

Wager

Optional, unique. Amount of the stake. This field is optional if the betting is made from an abundance or bonus.

SoldeApresMise

Optional, unique. Amount of the compartment remaining in the player account after the bet. This field is optional if the betting is made from an abundance or bonus.

MiseAbond

Optional, unique. Amount of the operator's abundance.

BonusAvantMise

Optional, unique. Amount of the bonus compartment of the player account before the bet. This field is optional in case the betting is made from an abundance or the balance.

BonusMouvement

Optional, unique. Amount of bonus. This field is optional in case the betting is made from an abundance or the balance.

BonusApresMise

Optional, unique. Amount of the bonus compartment of the player account after the bet. This field is optional in case the betting is made from an abundance or the balance.

BonusName

Optional, unique. Name of the bonus as displayed to the player. This field is optional in case the betting is made from an abundance or the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specifies whether the betting was taken by telephone or SMS (exclusive rights only).

Info

Optional, unique. Free additional information of interest.

Structure of the registration in XML format

Desc

XML entity	Min	Max	Type	Description
DateTime	0	1	date-yyymmddhhmmss	Date of travel
Hippodrome	1	16	string	Name of the hippodrome
Countries	1	16	rigor-64	Hippodrome Country

Reunion	1	16	INTEGER	Meeting number
CNOM	0	16	string	Name of the race
CNum	0	16	INTEGER	Travel number
Clear	1	1	string	Name of the bet displayed to the player
PronoPH	1	1	PronoPH	Prognosis

Description

DateTime

Optional, unique. Date and time of the race. This field is mandatory when the DESC element relates to the result of a single stroke. It is only optional for betting on one or more meetings as a whole, such as duels of jockeys on the whole meeting.

Hippodrome

Mandatory, multiple. Hippodrome in which the meeting takes place. This field is listed on the ANJ website. Where the unit betting represented by the DESC element covers several meetings (e.g. for a dual trainer for 2 meetings on the same day), each of the meetings concerned must be filled in.

Countries

Mandatory, unique. Country where the hippodrome is located.

Reunion

Mandatory, multiple. Meeting number as displayed to the player. Where the unit betting represented by the DESC element covers several meetings (e.g. for a dual trainer for 2 meetings on the same day), each of the meetings concerned must be filled in.

CNOM

Optional, multiple. Name of the race. Price wording as displayed to the player. This field must be placed in canonic form:

- removal of diacritics independently of the helmet (acute, severe and circonflex accents, tremas and cedilla),
- the passage to the upper breakage,
- the deletion of characters outside the character class [0-9A-Z-].

This field is mandatory when the DESC element relates to the result of a single stroke. It is only optional for betting on one or more meetings as a whole, such as duels of jockeys on the whole meeting. Finally, in the event that only part of the races of a meeting are targeted, the name of each of the races concerned will have to be specified.

CNum

Optional, multiple. Number of the race in the meeting. This field is mandatory when the DESC element relates to the result of a single stroke. It is only optional for betting on one meeting or several meetings as a whole, such as duels of jockeys on the whole meeting. Finally, in the event that only part of the races of a meeting are targeted, the number of each of the races concerned should be specified.

Clear

Mandatory, unique. Wording of the betting as displayed to the player at the time of the betting. In the case of betting on characteristics other than the horse number only (e.g. jockey duel, gender or age of the winning horse, provided that betting on these characteristics is allowed), care must be taken to ensure that this field is sufficient to understand the betting.

PronoPH

Mandatory, unique. Prognosis of the player.

Structure of the registration in XML format

PronoPH				
XML entity	Min	Max	Type	Description
Type	1	1	rigor-64	Type of betting
Base	0	64	rigor-64	Basic horse number (s)
Choice	0	1	string	Choice of player (if the betting does not relate to horse numbers)
Field	0	1	Empty beacon	Reduced or total field betting
Combination	0	1	Empty beacon	Pari in combination
Associates	0	64	rigor-64	Number (s) of associated horse (s)
TLO	0	1	Empty beacon	Selection of option all orders
MiseBase	1	1	nonNegativeDecla	Basic implementation
Number	1	1	INTEGER	Number of elementary bets
Coef	0	64	nonNegativeDecla	Multiplier of the gain

Description

Type

Mandatory, unique. Type of horse betting. This field is free, however, the operator must keep the same chain between two bets of the same type.

Base

Optional, multiple. Horse included in the basic selection of the player. Depending on the type of bi, the order in which the lines appear may be important. This field is mandatory for all horse-number betting.

Choice

Optional, unique. Choice of player in the case of a betting on characteristics other than the horse number.

Field

Optional, unique. The presence of this tag indicates that the bet is carried out in a partial or total field. Associated horses must be indicated in the Associates field.

Combination

Optional, unique. The presence of this tag indicates that the betting carried out consists of several combinations (i.e. the pari corresponds to several combinations of k of the selected basic or associated horses with k strictly below n. This tag must be transmitted when the number of basic horses or associated horses exceeds the number of horses in a unitary betting).

Associates

Optional, multiple. Horse included in the reduced field selection or full field of the player. Depending on the type of bi, the order in which the lines appear will be important. In the case of a total field, all horses will be filled in.

TLO

Optional, unique. The presence of this tag indicates that the selection of the player includes all possible orders.

MiseBase

Mandatory, unique. Basic player placement. The total staging associated with the play is the product of the elementary setting by the number of bet combinations.

Number

Mandatory, single. Number of elementary bets constituting the betting.

Coef

Optional, Multiple. Multiplying factor associated with any profit from the bi. Where specified, this field must appear as many times as there are elementary bets constituting the betting, and the order of the coefficients must comply with the order of betting.

Illustrative examples of the event can be found in the Annex (Part IV.7.1).

11.8.2. b Bread on a bet – PAHIGAIN

Presentation of the event

Following the result of a race which has been the subject of bets, the operator calculates the betting ratio, identifies the winners and the winnings for each of them.

When bets are unwound, a PAHIGAIN prize event is sent for each winner.

Remarks

The winning event follows the promulgation of a result, it is immediately pushed into the boot without the player's acquittal, including the balise < Supervision/> in the header.

Structure of the registration in XML format

PAHIGAIN				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	rigor-256	Internal technical code of the bet
DateMise	1	1	date-yyymdhmss	Date and time of release
DateTime	1	1	date-yyymdhmss	Date and time of the result of the bet
SoldeAvantGain	0	1	Decimals	Amount of compartment remaining before gain
Gain	0	1	nonNegativeDecla	Amount of the gain
SoldeApresGain	0	1	Decimals	Amount of compartment remaining after gain
GainAbond	0	1	nonNegativeDecla	Amount of gain abundance

BonusAvantGain	0	1	Decimals	Amount of bonus compartment before gain
BonusMouvement	0	1	nonNegativeDecla	Amount of the gain
BonusApresGain	0	1	Decimals	Amount of bonus compartment after gain
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Technical code of the won betting identical to that used for placing on the betting.

DateMise

Mandatory, unique. Date and time in UTC format of the prize associated with the gain.

DateTime

Mandatory, unique. Date and time in UTC format of the result associated with the gain.

SoldeAvantGain

Optional, unique. Amount of the compartment remaining in the player account before the gain.

Gain

Optional, unique. Amount of the gain: excluding abundance.

SoldeApresGain

Optional, unique. Amount of the compartment remaining in the player account after the gain.

GainAbond

Optional, unique. Amount of gain abundance.

BonusAvantGain

Optional, unique. Amount of the bonus compartment of the player account before the gain.

BonusMouvement

Optional, unique. Amount of bonus.

BonusApresGain

Optional, unique. Amount of the bonus compartment of the player account after the gain.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Additional information provided to the player, the winning result and, in the case of mutuals, the amount of the betting mass.

Illustrative examples of the event can be found in the Annex (Part IV.7.2).

Presentation of the event

The betting is cancelled by the player or by the operator, for example, if the race (s) to which the betting relates is cancelled.

Remarks

- If the cancellation is initiated by the operator (examples: horse-race cancelled, no horse), then it is immediately passed on to the boot without payment from the player, including the balise < Supervision/> in the header.
- If the cancellation is requested by the player, the application acting as acquittal, then the event is passed on to the boot without including the balise < Supervision/>

Structure of the registration in XML format

PAHIANNUL				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	rigor-256	Internal technical code of the cancelled
DateMise	1	1	date-ymdhhmss	Date and time of betting
Motive	1	1	rigor-32	Reason for cancellation
SoldeAvantRembours	0	1	decimals	Amount of the balance before
MontantRembours	0	1	nonNegativeDecla	Amount of reimbursement
SoldeApresRembours	0	1	decimals	Amount of the balance after
BonusAvant	0	1	Decimals	Amount of bonus compartment before cancellation
BonusMouvement	0	1	nonNegativeDecla	Amount of cancellation
BonusApres	0	1	Decimals	Amount of bonus compartment after cancellation
Unite	0	1	string	Currency Unit
Such	0	1		Specifies whether the cancellation was made by telephone
Info	0	1	string	Additional information

Description**Tech**

Mandatory, unique. Technical code of the cancelled betting identical to that used for placing on the betting.

DateMise

Mandatory, single. Date and time in UTC format of the setup associated with the cancellation.

Motive

Mandatory, single. This field will make it possible to specify the reason for the cancellation, the possible values are:

- 'Annual CourseYear' when the race is cancelled;
- 'Resultat' where there is no winner or the result does not allow the players to be undivided;
- 'NonPartant' when the horse is not therefore;
- 'Player' when the bet is cancelled at the instigation of the player;
- 'NombrePartants' where the bet is cancelled due to an insufficient number of parties;
- 'Other' the Info field will be used to specify the exact nature of the cancellation.

SoldeAvantRembours

Optional, unique. Amount of the compartment remaining in the player account before the bet is cancelled.

MontantRembours

Optional, unique. Amount of reimbursement.

SoldeApresRembours

Optional, unique. Amount of the compartment remaining in the player account after the bet has been cancelled.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before cancellation.

BonusMouvement

Optional, unique. Amount of cancellation.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after cancellation.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specify whether the cancellation was made via a telephone call or an SMS (exclusive rights only).

Info

Optional, unique. Additional information provided to the player, cause and conditions of cancellation. [This field is mandatory in the case of a cancellation under the 'Other' reason.](#)

An illustrative example of the event can be found in the Annex (Part IV.7.3).

II.8.3 Poker

11.8.3. a Principle of operation

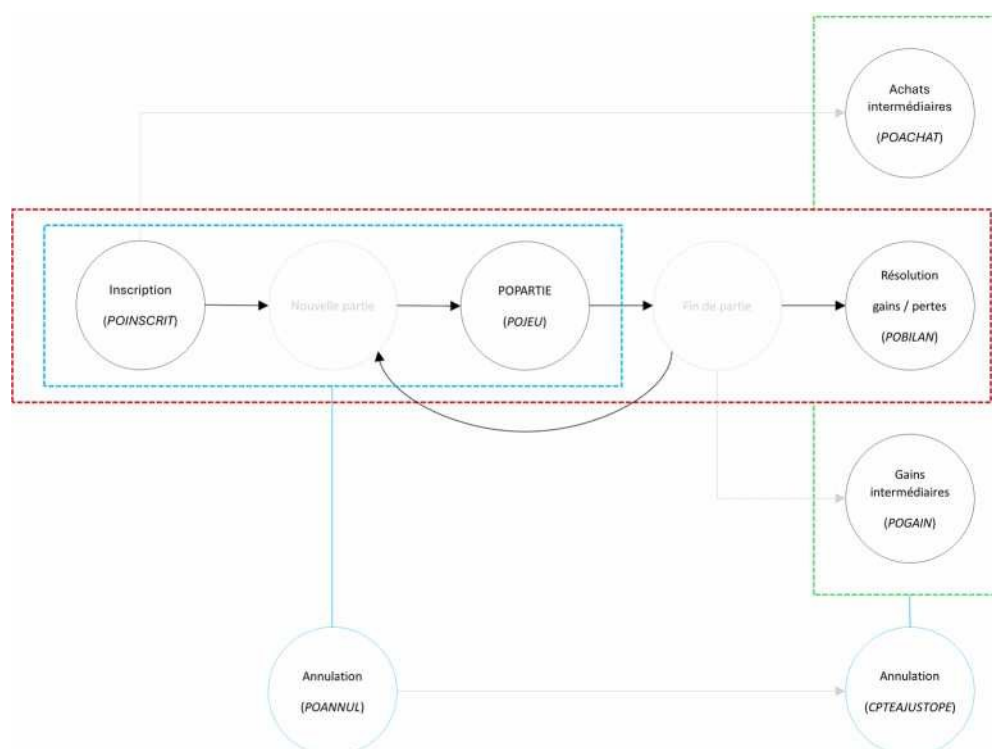
Each set of circles follows the same general operating principle even if specific rules of play apply. This principle is divided into three stages, each leading to the generation of a specific event:

- A player enrolled to take part in a circle game according to defined rules. (POINSCRIT)
- The player makes one or more *parts*. (POJEU)
- The player is either:
 - o cancels his participation in an ongoing circle game (POANNUL);
 - o withdraws any gains from his account when the game ends. (POBILAN)
- ~~When the game ends, the participant withdraws any winnings from his account. (POBILAN)~~

Other events may occur during a *circle game*:

- According to the rules, during the game, the participant can make a purchase in relation to the game. (POACHAT)
- The participant, during the game, can obtain an intermediate gain credited to his/her account without delay. (POGAIN)
- The game operator or participant can abandon an ongoing *circle game* for various reasons (POANNUL). In that case, the sums committed shall be reimbursed in accordance with the conditions laid down. The use of a CPTEAJUSTOPE event in addition to POANNUL may be necessary to compensate for intermediate purchases (POACHAT) or gains (POGAIN).

The diagram below shows this operating principle in the form of an automatic device:



II.8.3.b Rules of play

Reminders

Decree 2016-1326 on the categories of class games referred to in Article 14 (II) of Law No 2010-476 of 12 May 2010, as amended, on the opening-up to competition and regulation of the online gambling sector describes the rules of the poker game, defines the concepts used below and sets out the versions and variants of games authorised online.

The purpose of the poker game is to win the *pot*, with the best *hand*.

It is carried out in successive rounds during which, in turn, players may, depending on the variant, pick up one or more cards, scroll one or more cards, spend their speech tower, hold or stand up.

The part ends at the end of the last round or if there is only one player in the section. If there is more than one player, the hands are ranked relative to each other according to the variant, the best hands share the *pot*.

One *hand* consists of cards held by the player (*proprietary cards*) and possibly shared cards (*common cards*). In addition, each card can be *opened* (visible to all players) or *closed* (visible to the owner only).

II.8.3.c Events

11.8.3. C.1 Registration of a participant in a circle game – POINSCRIT

Presentation of the event

The POINSCRIT event materialises registration to a *circle game*

Structure of the registration in XML format

POINSCRIT				
XML tag	Min	Max	Type	Description
Header (see section II.2.1)				
Retransmission	0	1	Boolean	<i>Attribute</i> identifying a retransmitted event
Test	0	1	Boolean	<i>Attribute</i> identifying a test account
Registration	1	1	types: reference	Unique registration identifier.
Tech	1	1	types: reference	Unique identifier of the circle game.
Description	1	1	string	Description of the circle set.
Format	1	1	circle: format	Description of the format of the circle set
SoldeBefore	0	1	decimals	Amount of the compartment remaining before the financial movement.
SoldeMovement	0	1	nonNegativeDecla	Value of financial movement
SoldeApres	0	1	decimals	Amount of compartment remaining after financial movement
BonusAvant	0	1	decimals	Amount of bonus compartment before financial movement
BonusMouvement	0	1	nonNegativeDecla	Value of financial movement
BonusApres	0	1	decimals	Amount of bonus compartment after financial movement
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Retransmission

Optional, single. *Attribute* indicating that the event is a new transmission of an event already sent.

Test

Optional, single. *Attribute* indicating that the event is a test.

Registration

Mandatory, single. Unique identifier for inscription in the circle game. If a player makes more than one inscription to *the same circle game* (e.g.: multi-entry *format*), each has its own registration code.

Tech

Mandatory, single. Unique identifier to identify the circle game in the game platform. This identifier is common to all players.

Description

Mandatory, single. This field allows the operator to describe the circle game.

Format

Mandatory, single. This field describes the format of the circle set. The following nomenclature is expected:

- 'CG' for cash-game circle games. In a cash-game part, participants play with tokens at any time and are directly convertible into money;
- 'T [d]' for tournaments. In a tournament, players play with tokens. The ranking at the end of the tournament determines the winner (s) and winnings. The code parameter may take one or more of the following values:
 - o 'A' for authorised intermediate purchases. (e.g.: 'cellar');
 - o 'G' for authorised intermediate gains. (e.g.: "Bounty");
 - o 'M' for multi-entry tournaments;
 - o 'S' for satellites.

- “TDV [/d]” for variable-endowment tournaments. Where a player's potential winnings (excluding intermediate winnings) are not solely linked to their ranking (e.g.: random multiplying factor). The parameter code ‘ d ’ may take one or more of the following values:
 - o ‘A’ for authorised intermediate purchases. (E.g.: ‘cellar’);
 - o ‘G’ for authorised intermediate gains. (E.g.: “Bounty”);
 - o ‘M’ for multi-entry tournaments.

SoldeBefore

Optional, single. Amount of the compartment remaining in the player account before playing. This field is optional if the game is taken from a bonus.

SoldeMovement

Optional, single. Amount of gaming taken from the remaining compartment of the player account. Note: this value is not the cumulative value of the stakes from the remaining compartment and the bonus compartment. This field is optional, and would be absent in the event that gaming is carried out exclusively on the basis of a bonus.

SoldeApres

Optional, single. Amount of the compartment remaining in the player account after playing. This field is optional, and would be absent in the event that gaming is carried out exclusively on the basis of a bonus.

BonusAvant

Optional, single. Amount of the bonus compartment of the player account before playing. This field is optional if the betting is made from the remaining compartment of the player account.

BonusMouvement

Optional, single. Amount of bonus. This field is optional in the event that gaming is taken from the remaining compartment of the player account.

BonusApres

Optional, single. Amount of the bonus compartment of the player account after playing. This field is optional in the event that gaming is taken from the remaining compartment of the player account.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.8.1).

II.8.3.c.2 Operation of a part during a circle game – POJEU

Presentation of the event

The POJEU event describes the progress of a party during a *circle game*. It may be an event associated with a player and returning only his or her point of view or a summary event reproducing the unfolding of the whole part (with the activity of each player). Only second type events are expected to describe *poker* parts. For this reason and for the poker, the archiving of POJEU events does not require the player to be acquitted in advance.

Each POJEU event has the Tech and Pool codes for traceability. The registration code, which is also necessary for checking operations, is specified in the list of participants for each of them if it is a summary event.

Certain events (e.g.: POJEU) are *summary events* that bring together the gaming information of several players. For this reason, such events are recorded directly in the safe without acquittal. These events are set out in the rest of the document.

Structure of the registration in XML format

POJEU				
XML tag	Min	Max	Type	Description
Header (see section II.2)				
Retransmission	0	1	Boolean	Attribute identifying a retransacted event
Test	0	1	Boolean	Attribute identifying a test account
Tech	1	1	types: reference	Unique identifier of the circle game.
Pool	1	1	types: reference	Unique identifier of a part in a set of circles.

Participants	1	64	poker: player	List of the participants
Regle	1	1	types: canonical	Coding of the game variant applied
Description	1	1	string	Description of the game variant applied
Info	0	1	string	Additional information
Game	1	1	circle: Tower	Operation of the game part

Description

Retransmission

Optional, unique. *Attribute* indicating that the event is a new transmission of an event already sent.

Test

Optional, unique. *Attribute* indicating that the event is a test.

Tech

Mandatory, unique. Unique identifier to identify the circle game in the game platform. This identifier is common to all players.

Pool

Mandatory, unique. Unique identifier to identify a part in a circle game in the game platform.

Participants

Mandatory, multiple. Each participant is described using the Detailed Game element for each game rule. In the case of a summary event, at least two participants are needed. Each participant taking part in the current poker part corresponds to an XML < Participant element > described below. Participants are listed in the '< Participants >' sub-element of the < POJEU' event.

Regle

Mandatory, unique. Game rule applied. This field is standardised and coded. This code is specified in the ANJ nomenclature.

Description

Mandatory, unique. Description of the game variant applied

Info

Optional, unique. Free additional information of interest.

Game

Mandatory, unique. Running of the current circle part using one or more sub-elements

< Tower'.

Structure of the registration in XML format

Player

XML tag	Min	Max	Type	Description
IDOper	0	1	types: OPID	Operator identifier
Oper	0	1	string	Name of the operator
Countries	0	1	string	Country of the trader's place of business
IDJoueur	1	1	string	Player ID
IPJoueur	1	1	types: publicIP	Player IP address
Siege	1	1	nonNegativeDeca	Seat number.
Registration	1	1	types: reference	Unique Registration Identifier
Finance	1	1	poker: finance	Financial information about the player

Description

IDOper

Optional, unique. Operator identification number provided by the ANJ. This field is mandatory for players from an operator authorised by the ANJ.

Oper

Optional, unique. Name of the operator as displayed to the player. This field is mandatory if IDOper is not present.

Countries

Optional, unique. Operator's country of attachment in ISO 3166-1 Alpha-2 format. This field is mandatory if IDOper is not present.

IDJoueur

Mandatory, unique. Unique identifier of the player to the gaming operator.

IPJoueur

Mandatory, unique. IP address of the player as seen by the gaming platform. It is necessarily a public IP address.

Siege

Mandatory, unique. Player seat number.

Registration

Mandatory, unique. Unique identifier for inscription in the circle game.

Finance

Mandatory, unique. The financial information of the player expected in the Finance sub-element is described below.

Structure of the registration in XML format

Finance				
XML tag	Min	Max	Type	Description
Net	1	1	XS: decimal	Balance at the end of the part.
Total	1	1	nonNegativeDeca	Total stakes committed.
CaveAvant	1	1	nonNegativeDeca	Value of the cellar at the beginning of the part.
CaveApres	1	1	nonNegativeDeca	Value of the cellar at the end of the part.
Unite	0	1	string	Currency Unit

Rake

0	1 nonNegativeDecla
---	--------------------

 Rake taken

Description

Net

Mandatory, unique. This field shows the player's balance at the end of the section.

Total

Mandatory, unique. Total player stakes committed during the period.

CaveAvant

Mandatory, unique. Amount of cellar before the part.

CaveApres

Mandatory, unique. Amount of the cellar after the part.

Unite

Optional, unique. The currency unit in which the cellar is expressed. This field should be left blank when it can be expressed in euro, which should remain the main case (see II.4.12.a).

Rake

Optional, unique. Amount of Rake taken from stakes committed during the part.

Structure of the registration in XML format

Tour				
XML tag	Min	Max	Type	Description
name	1	1	string	<i>Attribute</i> indicating tower name
Timestamp	1	1	date-yyymmddhhmmss	Tower start date and time
Action	1		poker: action	Game action
Total	1	1	nonNegativeDecla	Total stakes committed in the tower

Description

Name

Mandatory, unique. *Attribute* indicating tower name. This field is unique within the same POJEU.

Timestamp

Mandatory, unique. Date and time in UTC format from the beginning of the tower to the nearest second.

Action

Mandatory, multiple. Game action during the part. Possible gaming actions are described in the rules of play below. This field must include at least one game action per turn.

Total

Mandatory, unique. Total stakes committed by all players in the tower.

Description of the Actions

Each XML element corresponds to a possible action within a Tour sub-element in the POJEU event.

- **Placement carried out during a part of Poker - < Bet >**

Structure of the registration in XML format

BET

XML tag	Min	Max	Type	Description
Name	0	1	poker: betType	<i>Attribute</i> indicating the nature of the setting.
Siege	1	1	nonNegativeInteger	Player seat number
Value	1	1	nonNegativeDecla	Value of the stake.

Description

Name

Optional, unique. *Attribute* indicating the nature of the setting. The authorised values are given in the following list: •“—

- ante’;
- “— small blind ’;
- “— big blind”
- “— brining’;
- “— BET’;

- “— call”;
- “— Raise”;
- “— ALLIN”.

Siege

Mandatory, unique. Number of the seat of the player carrying out the action.

Value

Mandatory, unique. Value of the stake corresponding to the sum added to the pot at the time of placing.

- **Distribute or pick up a map - < Draw >**

Structure of the registration in XML format

Draw

XML tag	Min	Max	Type	Description
Open	0	1	Boolean	<i>Attribute</i> indicating whether the card is open
Commune	0	1	Boolean	<i>Attribute</i> indicating whether the card is common
Siege	0	1	nonNegativeInteger	Seat number deleted
Value	1	1	nonNegativeInteger	Card value
Board	0	1	nonNegativeInteger	Board ID (common cards)

Description

Open

Optional, unique. The presence of this *attribute* indicates that the card is open. This information is common to all players.

Commune

Optional, unique. The presence of this *attribute* indicates that the card is common. This information is common to all players.

Siege

Optional, unique. Number of the seat of the player holding the card. This field is filled in when the card is not common, it is absent when the card is common.

Value

Mandatory, unique. Card value. This field is codified and takes the values in the table below.

Board

Optional, unique. Identifies the board to which a common card belongs when several boards coexist.

- **Speech - < Check >**

Structure of the registration in XML format

Check				
XML tag	Min	Max	Type	Description
Siege	1	1	nonNegativeInteger	Seat number deleted

Description

Siege

Mandatory, unique. Number of the seat of the spoken player.

- **Sleeping - < Fold >**

Structure of the registration in XML format

Fold

XML tag	Min	Max	Type	Description
Siege	1	1	nonNegativeInteger	Seat number deleted
Reveal	0	1	Boolean	Disclosure of private cards

Description

Siege

Mandatory, unique. Number of the seat of the player carrying out the 'sleeping' action.

Reveal

Optional, unique. Indicates whether the proprietary cards of the player carrying out the 'sleeping' action are revealed. By default, in the absence of this field, it is considered that these cards are not shown to other players.

- **Scroll out a map - < Discard >**

Structure of the registration in XML format

Discard

XML tag	Min	Max	Type	Description
Siege	0	1	nonNegativeInteger	Seat number deleted
Value	1	1	nonNegativeInteger	Card value

Description

Siege

Optional, unique. Number of the seat of the player holding the card. This field is filled in when the card is not common, it is absent when the card is common.

Value

Mandatory, unique. Card value. This field is codified and takes the values in the table below.

- **Reveal a map - < Reveal >**

This action is used to indicate that a previously invisible map of all players has been revealed to them. This action is used at the end of part when players reveal their hands to determine the winner.

Structure of the registration in XML format

Reveal

XML tag	Min	Max	Type	Description
Siege	0	1	nonNegativeInteger	Seat number deleted
Value	1	1	nonNegativeInteger	Card value

Description

Siege

Optional, unique. Number of the seat of the player holding the card. This field is filled in when the card is not common, it is absent when the card is common.

Value

Mandatory, unique. Card value. This field is codified and takes the values in the table below.

Card coding

A card shall be codified using an integer that can take a value of 0 to 51 (inclusive) depending on the colour and value in accordance with the table below:

Color	Face value												
	2	3	4	5	6	7	8	9	10	V	D	R	A
Clover	0	4	8	12	16	20	24	28	32	36	40	44	48
Tile	1	5	9	13	17	21	25	29	33	37	41	45	49
Heart	2	6	10	14	18	22	26	30	34	38	42	46	50
Spades	3	7	11	15	19	23	27	31	35	39	43	47	51

An illustrative example of the event can be found in the Annex (Part IV.8.2).

II.8.3.c.3 Financial statement of a circle game – POBILAN

Presentation of the event

At the end of a *circle game*, the POBILAN event enables the operator to inform about the various returns to the financial compartments of a player according to his or her winnings and/or losses. If the player has lost all the sums committed, a POBILAN with zero financial movement is generated to indicate the end of the participation in the game.

Structure of the registration in XML format

POBILAN				
XML tag	Min	Max	Type	Description
Header (see section II.2.1)				
Retransmission	0	1	Boolean	<i>Attribute</i> identifying a retransmitted event
Test	0	1	Boolean	<i>Attribute</i> identifying a test account
Registration	1	1	types: reference	Unique registration identifier.
Tech	1	1	types: reference	Unique identifier of the circle game.
Classification	0	1	INTEGER	Classification of the player
SoldeBefore	0	1	decimals	Amount of the compartment remaining before the financial movement.
SoldeMovement	0	1	types: nonNegativeDecla	Value of financial movement
SoldeApres	0	1	decimals	Amount of compartment remaining after financial movement
BonusAvant	0	1	decimals	Amount of bonus compartment before financial movement
BonusMouvement	0	1	types: nonNegativeDecla	Value of financial movement
BonusApres	0	1	decimals	Amount of bonus compartment after financial movement
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Retransmission

Optional, unique. *Attribute* indicating that the event is a new transmission of an event.

Test

Optional, unique. *Attribute* indicating that the event is a test.

Registration

Mandatory, unique. Unique identifier for inscription in the circle game.

Tech

Mandatory, unique. Unique identifier to identify the circle game in the game platform. This identifier is common to all players.

Classification

Optional, unique. Final classification of the player at the end of the part. This field is mandatory for classified players. In particular, it must be specified when the player finishes at a place paid for in a tournament.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before the gain. This field is optional in case the gain is made from a bonus.

SoldeMovement

Optional, unique. The amount of the gain made from the remaining part of the player account. This field is optional and would be absent if the gain is made exclusively from a bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after the gain. This field is optional and would

be absent if the gain is made exclusively from a bonus.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before the gain. This field is optional if the gain is made from the remaining compartment of the player account.

BonusMouvement

Optional, unique. Amount of bonus. This field is optional if the gain is made from the remaining compartment of the player account.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after the gain. This field is optional if the gain is made from the remaining compartment of the player account.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.8.3).

II.8.3.c.4 Purchase in progress – POACHAT

Presentation of the event

It is a purchase linked to the *game of circles* when it is made by the player. This event can only take place between a POINSCRIT event and a POBILAN event, if the rules of the game allow.

The POACHAT event is used in Poker to indicate the purchase of a cellar in play. The POACHAT event does not require the quantity of tokens purchased.

Structure of the registration in XML format

POACHAT				
XML tag	Min	Max	Type	Description
Header (see section II.2.1)				
Retransmission	0	1	Boolean	Attribute identifying a retransmitted event
Test	0	1	Boolean	Attribute identifying a test account
Registration	1	1	types: reference	Unique registration identifier.
Tech	1	1	types: reference	Unique identifier of the circle game.
Description	1	1	string	Description of the operation
SoldeBefore	0	1	decimals	Amount of the compartment remaining before the financial movement.
SoldeMovement	0	1	types: nonNegativeDecla	Value of financial movement
SoldeApres	0	1	decimals	Amount of compartment remaining after financial movement
BonusAvant	0	1	decimals	Amount of bonus compartment before financial movement
BonusMouvement	0	1	types: nonNegativeDecla	Value of financial movement
BonusApres	0	1	decimals	Amount of bonus compartment after financial movement
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Retransmission

Optional, unique. *Attribute* indicating that the event is a new transmission of an event already sent.

Test

Optional, unique. *Attribute* indicating that the event is a test.

Registration

Mandatory, unique. Unique identifier for inscription in the circle game.

Tech

Mandatory, unique. Unique identifier to identify the circle game in the game platform. This identifier is common to all players.

Description

Mandatory, unique. Free field allowing the operator to explain the reason for the purchase.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before purchase. This field is optional if the purchase is made from a bonus.

SoldeMovement

Optional, unique. Amount of the purchase made from the remaining compartment of the player account. This field is optional and would be absent if the purchase is made exclusively from a bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after purchase. This field is optional and would be absent if the purchase is made exclusively from a bonus.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before purchase. This field is optional if the purchase is made from the remaining compartment of the player account.

BonusMouvement

Optional, unique. Amount of bonus. This field is optional if the purchase is made from the remaining compartment of the player account.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after purchase. This field is optional if the purchase is made from the remaining compartment of the player account.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.8.4).

II.8.3.c.5 Ongoing game – POGAIN

Presentation of the event

This event finds an operation aimed at directly crediting a player's account without waiting for the end of the current game. This event can only take place between a POINSCRIT event and a POBILAN event, if the rules of the game allow.

Structure of the registration in XML format

POGAIN				
XML tag	Min	Max	Type	Description
Header (see section II.2.1)				
Retransmission	0	1	Boolean	<i>Attribute</i> identifying a retransmitted event
Test	0	1	Boolean	<i>Attribute</i> identifying a test account
Registration	1	1	types: reference	Unique registration identifier.
Tech	1	1	types: reference	Unique identifier of the circle game.
Description	1	1	string	Description of the operation

SoldeBefore	0	1	decimals	Amount of the compartment remaining before the financial movement.
SoldeMovement	0	1	types: nonNegativeDecla	Value of financial movement
SoldeApres	0	1	decimals	Amount of compartment remaining after financial movement
BonusAvant	0	1	decimals	Amount of bonus compartment before financial movement
BonusMouvement	0	1	types: nonNegativeDecla	Value of financial movement
BonusApres	0	1	decimals	Amount of bonus compartment after financial movement
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Retransmission

Optional, single. *Attribute* indicating that the event is a new transmission of an event already sent.

Test

Optional, single. *Attribute* indicating that the event is a test.

Registration

Mandatory, single. Unique identifier for inscription in the circle game.

Tech

Mandatory, single. Unique identifier to identify the circle game in the game platform. This identifier is common to all players.

Description

Mandatory, single. This is a free field that allows the operator to explain the reason for the gain.

SoldeBefore

Optional, single. Amount of the compartment remaining in the player account before the gain. This field is optional in case the gain is made from a bonus.

SoldeMovement

Optional, single. The amount of the gain made from the remaining part of the player account. This field is optional and would be absent if the gain is made exclusively from a bonus.

SoldeApres

Optional, single. Amount of the compartment remaining in the player account after the gain. This field is optional and would be absent if the gain is made exclusively from a bonus.

BonusAvant

Optional, single. Amount of the bonus compartment of the player account before the gain. This field is optional if the gain is made from the remaining compartment of the player account.

BonusMouvement

Optional, single. Amount of bonus. This field is optional if the gain is made from the remaining compartment of the player account.

BonusApres

Optional, single. Amount of the bonus compartment of the player account after the gain. This field is optional if the gain is made from the remaining compartment of the player account.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, single. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.8.5).

11.8.3 .C.6 Cancellation of participation – POANNUL

Presentation of the event

This event shows the cancellation of a circle registration and all the ensuing consequences, in particular in financial terms.

Structure of the registration in XML format

POANNUL				
XML tag	Min	Max	Type	Description
Header (see section II.2.1)				
Retransmission	0	1	Boolean	<i>Attribute</i> identifying a retransacted event
Test	0	1	Boolean	<i>Attribute</i> identifying a test account
Registration	1	1	types: reference	Unique registration identifier.
Tech	1	1	types: reference	Unique identifier of the circle game.
Motive	1	1	string	Reason for cancellation
SoldeBefore	0	1	decimals	Amount of the compartment remaining before the financial movement.
SoldeMovement	0	1	nonNegativeDecla	Value of financial movement
SoldeApres	0	1	decimals	Amount of compartment remaining after financial movement
BonusAvant	0	1	decimals	Amount of bonus compartment before financial movement
BonusMouvement	0	1	nonNegativeDecla	Value of financial movement
BonusApres	0	1	decimals	Amount of bonus compartment after financial movement
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Retransmission

Optional, single. *Attribute* indicating that the event is a new transmission of an event already sent.

Test

Optional, single. *Attribute* indicating that the event is a test.

Registration

Mandatory, single. Unique identifier for inscription in the circle game.

Tech

Mandatory, single. Unique identifier to identify the circle game in the game platform. This identifier is common to all players.

Motive

Mandatory, single. Specify the reason for the cancellation. The possible values are:

- 'NombreJoueurs' when the minimum number of players in the table or tournament is not reached;
- 'Player' when the player leaves the table or tournament;
- 'Deconnection' when the player is disconnected;
- "Other" the info field will be used to specify the exact nature.

SoldeBefore

Optional, single. Amount of the compartment remaining in the player account before cancellation. This field is not filled in in case the cancellation is achieved from a bonus.

SoldeMovement

Optional, single. Amount of cancellation from the remaining part of the player account. This field is absent if the cancellation is carried out exclusively on the basis of a bonus.

SoldeApres

Optional, single. Amount of the compartment remaining in the player account after cancellation. This field is absent if the

cancellation is carried out exclusively on the basis of a bonus.

BonusAvant

Optional, single. Amount of the bonus compartment of the player account before cancellation. This field is absent if the cancellation is carried out from the remaining compartment of the player account.

BonusMouvement

Optional, single. Amount of bonus. This field is absent if the cancellation is carried out from the remaining compartment of the player account.

BonusApres

Optional, single. Amount of the bonus compartment of the player account after cancellation.

This field is absent if the cancellation is carried out from the remaining compartment of the player account.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, single. Free additional information of interest. [This field is mandatory in the case of a cancellation under the 'Other' reason.](#)

An illustrative example of the event can be found in the Annex (Part IV.8.6).

11.8.4 Lottery

11.8.4.a Drawing sets

11.8.4. A.1 Placing on a drawing game – LOTIMISE

Presentation of the event

This event notes the placement by a player of a pulling game.

When the player carries out several gaming sockets during the same pulling game, as many events are sent to the boot as basic games.

Remarks:

1. When the player subscribes to more than one printout during the same game, only one LOTIMISE event will be sent to the boot, the latter showing as many Griting fields > as the print-outs concerned by the gaming socket.
2. When playing, if part of the staging is dedicated to a complementary game, such as a cagnotte or jackpot, two LOTIMISE events are sent to the boot. The first with the entry corresponding to the main play and the second to that of the ancillary game. These two events have different Tech codes but have an additional code, TechJeu, to uniquely identify the game as a whole.

In the event corresponding to the ancillary game, the Jackpot tag will be present.

It should be noted that if there are several complementary games, as many LOTIMISE events as well as additional games will have to be sent.

For potential subscriptions of unlimited duration, you will be asked to send an event whenever there is a levy on the player account.

Structure of the registration in XML format

LOTIMISE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	string	Internal technical code of game take-off
TechJeu	0	1	string	Internal technical code of the game (making it possible to link one or more additional stakes to the main setting)

Jackpot	0	1	empty beacon	Specifies whether the play is a participation in a complementary game (cagnotte, jackpot, etc.)
Desc	1	1	Desc	Description of the drawing set
Selection	1	1	Selection	Selection of the player
SoldeBefore	0	1	decimals	Amount of compartment remaining before take-off
SoldeMovement	0	1	nonNegativeDecla	Amount of game take-off
SoldeApres	0	1	decimals	Amount of compartment remaining after take-off
MiseAbond	0	1	nonNegativeDecla	Amount of plugging
BonusAvant	0	1	decimals	Amount of bonus compartment before take-off
BonusMouvement	0	1	nonNegativeDecla	Amount of bonus
BonusApres	0	1	decimals	Amount of bonus compartment after playing
BonusName	0	1	string	Bonus name
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specifies whether the bet was taken by telephone
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

TechJeu

Optional, unique. Internal technical code of the game. This code shall be entered when part of the play is dedicated to one or more complementary games, such as a cagnotte or jackpot. This code will be the same for all events making up the player's play.

Jackpot

Optional, unique. Field specifying that the placement corresponds to participation in a complementary game (such as a cagnotte or jackpot).

Desc

Mandatory, unique. Description of the drawing set.

Selection

Mandatory, unique. Choice of player.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before playing. This field is mandatory if the game is made from the player account. It is not filled in if the game is made from an abundance or bonus.

SoldeMovement

Optional, unique. Amount of the stake. This field is mandatory if the game is made from the player account. It is not filled in if the game is made from an abundance or bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after playing. This field is mandatory if the game is made from the player account. It is not filled in if the game is made from an abundance or bonus.

MiseAbond

Optional, unique. Amount of the operator's abundance.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before playing. This field is mandatory when the game is performed with a bonus. It is not filled in if the game is made from an abundance or balance.

BonusMouvement

Optional, unique. Amount of bonus. This mandatory field when the game is performed with a bonus. It is not filled in if the

game is made from an abundance or balance.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after playing. This field is mandatory when the game is performed with a bonus. It is not filled if the game is made from an abundance or balance.

BonusName

Optional, unique. Name of the bonus as displayed to the player. This field is mandatory when the game is performed with a bonus. It is not filled if the game is made from an abundance or balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specifies whether the betting was taken by telephone or SMS (exclusive rights only).

Info

Optional, unique. Free additional information of interest.

Structure of the registration in XML format

Desc

XML entity	Min	Max	Type	Description
Clear	1	1	string	Name of the drawing game
Name	1	1	string	Technical name of the drawing game
Draw	1	64	Draw	Description of the print-run

Description

Clear

Mandatory, unique. Full name of the game as displayed to the player.

Name

Mandatory, unique. Technical name of the game used by the operator.

Draw

Mandatory, multiple. Description of the drawing set. This field is filled in as many times as there are drawings subscribed by the player.

Structure of the registration in XML format

Draw

XML entity	Min	Max	Type	Description
DateTime	1	1	date-yymdhmss	Date and time of the print-run
IDTirage	1	1	String-64	Internal technical code of the print-run

Description

DateTime

Mandatory, unique. Date and time of the print-run

IDTirage

Mandatory, unique. Internal technical code of the drawing set. This code is used by the operator to identify the pulling game in his game platform.

Structure of the registration in XML format

Selection				
XML entity	Min	Max	Type	Description
Number	1	1	INTEGER	Number of grids selected
Option	0	64	string	Options selected by the player when taking the game
IDGroup	0	1	String-64	Internal technical code of the shared selection

Description

Number

Mandatory, unique. Number of grids selected by the player when playing a game.

Option

Optional, multiple. Additional options selected by the player as displayed.

IDGroup

Optional, unique. Internal technical code of the selection. This code is used by the operator to identify a selection in the game platform when it is shared by several players (e.g. a selection of a Loto grid).

Illustrative examples of the event can be found in the Annex (Part IV.9.1).

II.8.4.A.2 Gain on a tide game – LOTIGAIN

Presentation of the event

At the end of each drawing game, a LOTIGAIN gain event is generated for each winner in order to draw up a financial balance sheet.

Structure of the registration in XML format

LOTIGAIN				
XML entity	Min	Max	Type	Description
Header (see section II.2)				
Tech	1	1	string	Internal technical code of game take-off
DateMise	1	1	Date_aammjhhmmss	Date of associated play
SoldeBefore	0	1	decimals	Amount of compartment remaining before gain
SoldeMovement	0	1	nonNegativeDecla	Amount of the gain
SoldeApres	0	1	decimals	Amount of compartment remaining after gain
GainAbond	0	1	nonNegativeDecla	Amount of gain abundance
BonusAvant	0	1	decimals	Amount of bonus compartment before gain
BonusMouvement	0	1	nonNegativeDecla	Amount of bonus
BonusApres	0	1	decimals	Amount of bonus compartment after gain
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

DateMise

Mandatory, unique. Date in UTC format of the game take-off associated with the gain.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before the gain. This field is optional in case the gain is made from an abundance or bonus.

SoldeMovement

Optional, unique. Amount of the gain. This field is optional in case the gain is made from an abundance or bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after the gain. This field is optional in case the gain is made from an abundance or bonus.

GainAbond

Optional, unique. Amount of the operator's gain abundant.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before the gain. This field is optional in case the gain is realised from an abundance or the balance.

BonusMouvement

Optional, unique. Amount of bonus. This field is optional in case the gain is realised from an abundance or the balance.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after the gain. This field is optional in case the gain is realised from an abundance or the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction

is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Free additional information of interest.

Illustrative examples of the event can be found in the Annex (Part IV.9.2).

II.8.4.A.3 Balance of a tide game – LOTIBILAN

Presentation of the event

At the end of each drawing game, a LOTIBILAN event is generated for each auction, in order to establish a balance sheet, even if there is no gain.

Structure of the registration in XML format

LOTIBILAN				
XML entity	Min	Max	Type	Description
Header (see section II.2)				
Tech	1	1	string	Internal technical code of game take-off
DateMise	1	1	Date_aammjhhmmss	Date of associated play
NombreChoix	0	1	INTEGER	Number of players' choices
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

DateMise

Mandatory, unique. Date in UTC format of the game take-off associated with the game take-off.

NombreChoix

Optional, unique. Number of player choices made during the game that have an impact on the outcome of the game or the amount of the prize, such as the number of times the player clicked to launch dice, reveal a box or made a type choice out or double.

Info

Optional, unique. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.9.3).

Presentation of the event

This event is recorded at the initiative of the player or operator to cancel a play on a pulling game. It reflects the reimbursement of gaming and possible options.

Structure of the registration in XML format

LOTIANNUL				
XML entity	Min	Max	Type	Description
Header (see section II.2)				
Tech	1	1	string	Internal technical code of game take-off
DateMise	1	1	date_aammjhhmmss	Date of associated play
Motive	1	1	String-32	Reason for cancellation
SoldeBefore	0	1	decimals	Amount of compartment remaining before cancellation
SoldeMovement	0	1	nonNegativeDecla	Amount of cancellation
SoldeApres	0	1	decimals	Amount of compartment remaining after cancellation
BonusAvant	0	1	decimals	Amount of bonus compartment before cancellation
BonusMouvement	0	1	nonNegativeDecla	Amount of bonus
BonusApres	0	1	decimals	Amount of bonus compartment after cancellation
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specifies whether the cancellation was made by telephone
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

DateMise

Mandatory, unique. Date in UTC format of the game take-off associated with the cancellation.

Motive

Mandatory, unique. This field will make it possible to specify the reason for the cancellation, the possible values are:

- 'Drawing' when the drawing is cancelled;
- 'Player' when the gaming is cancelled at the initiative of the player;
- "Other" the info field will be used to specify the exact nature.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before cancellation. This field is optional in case the cancellation is made from an abundance or bonus.

SoldeMovement

Optional, unique. Amount of cancellation. This field is optional in case the cancellation is made from an abundance or bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after cancellation. This field is optional in case the cancellation is made from an abundance or bonus.

BonusAvant

Optional, single. Amount of the bonus compartment of the player account before cancellation. This field is optional in case cancellation is made from abundance or balance.

BonusMouvement

Optional, single. Amount of bonus. This field is optional in case cancellation is made from abundance or balance.

BonusApres

Optional, single. Amount of the bonus compartment of the player account after cancellation. This field is optional in case cancellation is made from abundance or balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specify whether the cancellation was made via a telephone call or an SMS (exclusive rights only).

Info

Optional, unique. Free additional information of interest. This field is mandatory in the case of a cancellation where the reason is 'Other'.

An illustrative example of the event can be found in the Annex (Part IV.9.4).

II.8.4.b snapshot games

II.8.4.b.1 Setting on an instant game – LOJIMISE

Presentation of the event.

This event is generated when the player makes an instant game.

Note:

When playing, if part of the staging is dedicated to a complementary game, such as a cagnotte or jackpot, two LOJIMISE events are sent to the boot. The first with the entry corresponding to the main play and the second to that of the ancillary game. These two events have different Tech codes but have an additional code, TechJeu, to uniquely identify the game as a whole.

In the event corresponding to the ancillary game, the Jackpot tag will be present.

It should be noted that if there are several complementary games, as many LOJIMISE events as there are additional games will have to be sent.

Structure of the registration in XML format

LOJIMISE				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	string	Internal technical code of game take-off
TechEmission	0	1	string	Internal technical code for issuing the game (to identify stakes from a same lot)
TechJeu	0	1	string	Internal technical code of the game (making it possible to link one or more additional stakes to the main setting)
Jackpot	0	1	Empty beacon	Specifies whether the play is a participation in a complementary game (cagnotte, jackpot, etc.)
Desc	1	1	Desc	Description of the instant game
SoldeBefore	0	1	decimals	Amount of compartment remaining before take-off
SoldeMouvement	0	1	nonNegativeDecla	Amount of game take-off
SoldeApres	0	1	decimals	Amount of compartment remaining after take-off
MiseAbond	0	1	nonNegativeDecla	Amount of plugging
BonusAvant	0	1	decimals	Amount of bonus compartment before take-off
BonusMouvement	0	1	nonNegativeDecla	Amount of bonus

BonusApres	0	1	decimals	Amount of bonus compartment after take-off
BonusName	0	1	string	Bonus name
Unite	0	1	string	Currency Unit
Such	0	1	Empty beacon	Specifies whether the bet was taken by telephone
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

TechEmission

Optional, unique. Internal technical code for an issue (i.e. batch of tickets sharing the same time-bar date). This code must be entered when it concerns a game for which a limitation date applies. In this case, the associated time-bar date will be filled in via the LOTCLOTURE event.

TechJeu

Optional, unique. Internal technical code of the game. This code shall be entered when part of the play is dedicated to one or more complementary games, such as a cagnotte or jackpot. This code will be the same for all events making up the player's play.

Jackpot

Optional, unique. Specify whether the placement corresponds to participation in a complementary game (such as a cagnotte or jackpot).

Desc

Mandatory, unique. Description of the instant game.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before playing. This field is optional if the game is made from an abundance or bonus.

SoldeMovement

Optional, unique. Amount of the stake. This field is optional if the game is made from an abundance or bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after playing. This field is optional if the game is made from an abundance or bonus.

MiseAbond

Optional, unique. Amount of the operator's abundance.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before playing. This field is optional in case the game is made from an abundance or balance.

BonusMouvement

Optional, unique. Amount of bonus. This field is optional in case the game is made from an abundance or balance.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after playing. This field is optional in case the game is made from an abundance or balance.

BonusName

Optional, unique. Name of the bonus as displayed to the player. This field is optional in case the game is made from an abundance or balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specifies whether the betting was taken by telephone or SMS (exclusive rights only).

Info

Optional, unique. Free additional information of interest.

Structure of the registration in XML format

Desc				
XML entity	Min	Max	Type	Description
Clear	1	1	string	Instant game name
Name	1	1	string	Technical name of the instant game
Option	0	64	string	Options selected by the player when taking the game

Description

Clear

Mandatory, unique. Name of the game as displayed to the player.

Name

Mandatory, unique. Technical name of the game used by the operator.

Option

Optional, multiple. Additional options selected by the player as displayed.

Illustrative examples of the event can be found in the Annex (Part IV.9.5).

11.8.4. B.2 Gain on instant game – LOJIGAIN

Presentation of the event

At the end of each instant game, a LOJIGAIN gain event is sent for each winner in order to draw up a financial balance sheet.

Structure of the registration in XML format

LOJIGAIN				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	string	Internal technical code of game take-off
DateMise	1	1	Date_aammjhhmmss	Date of associated play
SoldeBefore	0	1	decimals	Amount of compartment remaining before gain
SoldeMovement	0	1	nonNegativeDecla	Amount of the gain
SoldeApres	0	1	decimals	Amount of compartment remaining after gain
GainAbond	0	1	nonNegativeDecla	Amount of gain abundance
BonusAvant	0	1	decimals	Amount of bonus compartment before gain
BonusMouvement	0	1	nonNegativeDecla	Amount of bonus
BonusApres	0	1	decimals	Amount of bonus compartment after gain
Unite	0	1	string	Currency Unit
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

DateMise

Mandatory, unique. Date in UTC format of the game take-off associated with the gain.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before the gain. This field is optional in case the gain is made from an abundance or bonus.

SoldeMovement

Optional, unique. Amount of the gain. This field is optional in case the gain is made from an abundance or bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after the gain. This field is optional in case the gain is made from an abundance or bonus.

GainAbond

Optional, unique. Amount of the operator's gain abundant.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before the gain. This field is optional in case the gain is realised from an abundance or the balance.

BonusMouvement

Optional, unique. Amount of bonus. This field is optional in case the gain is realised from an abundance or the balance.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after the gain. This field is optional in case the gain is realised from an abundance or the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Info

Optional, unique. Free additional information of interest.

Illustrative examples of the event can be found in the Annex (Part IV.9.6).

11.8.5. B.3 Check on instant game – LOJIBILAN

Presentation of the event

At the end of each drawing game, a LOJIBILAN event is sent for each auction in order to draw up a balance sheet, even if there is no gain.

Structure of the registration in XML format

LOJIBILAN				
XML entity	Min	Max	Type	Description
Header (see section II.2.1)				
Tech	1	1	string	Internal technical code of game take-off
DateMise	1	1	Date_aammjhhmmss	Date of associated play
NombreChoix	0	1	INTEGER	Number of players' choices
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

DateMise

Mandatory, unique. Date in UTC format of the game take-off associated with the gain.

NombreChoix

Optional, unique. The number of choices the player made in the game that has an impact on the outcome of the game or the amount of the prize, such as the number of times the player clicked to launch dice, reveal a break or made a type choice out or double. This field is mandatory when a choice of player is involved in determining the result.

Info

Optional, unique. Free additional information of interest.

An illustrative example of the event can be found in the Annex (Part IV.9.7).

11.8.6. B.4 Annulment on instant game – LOJIANNUL

Presentation of the event

This event is generated at the initiative of the player or operator to cancel a play on an instant game. It shall reflect the reimbursement of the gaming taking up and any options taken out on that occasion.

Structure of the registration in XML format

LOJIANNUL				
XML entity	Min	Max	Type	Description
Header (see section II.2)				
Tech	1	1	string	Internal technical code of game take-off
DateMise	1	1	Date_aammjhhmmss	Date of associated play
Motive	1	1	rigor-32	Reason for cancellation
SoldeBefore	0	1	decimals	Amount of compartment remaining before cancellation
SoldeMovement	0	1	nonNegativeDecla	Amount of cancellation
SoldeApres	0	1	decimals	Amount of compartment remaining after cancellation
BonusAvant	0	1	decimals	Amount of bonus compartment before cancellation
BonusMouvement	0	1	nonNegativeDecla	Amount of bonus
BonusApres	0	1	decimals	Amount of bonus compartment after cancellation
Unite	0	1	string	Currency Unit

Such	0	1	Empty beacon	Specifies whether the cancellation was made by telephone
Info	0	1	string	Additional information

Description

Tech

Mandatory, unique. Internal technical code of the game take-off. This code is used by the operator to identify the play in his platform.

DateMise

Mandatory, unique. Date in UTC format of the game take-off associated with the cancellation.

Motive

Mandatory, unique. This field will make it possible to specify the reason for the cancellation, the possible values are:

- 'Game' where the instant game is cancelled for a reason inherent in the game itself;
- 'Player' when the gaming is cancelled at the initiative of the player;
- 'Other' the Info field will be used to specify the exact nature of the cancellation.

SoldeBefore

Optional, unique. Amount of the compartment remaining in the player account before cancellation. This field is optional in case the cancellation is made from an abundance or bonus.

SoldeMovement

Optional, unique. Amount of cancellation. This field is optional in case the cancellation is made from an abundance or bonus.

SoldeApres

Optional, unique. Amount of the compartment remaining in the player account after cancellation. This field is optional in case the cancellation is made from an abundance or bonus.

BonusAvant

Optional, unique. Amount of the bonus compartment of the player account before cancellation.
This field is optional in case the initial placement was made from an abundance or the balance.

BonusMouvement

Optional, unique. Amount of bonus. This field is optional in case the initial placement was made from an abundance or the balance.

BonusApres

Optional, unique. Amount of the bonus compartment of the player account after cancellation.
This field is optional in case the initial placement was made from an abundance or the balance.

Unite

Optional, unique. The currency unit in which the transaction is expressed. This field should be left blank when the transaction is expressed in euro, which should remain the main case (see II.4.12.a).

Such

Optional, unique. Specify whether the cancellation was made via a telephone call or an SMS (exclusive rights only).

Info

Optional, unique. Free additional information of interest. [This field is mandatory when the reason for cancellation is 'Other'.](#)

An illustrative example of the event can be found in the Annex (Part IV.9.8).

III Technical requirements for data made available to the ANJ periodically or on request

Reminder of legislative and regulatory provisions (extracts)

Law No 2010-476

Article 38 I. -Permanent monitoring of the activity of licensed online gambling or betting operators and of the activity of the operator holding exclusive rights for its online lottery activity shall be carried out by the National Gaming Authority [...]. To this end, operators shall make datasets available to the National Authority on a permanent basis...

II .-Supervision of the activities of operators holding exclusive rights in respect of their activity in a physical distribution network shall be carried out by the National Gaming Authority...

To this end, operators shall make data sets available to the National Authority on a permanent basis: [...]

Article 42: I. In order to carry out the tasks entrusted to it, the National Gaming Authority may collect all necessary information from the competent ministers, as well as from online gambling or betting operators and operators holding exclusive rights, and may obtain any documents in the possession of those operators. [...]

III .-Officials and other servants authorised for this purpose by the Director-General of the National Gaming Authority shall conduct, under his or her direction, the necessary administrative inquiries...

IV .-In the context of the investigations they conduct, the officials and other servants referred to in the first paragraph of II may ask operators for any information and may obtain all relevant documents, whatever the medium, and take copies thereof. [...]

In the exercise of these investigative powers, professional secrecy cannot be invoked by operators. [...]

Decree No 2010-518

Article 28: The data referred to in Article 30 shall be made available to the Authority...:

1° by permanent access to the material storage medium available to the authority;

2° by the periodic transmission to the authority of complete or aggregated data extracted from the operator's platform;

3° following a specific request made by the authority.

It follows from the legislative and regulatory provisions set out above that, in addition to the data referred to in II of this document, the Authority may request from operators any information it considers useful in the context of its tasks, in several ways.

In order to secure the transmission of information and data, some of which may be named or include economic elements which must be kept confidential, the Authority shall make available to operators and certifiers a deposit server, the operating arrangements for which are described below.

111.1 General technical characteristics of the service

E_DATA_TGS_1 Data submission shall be carried out using one of the two technical solutions available in the SAAS TransfertPro tool made available by the Authority:

- **Tsend**, which allows documents to be sent slightly in the spirit of an email, but in a secure way and with much larger volume limits than mail, with a time limit for the availability of documents.
- **TBox**, which is akin to shared folders, allows the documents placed therein to be kept and continuously accessible. Most of this is the tool we will use.

E_DATA_TGS_2: In addition to the compliance officer, the operator may designate persons authorised to use the TransfertPro platform in the context of exchanges with the Authority.

E_DATA_TGS_3: The operator must not use a generic address or mailing list when accessing the TransfertPro platform.

E_DATA_TGS_4: The operator shall provide the ANJ with a list of persons authorised to use the TransfertPro platform.

That list shall consist of the following elements:

- The identification of the person;
- Personal e-mail address;
- The status of the person.

E_DATA_TGS_5: The operator uses Tsend in the context of ad hoc exchanges which do not require a formal record of the exchange.

An example: These are mainly back office extracts and players' identity documents.

E_DATA_TGS_6: The operator uses TBox for exchanges requiring a formal record of the exchange.

An example: This is the case for all exchanges meeting regulatory obligations: supervision data, exchanges in the context of checks or investigations, approval/certification files, etc.

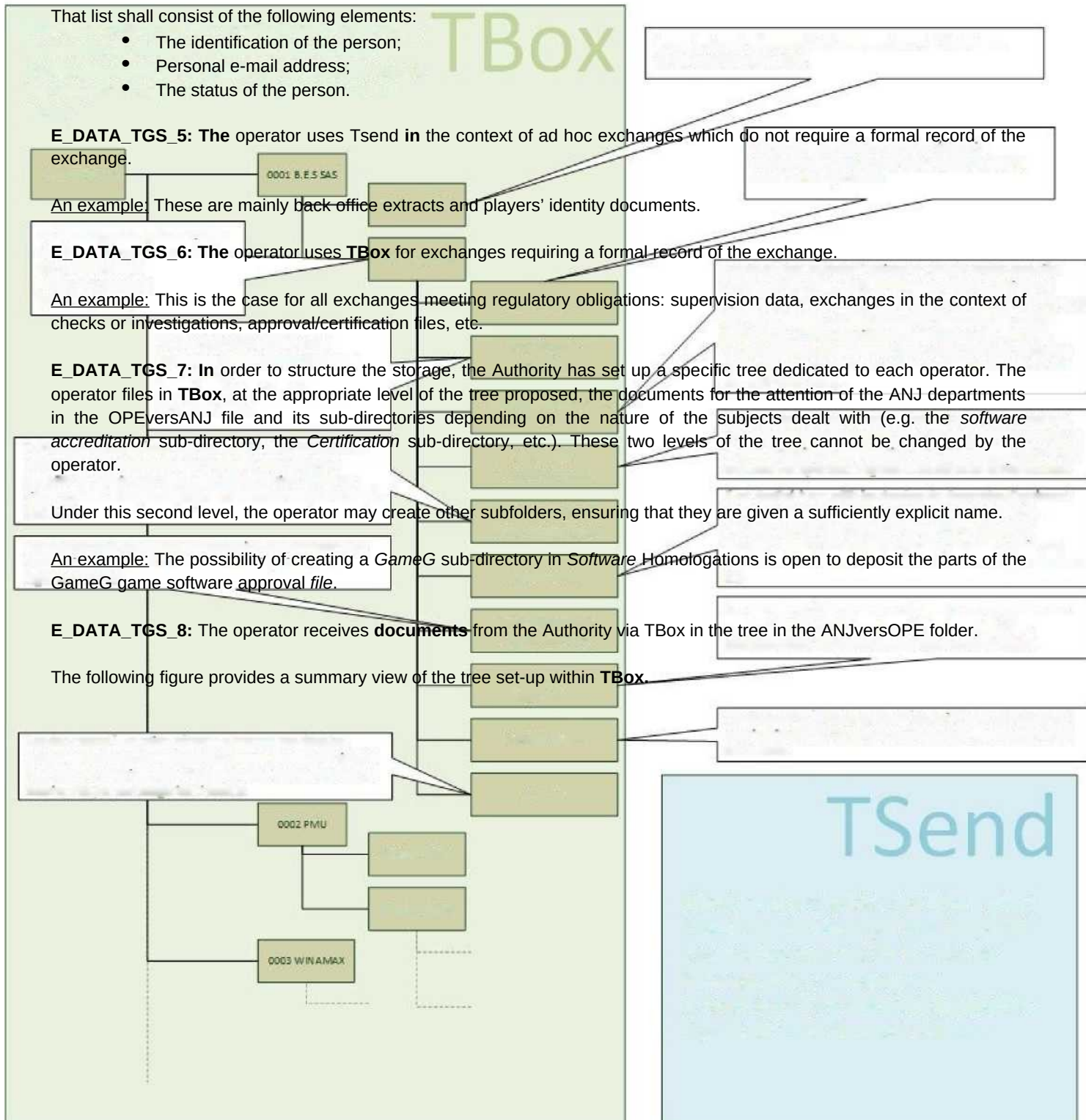
E_DATA_TGS_7: In order to structure the storage, the Authority has set up a specific tree dedicated to each operator. The operator files in TBox, at the appropriate level of the tree proposed, the documents for the attention of the ANJ departments in the OPEversANJ file and its sub-directories depending on the nature of the subjects dealt with (e.g. the software accreditation sub-directory, the Certification sub-directory, etc.). These two levels of the tree cannot be changed by the operator.

Under this second level, the operator may create other subfolders, ensuring that they are given a sufficiently explicit name.

An example: The possibility of creating a GameG sub-directory in Software Homologations is open to deposit the parts of the GameG game software approval file.

E_DATA_TGS_8: The operator receives documents from the Authority via TBox in the tree in the ANJversOPE folder.

The following figure provides a summary view of the tree set-up within TBox.



III.2 Format of data and naming agreements

111.2.1 General

E_DATA_CNG_1: The operator shall deposit the items in accordance with the format and naming agreement defined by the Authority.

In all cases: **the only characters allowed are the lower-case/upper-case alphabetic characters ([a-z] [A-Z]), the digits ([0-9]), the point character (". ") and the dash character (" -").** On the other hand, accented characters or 'space' are prohibited;

To be accepted, the name of a filed file shall follow the following nomenclature:

< grpfunc > - < opnum > - < datedepot > - < numordre > - < specificlabel > . < ext > [.gpg]

With:

< **grpfunc** >: character chain identifying the department to which the file is addressed.

Possible values:

- o SUPERVISION:
- o CONTROLE:
- o Enquiries:

< **opnum** >: operator identifier.

dimensions: \ d la -4 et seq.;

< **datedepot** >: chain of characters describing the date of filing.

dimensions: \ d la ----8, in accordance with the reason YYYYMMDD.

The operator must ensure that this date is the date on which the file was lodged.

< **numordre** >: serial number of the deposit.

This number is filled in if the filing of the same file is repeated several times on the same day. By default, this serial number has the value '01'.

dimensions: \ d la -2 et seq.;

< **specificlabel** >: chain of character provided by the applicant.

< **EXT** >: extension describing the format of the file provided.

[.gpg]: in the case of a encrypted file, the extension '.gpg' finishes the name of the file in question.

E_DATA_CNG_2: If difficulties arise when choosing the values to be indicated in any of these fields, the Operator shall contact the ANJ, who will inform him or her of the values to be indicated.

GR: Any file that does not correspond to this naming will be ignored by the services.

In addition, certain elements relating both to supervisory data and to other data and information that may be communicated to the authority at its request are specified below.

III.2.2 Details

111.2.2.a Supervision data

E_DATA_SUP_1: The transmission of the so-called supervision data, aggregated data sent to the Authority on a periodic basis, shall comply with the following naming agreement:

< grpfunc > -SUPERVISION - < specificlabel >.

o < freq >: the frequency of the supervision report with the following possible choices:

- o Jfor daily purposes,
- o Hfor a weekly meeting,
- o Mmonthly,

o < date_debut > and < DATE_FIN >: the period corresponding to the supervision report. The date is in YYYYMMDD format (YYYY: year, MM: month, DD: day). The start and end date are the same for a daily report;

III .2.2.b other data

The table below specifies the < grpfunct value > depending on the subject of the transmission

	< grpfunct'
data intended in principle to be transmitted via the storage medium but the circumstances of which require further dispatch	CONTROVERSY
Other data and information to be made permanently available to the Authority in the texts	MONITORING
information which may be requested pursuant to Article 42 of the Law of 12 May 2010.	ENQUIRE
application for approval	APPROVAL
applications for approval or renewal	ARRANGEMENT

IV ANNEXES

IV .1 examples of the use of the balise < Supervision/>

The table below sets out various cases for which acquittal is not requested and others for which the player's action is necessary (*the action acting as acquittal*).

Events	Cases where the events are passed on to the boot at the initiative of the operator without the player's acquittal – <u>use of the balise < Supervision/></u>	Events transmitted to the boot following the player's action (acquittal)
OUVINFOPERSO		* Validation of the registration form
OKCONDGENE		* Acceptance of the General Terms and Conditions
PREFCPTE		* Definition of moderators
CPTEIDENTITE	* Verification of identity documents by the operator	
CPTEADRESSE	* Verification of the address by the operator on the basis of proof of residence	* Confirmation code entered
MR OUVOK-RME	* Change of account status	
CPTEREF	* The player is no longer able to pay (example: closed account) * Correction of the operator following verification of the parts	* Change of bank account details
ACCESREFUSE		* Attempt to connect to the game (examples: closed account, car player-prohibited)
MODIFINFOPERSO	* The player is no longer able to pay (example: closed account) * Correction of the operator following verification of the parts	* Modification of personal data
AUTOINTERDICTION		* Self-ban request
CLOTUREDEM	* Closure at the initiative of the operator (example: inactive for more than one year)	* Closure request
CPTEALIM	* Supply credited after processing time (checks) on the player account (effective date < > date request)	* Supply immediately credited to the balance of the player account
CPTEABOND	* Abundance granted at the initiative of the operator (example: reward for the player's activity)	* Abundance immediately resulting from action by the player (example: exchange of fidelity points for abundance)
CPTERETRAIT	* The player is no longer able to pay (example: closed account) * Withdrawal moderator achieved	* Request for withdrawal
CPTEALIMPE	* Bonus granted at the initiative of the operator (example: reward for the player's activity)	* Bonus immediately resulting from action by the player (example: exchange of loyalty points for a bonus)
CPTEAJUSTOPE	* Adjustment at the initiative of the operator (example: cancellation of withdrawal)	

Events	Cases where the events are passed on to the boot at the initiative of the operator without the player's acquittal – <u>use of the balise < Supervision/></u>	Events transmitted to the boot following the player's action (acquittal)
LOTNATURE	* Type lot awarded at the initiative of the operator (example: reward for the player's activity)	* Type batch immediately resulting from action by the player (example: exchange of fidelity points for a nature lot)
PASPMISE		* Play
PASPGAIN	* Promulgation of the result	* Cash-out
PASPANNUL	* Cancellation at the initiative of the operator (examples: Ongoing abandonment of a tennis match, ARJEL request for	* Cancellation request
PAHIMISE		* Play
PAHIGAIN	* Promulgation of the result	
PAHIANNUL	* Cancellation at the initiative of the operator	* Cancellation request
POINSCRIT	* Automatic registration (example: direct registration following a victory in a satellite)	* Registration
POACHAT	* (re) Automatic cave	* (re) Cave at the initiative of the player
POJEU	* Automatic game (example: after improper disconnection of the player)	* Play by the player
POGAIN	* Payment of the winner from the known player's result * Payment of an intermediate gain (bounty type)	
POBILAN	* The player is ejected (examples: after disconnection, play time moderator reached)	* The player leaves the table
POANNUL	* Cancellation at the initiative of the operator (example: minimum required player number not reached)	* Cancellation request
FAINSCRIT		* Registration
FAACHAT		* Option purchase
FAJEU		* Validation of selection
FAGAIN	* Promulgation of an intermediate result	
FABILAN	* Promulgation of the result	
FAANNUL	* Cancellation at the initiative of the operator	* Cancellation request
LOTIMISE		* Play
LOTIGAIN	* Promulgation of the result	

Events	Cases where the events are passed on to the boot at the initiative of the operator without the player's acquittal – <u>use of the balise < Supervision/></u>	Events transmitted to the boot following the player's action (acquittal)
LOTIBILAN	* Promulgation of the result	
LOTIANNUL	* Cancellation at the initiative of the operator	* Cancellation request
LOJIMISE		* Play
LOJIGAIN	* Promulgation of the result	
LOJIBILAN	* Promulgation of the result	
LOJIANNUL	* Cancellation at the initiative of the operator	* Cancellation request

Certain players' actions may lead to several events being sent to the boot. In this case, since the player was at the origin of the initial action, none of the events will be approved with the balise < Supervision/>

Example 1: Header without the balise < Supervision/>

The header below represents operator 495018 game event 4921 generated by boot 2. The 9G3912JF player is connected to the game platform from 192.0.2.42 (IP address RFC 5735 selected for the example). This event was received on 12 April 2010 at 10: 33: 20 (UTC).

```
< IDOper > 4921 < /IDOper'
< DateEvt > 100412103320 < /DateEvt'
< IDEvt > 495018 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IPOver > 192.0.2.42 < /IPJouer >
< IDSession > 948JF95194NBJ2 < /IDSession >
< IDCoffer > 2 < /IDCoffer >
```

Example 2: Header with balise < Supervision/>

The header below represents one of Operator 5950's game event 0042. The foobar75@domain.tld player is connected to the gaming platform from 192.0.2.42. This event was transmitted on the initiative of the operator without payment from the player on 12 April 2010 at 10: 33: 20 (UTC). The IDSession field is filled in with a standardised value '0-sys' and the IPSession field with the operator's private IP address.

Consequence for the operator: in this case, players cannot change their email address, as IDJoueur uses this information to identify gaming events. It is therefore important to specify a unique player identifier for the game platform (e.g.: primary database key).

```
< IDOper > 0042 < /IDOper'
< DateEvt > 100412103320 < /DateEvt'
< IDEvt > 5950 < /IDEvt >
< IDOut > foobar75@domain.tld < /IDJoueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IPOver > 192.168.1.1 < /IPJouer >
< IDSession > 0-sys < /IDSession >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
```

IV.2 Examples of operating events of the player account

IV.2.1 Personal information – OUVINFOPERSO

In the example below, the operator chose to have different IDJoueur, Login (identical to Email) and Pseudo fields. Only the IDJoueur field allows the player to be identified between gaming events.

The Prenom entity is multiple. The first entity contains the first name designated by the player as his first first name of the player. The second entity contains all the other forenames, separated by a space ('Guillaume Jacques').

The player's footprint, with a view to integration into the header of the event, is calculated on the following canonic shape: "JEANPIERREDUPOND19791201NICE".

```
< OUVINFOPERSO'
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100412103320 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Login > jean-pierre.dupond@domain.tld < /Login >
  < pseudo > JD13 < /Pseudo'
  < name > Dupond < /Name'
  < PRENAM > Jean-Pierre < /Prenom >
  < PRENAM > Guillaume Jacques < /Prenom >
  < Civilite > M < /Civilite >
  < Daten > 19791201 < /DateN'
  < VilleN > Nice < /VilleN >
  < DptN > 06 < /DptN'
  < PaysN > France < /PaysN >
  < ad > 254 cross-piece of the king of the pin < /Ad
  < CP > 13012 < /CP >
  < town > Marseille < /City >
  < pays > France < /Country >
  < TelMob > 0721242429 < /TelMob'
  < email > jean.dupond@domain.tld < /Email >
< /OUVINFPERSO >
```

IV.2.2 Acceptance of the general conditions of the site – OKCONDGENE

The 9G3912JF player accepts the provisions of the Regulation laying down general conditions governing the offer of games and betting.

```
< OKCONDGENE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100413121030 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCtender > 2 < /IDCoffer > < /OKCONDGENE >
```

IV.2.3 Moderators and repayment threshold – PREFCPTE

The player decides to set the maximum amount of his stakes at EUR 20 over a seven-day period for his sporting betting activity, and at EUR 10 for his horse-race betting activity. He shall also condition the automatic transfer from the player account to his payment account where the balance exceeds the sum of EUR 10 in order to reduce its balance to EUR 10.

```
< PREFCPTE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100412103320 < /DateEvt'
```

```

< IDEvt > 495018 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 948JF95194NBJ2 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 2 < /IDCoffer >
< account >
  < min > 10 < /min >
  < max > 10 < /MAX >
< /account >
< MiseMax'
  < amount > 20 < /amount >
  < TypeAct > PS < /TypeAct'
< /MiseMax'
< MiseMax'
  < amount > 10 < /amount >
  < TypeAct > PH < /TypeAct'
< /MiseMax'
< DateDebut > 100412103320 < /DateDebut >
< /PREFCPTE >

```

IV.2.4 Confirmation of the identity of the player – CPTEIDENTITE

The operator received an identity document from the player 9G3912JF. This is consistent with the information declared by the player. The operator validates the identity of the player.

```

< CPTEIDENTITE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 191113121030 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Nature Verification > PieceIdentite < /Nature Verification >
< /CPTEIDENTITE >

```

IV.2.5 Address confirmation – CPTEADRESSE

Example 1

The operator received and verified the proof of residence of the player 9G3912JF. The CPTEADRESSE event is transmitted to the boot (with the balise < Supervision/> in the header) when the operator validates the player's address.

```

< CPTEADRESSE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 191113121030 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>

```

```

< /CPTEADRESSE >

```

Example 2

The 9G3912JF player enters the activation code sent by the operator, the CPTÉADRESSE event is transmitted to the boot without the balise < Supervision/> in the header.

```
< CPTÉADRESSE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 191113121030 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
< /CPTÉADRESSE >
```

IV.2.6 Confirmation of the account – OUVOKde RME

The operator confirms the player's account 9G3912JF.

```
< OUVOKsRME >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100413121030 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>
< /OUVOKsRME >
```

IV.2.7 References to the payment account – CPTÉREF

Example 1

The player provided the trader with the references of his payment account in the form of an IBAN. The wording associated with the payment service provider is itself deducted from the ACPR's interbank code and resources. The interbank code and the wording are indicated by the sensor:

```
< CPTÉREF >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 150701055724 < /DateEvt'
  < IDEvt > 239899333 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638605 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < PspCib > 20041 < /PspCib'
  < PspLib > POSTAL BANK < /PspLib >
  < PspIban > FR1420041010050500013M02606 < /PspIban >
< /CPTÉREF >
```

Example 2

The player has transmitted to the operator the references of his payment account in the form of an identifier defined by an electronic money provider. The corresponding interbank code (12345) is included in the list of electronic money institutions published by the ACPR. The wording associated with the payment service provider is itself deducted from the ACPR's interbank code and resources. The interbank code and the wording are indicated by the sensor:

```
< CPTEREF >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 150701055724 < /DateEvt'
  < IDEvt > 239899333 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638605 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < PspCib > 12345 < /PspCib'
  < PspLib > Electronic Currency < /PspLib'
  < PspCpteRef > identifiant@monnaie-electronique.fr < /PspCpteRef >
< /CPTEREF >
```

IV.2.8 Refusal of access – ACCESREFUSE

The 9G3912JF player was refused access to the site because he did not return the supporting documents within the prescribed time limits.

```
< ACCESREFUSE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100413121030 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < CauseRefus > You have not returned your credentials < /CauseRefus >
  < TypeRefus > Delaidentite < /TypeRefus'
< /ACCESREFUSE >
```

IV.2.9 Rectification of personal information – MODIFINFOPERSO

The 9G3912JF player changes his pseudonym to foobar.

```
< MODIFINFOPERSO'
  < IDOper > 4921 < /IDOper'
  < DateEvt > 150412103320 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Login > jean-pierre.dupond@domain.tld < /Login >
  < pseudo > foobar < /Pseudo'
  < name > Dupond < /Name'
  < PRENAM > Jean-Pierre < /Prenom >
```

```

< PRENAM > Guillaume Jacques < /Prenom >
< Civilite > M < /Civilite >
< Daten > 19791201 < /DateN'
< VilleN > Nice < /VilleN >
< DptN > 06 < /DptN'
< PaysN > France < /PaysN >
< ad > 254 cross-piece of the king of the pin < /Ad
< CP > 13012 < /CP >
< town > Marseille < /City >
< pays > France < /Country >
< TelMob > 0721242429 < /TelMob'
< email > jean.dupond@domain.tld < /Email >
< /MODIFINFOPERSO'

```

IV.2.10 Declaration of self-prohibition of the player – AUTOINTERDICTION

The 9G3912JF player is forbidden to play. The site interface proposes to set either a self-ban period, freely fixed or to be chosen from a list of predefined periods, or an end date for self-prohibition. The player selects the predefined duration of 2 months. He made his request on 10 March 2011 at 12: 30 (UTC): its automaticban to be taken into account is therefore effective until 10 May 2011 inclusive.

```

< AUTOINTERDICTION >
< IDOper > 4921 < /IDOper'
< DateEvt > 110310123004 < /DateEvt'
< IDEvt > 495018 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 948JF95194NBJ2 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 2 < /IDCoffer >
< DateModif > 110210123004 < /DateModif >
< duree > 2 < /Duree >
< Unite > M < /Unite >
< DateFin > 110511000000 < /DateFin >
< /AUTOINTERDICTION >

```

IV.2.11 Player Limitation Declaration – LIMITMISE

The operator has chosen to limit the stakes of the 9G3912JF player to EUR 5 per betting, as part of the fight against addiction. That limitation is scheduled to last from 1^{January} 2021 to 31 March of the same year.

```

< LIMITMISE >
< IDOper > 4921 < /IDOper'
< DateEvt > 201231123004 < /DateEvt'
< IDEvt > 495019 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 948JF95194NBJ2 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 2 < /IDCoffer >
< DateDebut > 210101000000 < /DateDebut >
< DateFin > 210331235959 < /DateFin >
< nature > Limitation of stakes to EUR 5 per pari < /nature >
< motif > Combating addiction < /Reason >
< Supervision/>

```

< /LIMITMISE >

IV.2.12 Closing the player account – CLOTUREDEM

At the closing of his account, the player's balance is EUR 5.60.

```
< CLOTUREDEM >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100413121030 < /DateEvt'
  < IDEvt > 495020 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < SoldeClos > 5.6 < /SoldeClos >
  < TypeCloture > Joueur < /TypeCloture >
< /CLOTUREDEM >
```

IV.2.13 Supply of player account – CPTEALIM

The player makes a payment using a bank card. The request was made on 20 June 2010 at 12: 03 (UTC) (DateRequest). The payment is effective, after validation by the bank and taken into account by the gaming platform, on 20 June 2012 at 13: 18 (UTC) (DateEffective). The event is immediately transmitted to the safe at the DateEffective without payment from the player:

```
< CPTEALIM >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 120620131800 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>
  < IDRef > 123456 < /IDRef >
  < DateRequest > 120620120305 < /DateRequest >
  < DateEffective > 120620131800 < /DateEffective >
  < SoldePrior > 15 < /SoldeBefore >
  < SoldeMovement > 20 < /SoldeMovement >
  < SoldeApres > 35 < /SoldeApres >
  < Average Payment > VISA < /Medium-Payment >
  < TypePayment > CarteBancaire < /TypePayment >
< /CPTEALIM >
```

IV.2.14 Withdrawal of the player account – CPTERETRAIT

The player makes a withdrawal of EUR 2,50 from the remaining compartment of his account:

```
< CPTERETRAIT >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100621121030 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 948JF95194NBJ2 < /IDSession >
  < IPOver > 192.168.0.3 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < IDRef > 123456 < /IDRef >
  < DateRequest > 100621120930 < /DateRequest >
  < SoldeRequest > 25.5 < /SoldeRequest >
  < SoldePrior > 51 < /SoldeBefore >
  < SoldeMovement > 25.5 < /SoldeMovement >

  < SoldeApres > 25.5 < /SoldeApres >
```

IV.2.15 abundance of balance compartment – CPTEABOND

The operator reverses a RakeBack to a poker player at the beginning of each month. The amount is calculated on the basis of the sums committed by the player in the previous month and the bronze profile of the latter. The profile is an internal operator loyalty offer, the storage medium of which does not record the counting mode. The abundance is passed on to the boot without payment from the player (including the balise < Supervision/> in the header) on 2 September 2010 at 18: 34: 02 (UTC). The Info field specifies, for example, the 10 % RakeBack rate applied to the player.

```
< CPTEABOND >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100902183402 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>
  < IDRef > 123456 < /IDRef >
  < SoldePrior > 20.3 < /SoldeBefore >
  < MontAbond > 2.4 < /MontAbond >
  < SoldeApres > 22.7 < /SoldeApres >
  < Info > RakeBack monthly profile bronze profile 10/100 < /Info >
  < TypeAbundation > RakeBack < /TypeAbundation >
< /CPTEABOND >
```

IV.2.16 abundance of bonus compartment – CPTEALIMOPE

Example 1

The operator pays a bonus following a winning sports betting. The abundance is passed on to the boot without payment from the player (including the balise < Supervision/> in the header) on 2 September 2010 at 18: 34: 02. The BonusInfo field specifies the origin of the bonus.

```
< CPTEALIMOPE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100902183402 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>
  < IDRef > 123456 < /IDRef >
  < BonusAvant > 1 < /BonusAvant >
  < BonusMovement > 12 < /BonusMovement >
  < BonusApres > 13 < /BonusApres >
  < BonusNom > sports pari L1J4 gagne < /BonusNom'
< /CPTEALIMOPE >
```

Example 2 Bonus constituting a "free" betting

The operator creates a bonus to the player to make a 'free' betting.

```
< CPTEALIMOPE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100902183402 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>
  < IDRef > 123456 < /IDRef >
```

```

< BonusAvant > 1.14 < /BonusAvant >
< BonusMovement > 1.5 < /BonusMovement >
< BonusApres > 2.64 < /BonusApres >
< BonusNom > Free Pari < /BonusNom'
< /CPTEALIMOPE >

```

IV.2.17 Award of lots in kind – LOTNATURE

The operator assigns a basic lot to the player according to his/her activity on his/her site.

```

< LOTNATURE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100902183402 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>
  < IDRef > 567894 < /IDRef >
  < LotN'
    < name > Te-shirt < /Name'
    < value > 10 < /Value >
  < /LotN'
< /LOTNATURE >

```

IV.2.18 Adjustment – CPTEAJUSTOPE

Example 1: Adjustment of a power supply

This example echoes the example in section IV.2.13.

The player's feed was refused by the bank and the operator therefore withdraws the amount of the money from the player account.

The player's balance is negative after the adjustment because the player has used part of it from the food, so he cannot make any stakes until its balance is positive.

```

< CPTEAJUSTOPE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 120621100100 < /DateEvt'
  < IDEvt > 495145 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 2 < /IDCoffer >
  < Supervision/>
  < IDRef > 123456 < /IDRef >
  < Info > Refusal of food from 20/06/2012 < /Info >

  < TypeAjust > Alimentation < /TypeAjust >
  < SoldePrior > 10 < /SoldeBefore >
  < Adjustment > -20 < /Adjustment >
  < SoldeApres > -10 < /SoldeApres >
< /CPTEAJUSTOPE >

```

Example 2: Adjustment of a withdrawal

This example echoes the example in section IV.2.14.

The player's withdrawal has not been credited to his bank account, the operator returns the amount of the withdrawal to his player account.

```

< CPTEAJUSTOPE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100622121030 < /DateEvt'

```

```

< IDEvt > 495145 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 2 < /IDCoffer >
< Supervision/>
< IDRef > 123456 < /IDRef >
< Info > Refusal to withdraw 21/06/2010 < /Info >
< TypeAjust > Withdrawal < /TypeAjust >
< SoldePrior > 32 < /SoldeBefore >
< Adjustment > 25.5 < /Adjustment >
< SoldeApres > 57.5 < /SoldeApres >
< /CPTEAJUSTOPE >

```

IV.2.19 Purchases of values in a currency – ACHATMONNAIE

The operator created a new game line 'Tennis à la folie' requiring the purchase of a symbolic currency called 'tennis balls'. The player uses EUR 2 of his main balance compartment (euro balance compartment) to buy 50 "tennis balls". This symbolic currency has also been declared with the identifier "BAL" (see IV.4.1).

```

< ACHATMONNAIE >
< IDOper > 4921 < /IDOper'
< DateEvt > 210821100100 < /DateEvt'
< IDEvt > 495145 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 948JF95194NBJ2 < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 2 < /IDCoffer >
< IDRef > 123456 < /IDRef >
< Info > Purchase of 50 balls of tennis < /Info >
< SoldePrior > 9 < /SoldeBefore >
< MontantAchat > 2 < /MontantAchat >
< SoldeApres > 7 < /SoldeApres >
< MonnaiePrior > 0 < /MonnaiePrior >
< MontantCurrency > 50 < /MontantMint >
< MonnaieApres > 50 < /MonnaieApres >
< Unite > BAL < /Unite >
< /ACHATMONNAIE >

```

IV.3 Example of date of limitation

IV.3.1 Limitation date – LOTCLOTURE

On 06/03/2025, the operator forfeits the batch of tickets with issue number 1254784. The operator made a euro Millions drawing on 06/03/2025. Players will have 60 days to withdraw their winnings (i.e. until May 05, 2025 inclusive).

```

< LOTCLOTURE >
< IDOper > 4921 < /IDOper'
< DateEvt > 20250306 < /DateEvt'
< IDEvt > 495145 < /IDEvt >
< IDCoffer > 2 < /IDCoffer >
< TechEmission > 1254784 < /TechEmission >
< Limitation > 2025050520250306 < /Limitation >
< /LOTCLOTURE >

```


IV.4 Example for reporting a symbolic currency

IV.4.1 Declaration of a symbolic currency – TYPEMONNAIE

The operator created a new game line 'Tennis à la folie' requiring the purchase of a symbolic currency called 'tennis balls'. This symbolic currency can be obtained at the rate of 25 "tennis balls" per EUR 1, i.e. a value of EUR 0.04 for each "tennis ball".

This symbolic currency shall be declared with the symbol 'BAL'.

```
< TYPEMONNAIE >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 210821100100 < /DateEvt'
  < IDEvt > 495145 < /IDEvt >
  < IDCoffer > 2 < /IDCoffer >
  < IDmint > BAL < /IDmint >
  < name > Tennis Balle < /Name'
  < DESC > symbolic currency needed to access the game range 'Tennis à la folie' < /Desc'
  < Price > 0.04 < /Price >
    < Info > For all purchases of 100 tennis balls, an additional ball is offered < /Info >
< /TYPEMONNAIE >
```

IV.5 Examples of point of sale identification events allowing gaming to be taken into account

IV.5.1 Opening of a point of sale to play on account – OUVPOINTDEVENTE

```
< OUVPOINTDEVENT >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100412103320 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDCoffer > 2 < /IDCoffer >

  < IDPointDeVente > 157894 < /IDPointDeVente > < DateOuverture > 20211207 < /DateOuverture > < Ad > 127 avenue de
  la coeur < /Ad > < CP > 69008 < /CP >
  < ville > Lyon < /City >
  < pays > France < /Country >
  < size > 10 < /size >
< /OUVPOINTDEVENT >
```

IV.5.2 Modification of the information on a point of sale open to play on account – MODIFPOINTDEVENTE

Point of sale 157894 changes size.

```
< MODIFPOINTDEVENT >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 150412103320 < /DateEvt'
  < IDEvt > 495018 < /IDEvt >
  < IDCoffer > 2 < /IDCoffer >
  < IDPointDeVente > 157894 < /IDPointDeVente >
  < ad > 127 avenue de la Lame de la Lame < /Ad
  < CP > 69008 < /CP >
  < ville > Lyon < /City >
  < pays > France < /Country >
  < size > 20 < /size >
< /MODIFPOINTDEVENT >
```

IV.5.3 Closing a point of sale with a game on an account – CLOTUREPOINTDEVENTE

```
< CLOTUREPODEVENT >
  < IDOper > 4921 < /IDOper'
  < DateEvt > 100413121030 < /DateEvt'
  < IDEvt > 495020 < /IDEvt >
  < IDCoffer > 2 < /IDCoffer >
  < IDPointDeVente > 457892 < /IDPointDeVente >
< /CLOTUREPODEVENT >
```

IV.5.4

IV.6 Examples of sports betting events

IV.6.1 Placing on a bet – PASPMISE

Example 1: single bet.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the match 'Chelsea – Valencia CF'. The betting relates to the result of the match and the player is a zero match. The mark is 3.40. The player's placement is EUR 1.50. The player's balance is EUR 47.33. The placement is carried out from the player's remaining compartment.

The calculated earnings expectancy is: $1.50 * 3.40 = \text{EUR } 5.10$.

It is a match on the 6th day of Group E of the Champions League 2011-2012. It is scheduled for 6 December at 20: 45 in France, i.e. 19: 45 (UTC). All this information is displayed to the player when the betting is taken.

In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event (Evt) is 'UEFA Champions League', the code of which is 'AB123';
- the result type 'zero match (match result)' has the code '123CD'.

The Renc and Part fields are filled in canonic form.

There is no discipline associated with sport here.

The prognosis includes a basic prognosis, which relates to a result of equality.

```
< PASPMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111204101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > 8ACEB0TV < /Tech >
  < PASP >
    < Combi > S < /Combi'
    < LigSp'
      < RencSp'
        < Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
        < Tech > 1234: 565: 43: 99 < /Tech >
        < sport > ABC < /sport >
        < Evt > AB123 < /Events >
        < gene > H < /Genre >
        < date > 111206194500 < /Date >
        < part > CHELSEA < /Part >
        < part > VALENCE CF < /Part >
      < /RencSp'
      < part > CHELSEA < /Part >
      < part > VALENCE CF < /Part >
      < PronoSp'
        < TypeRes > 123CD < /TypeRes >
        < Choice > NUL < Choix/>
      < /PronoSp'
      < dimension > 3.40 < /Cote >
    < /LigSp'
    < MiseBase > 1.50 < /MiseBase >
  < /PaSp'
  < SoldeAvantMise > 47.33 < /SoldeAvantMise >
  < put > 1.50 < /put >
  < SoldeApresMise > 45.83 < /SoldeApresMise >
< /PASPMISE >
```

Note: in the case of a pari with a disability, predicting, for example, Chelsea's victory with a disability of 1, the PronoSp field may be considered as a special betting consisting of the union between dependent pronostics 'victory (on the result of a match)' (code '456AB') and 'gap between teams' (code '789CD'):

```
< PronoSp'
  < TypeRes > 456AB < /TypeRes >
  < Choice > CHELSEA < /Choice >
  < TypeRes > 789CD < /TypeRes >
  < Choice > Chelsea < /Choice >
```

< /PronoSp'

Example 2: single multiple betting.

The player makes 3 single bets in a single voucher on 4 December 2011 at 10: 17 (UTC) on the 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal' matches. Simple bets relate to the winner of each match.

The player's stake is specific to each of the three bets, worth EUR 1.30, EUR 1.40 and ultimately EUR 1.50 respectively, i.e. a total of EUR 4.20.

The coupon is split into 3 separate bets, and its validation will therefore produce 3 separate and successively generated PASPMISE events. The balance of the original player, actual as displayed, is EUR 47.33.

The placement is carried out from the player's remaining compartment.

The first meeting was described in the first example. It is a match on the 6th day of Group E of the Champions League 2011-2012, scheduled for 6 December at 20: 45 in France, i.e. 19: 45 (UTC). The prognosis refers to CHELSEA as the winner of the meeting. The mark is 1.65 and the entry is EUR 1.30.

In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event (Evt) is 'UEFA Champions League', the code of which is 'AB123';
- the result type 'victory (match result)' has the code '456AB'.

```
< PASPMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111204101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > 8ACEB0TV < /Tech >
  < PASP >
    < Combi > S < /Combi'
    < LigSp'
      < RencSp'
        < Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
        < Tech > 1234: 565: 43: 99 < /Tech >
        < sport > ABC < /sport >
        < Evt > AB123 < /Events >
        < gene > H < /Genre >
        < date > 111206194500 < /Date >
        < part > CHELSEA < /Part >
        < part > VALENCE CF < /Part >
      < /RencSp'
      < part > CHELSEA < /Part >
      < part > VALENCE CF < /Part >
    < PronoSp'
      < TypeRes > 456AB < /TypeRes >
      < Choice > CHELSEA < /Choice >

    < /PronoSp'
    < dimension > 1.65 < /Cote >
  < /LigSp'
  < MiseBase > 1.30 < /MiseBase >
< /PaSp'
< SoldeAvantMise > 47.33 < /SoldeAvantMise >
< put > 1.30 < /put >
< SoldeApresMise > 46.03 < /SoldeApresMise >
< /PASPMISE >
```

The second meeting is a match on the 6th day of Group F of the League of Champions 2011-2012, scheduled for 6 December at 20: 45 in France, i.e. 19: 45 (UTC). Dortmund is opposed to Marseille. The prognosis refers to Dortmund as the winner of the meeting. The mark is 1.70 and the entry is EUR 1.40.

```

< PASPMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111204101703 < /DateEvt'
  < IDEvt > 1903811 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJoueur >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > DRVKCAX9 < /Tech >
  < PASP >
    < Combi > S < /Combi'
    < LigSp'
      < RencSp'
        < Renc > UEFA CHAMPIONS LEAGUE – Dortmund – MARSEILLE < /Renc >
        < Tech > 1234: 565: 43: 98 < /Tech >
        < sport > ABC < /sport >
        < Evnt > AB123 < /Events >
        < gene > H < /Genre >
        < date > 111206194500 < /Date >
        < part > Dortmund < /Part >
        < part > MARSEILLE < /Part >
      < /RencSp'
      < part > Dortmund < /Part >
      < part > MARSEILLE < /Part >
      < PronoSp'
        < TypeRes > 456AB < /TypeRes >
        < Choice > Dortmund < /Choice >
      < /PronoSp'
      < dimension > 1.70 < /Cote >
    < /LigSp'
    < MiseBase > 1.40 < /MiseBase >
  < /PaSp'
  < SoldeAvantMise > 46.03 < /SoldeAvantMise >
  < put > 1.40 < /put >
  < SoldeApresMise > 44.63 < /SoldeApresMise >
< /PASPMISE >

```

The third and final meeting is also a match on the 6th day of Group F of the Champions League 2011-2012, scheduled for 6 December at 20: 45 in France, i.e. 19: 45 (UTC). It opposes Olympiakos against Arsenal. The prognosis refers to Olympiakos as the winner of the meeting. The mark is 1.95 and the entry is EUR 1.50.

```

< PASPMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111204101703 < /DateEvt'
  < IDEvt > 1903814 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJoueur >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > JSL5WONA < /Tech >
  < PASP >
    < Combi > S < /Combi'
    < LigSp'
      < RencSp'
        < Renc > UEFA CHAMPIONS LEAGUE – Olympiakos – ARSENAL < /Renc'
        < Tech > 5A1T-1234: 565: 43: 97 < /Tech >
        < sport > ABC < /sport >
        < Evnt > AB123 < /Events >
        < gene > H < /Genre >
        < date > 111206194500 < /Date >
        < part > Olympiakos < /Part >
        < part > ARSENAL < /Part >
      < /RencSp'
      < part > Olympiakos < /Part >
      < part > ARSENAL < /Part >
      < PronoSp'
        < TypeRes > 456AB < /TypeRes >

```

```

    < Choice > Olympiakos < /Choice >
  < /PronoSp'
  < dimension > 1.95 < /Cote >
< /LigSp'
  < MiseBase > 1.50 < /MiseBase >
< /PaSp'
  < SoldeAvantMise > 44.63 < /SoldeAvantMise >
  < put > 1.50 < /put >
  < SoldeApresMise > 43.13 < /SoldeApresMise >
< /PASPMISE >

```

Example 3: combined (single).

The player made a combined betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'. The predictions of results relate to the winner of each meeting.

The placement is carried out from the player's remaining compartment.

The basic allocation allocated to each forecast of results is EUR 0.50. The total stake is therefore also EUR 1.50, since it is a simple combination which corresponds to a single bet.

The scores are 1.65, 1.70 and 1.95 respectively. The total mark is the product of these odds, i.e.: $1.65 \times 1.70 \times 1.95 = 5.47$.

The expectation of gain is therefore: $(1.65 \times 1.70 \times 1.95) \times 1.50 = \text{EUR } 8.20$.

In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event (Evt) is 'UEFA Champions League', the code of which is 'AB123';
- the result type 'victory (match result)' has the code '456AB'.

```

< PASPMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111204101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > ABLSTJEK < /Tech >
  < PASP >
    < Combi > C < /Combi'
    < LigSp'
      < RencSp'
        < Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
        < Tech > 1234: 565: 43: 99 < /Tech >
        < sport > ABC < /sport >
        < Evt > AB123 < /Events >
        < gene > H < /Genre >
        < date > 111206194500 < /Date >

```

```

    < part > CHELSEA < /Part >

```

```

    < part > VALENCE CF < /Part >

```

```

  < /RencSp'
  < part > CHELSEA < /Part >
  < part > VALENCE CF < /Part >
  < PronoSp'
    < TypeRes > 456AB < /TypeRes >
    < Choice > CHELSEA < /Choice >
  < /PronoSp'
  < dimension > 1.65 < /Cote >
< /LigSp'
< LigSp'
  < RencSp'
    < Renc > UEFA CHAMPIONS LEAGUE – Dortmund – MARSEILLE < /Renc >
    < Tech > 1234: 565: 43: 98 < /Tech >
    < sport > ABC < /sport >
    < Evt > AB123 < /Events >

```

```

    < gene > H < /Genre >
    < date > 111206194500 < /Date >
    < part > Dortmund < /Part >
    < part > MARSEILLE < /Part >
  < /RencSp'
  < part > Dortmund < /Part >
  < part > MARSEILLE < /Part >
  < PronoSp'
    < TypeRes > 456AB < /TypeRes >
    < Choice > Dortmund < /Choice >
  < /PronoSp'
  < dimension > 1.70 < /Cote >
< /LigSp'
< LigSp'
  < RencSp'
    < Renc > UEFA CHAMPIONS LEAGUE – Olympiakos – ARSENAL < /Renc'
    < Tech > 1234: 565: 43: 97 < /Tech >
    < sport > ABC < /sport >
    < Evnt > AB123 < /Events >
    < gene > H < /Genre >
    < date > 111206194500 < /Date >
    < part > Olympiakos < /Part >
    < part > ARSENAL < /Part >
  < /RencSp'
  < part > Olympiakos < /Part >
  < part > ARSENAL < /Part >
  < PronoSp'
    < TypeRes > 456AB < /TypeRes >
    < Choice > Olympiakos < /Choice >
  < /PronoSp'
  < dimension > 1.95 < /Cote >
< /LigSp'
  < MiseBase > 0.50 < /MiseBase >
< /PaSp'
< SoldeAvantMise > 47.33 < /SoldeAvantMise >
< put > 1.50 < /put >
< SoldeApresMise > 45.83 < /SoldeApresMise >
< /PASPMISE >

```

Example 4a: multiple combined betting.

The player made a combined betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'. The predictions of results relate to the winner of each meeting and an additional result prognosis relates to equality over the 'Chelsea – Valencia CF' meeting.

Under the gaming rules, that prognosis cannot be combined with the prognosis of the result relating to the winner of the match, and therefore deduplicates the combined betting.

This combined betting is therefore a multiple combined betting, and two combined bets are sent to the boot.

The placement is carried out from the player's remaining compartment.

The basic allocation allocated to each combined betting is EUR 1.50. The total stake is therefore EUR 3.00, since it is a multiple combination which corresponds to two bets:

- for the first bet, the scores are 1.65, 1.70 and 1.95 respectively. The total value of the corresponding combined betting shall be the product of these scores, i.e.: $1.65 * 1.70 * 1.95 = 5.47$;
- for the second pari, the scores are 3.40, 1.70 and 1.95 respectively. The total value of the corresponding combined betting shall be the product of these scores, i.e.: $3.40 * 1.70 * 1.95 = 11.27$.

The maximum profit expectancy is that of the most attractive plot, i.e. $(3.40 * 1.70 * 1.95) * 1.50 = \text{EUR } 16.91$.

In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event (Evnt) is 'UEFA Champions League', the code of which is 'AB123';
- the result type 'victory (match result)' has the code '456AB';
- the result type 'zero match (match result)' has the code '123CD'.

< PASPMISE >

```

< IDOper > 4512 < /IDOper'
< DateEvt > 111204101703 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 638604 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > ROPTNBVL < /Tech >
< PASP >
  < Combi > C < /Combi'
  < LigSp'
    < RencSp'
      < Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
      < Tech > 1234: 565: 43: 99 < /Tech >
      < sport > ABC < /sport >
      < Evnt > AB123 < /Events >
      < gene > H < /Genre >
      < date > 111206194500 < /Date >
      < part > CHELSEA < /Part >
      < part > VALENCE CF < /Part >
    < /RencSp'
    < part > CHELSEA < /Part >
    < part > VALENCE CF < /Part >
    < PronoSp'
      < TypeRes > 456AB < /TypeRes >
      < Choice > CHELSEA < /Choice >
    < /PronoSp'
    < dimension > 1.65 < /Cote >
    < PronoSp'
      < TypeRes > 456AB < /TypeRes >
      < choice > NUL < /choice >
    < /PronoSp'
    < dimension > 3.40 < /Cote >
  < /LigSp'
< /LigSp'
  < RencSp'
    < Renc > UEFA CHAMPIONS LEAGUE – Dortmund – MARSEILLE < /Renc >
    < Tech > 1234: 565: 43: 98 < /Tech >
    < sport > ABC < /sport >
    < Evnt > AB123 < /Events >
    < gene > H < /Genre >
    < date > 111206194500 < /Date >
    < part > Dortmund < /Part >
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  < /RencSp'
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Example 4b: single combined mutual grid/pari.

The player fills in a mutual grid on 4 December 2011 at 10: 17 (UTC) on the 5 matches 'Chelsea – Valence CF', 'Dortmund – Marseille', 'Olympiakos – Arsenal', 'Lorient – Lyon' and 'Novare – Naples'.

The predictions of results relate to the winner of each meeting and the possibility of equality. Prognostics are non-combinable (in the case of lines offering double or triple combinations).

As a first step, the player combines a single prognosis of results with each meeting. The resulting combined betting is therefore a simple combined betting.

The "Lorient – Lyon" meeting is the 17th day of the 1 League French Championship. In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event is 'Championship de France de Ligue 1', the code of which is 'KYYIC'.

The "Novare – Naples" meeting is the 15th (outward) day of the Italian Championship. In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event (Events) is 'European Championships (first league or equivalent)', the code of which is 'DEF12'. The reference to the Italian Championship appears only in the clear transcript of the title of the meeting (remark: using a single guest).

In terms of codification of types of results:

- the result type 'victory (match result)' has the code '456AB';
- the result type 'zero match (match result)' has the code '123CD'.

The placement is carried out from the player's remaining compartment.

The stake per betting is EUR 2. The total stake is therefore EUR 2, in so far as only one bet is made.

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In a second step, the player combines several predictions of results with each meeting. These predictions of results are non-combinable: the resulting combined betting is therefore a multiple mutual grid.

The stake per betting is EUR 2. The player makes 3 predictions of results on the meeting 'Chelsea – Valencia CF', 2 prognoses of results on the 'Lorient – Lyon' meeting, and 2 prognoses of results also on the 'Novara – Naples' meeting.

A total of $3 * 2 * 2 = 12$ combinations.

The placement is carried out from the player's remaining compartment.

The total stake is therefore EUR 24, in so far as 12 bets are carried out.

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Example 5: system betting (simple).

The player made a system betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'.

The predictions of results relate to the winner of each meeting.

The placement is carried out from the player's remaining compartment.

The player selects the 2/3 system betting, which corresponds $\binom{3}{2}$ or 3 combinations. The basic entry is EUR 1.50.

The total stake is therefore EUR 4.50.

The maximum expected gain is $(1.65 * 1.70 + 1.65 * 1.95 + 1.70 * 1.95) * 1.50 = \text{EUR } 14.01$.

In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event (Evnt) is 'UEFA Champions League', the code of which is 'AB123';
- the result type 'victory (match result)' has the code '456AB';
- the result type 'zero match (match result)' has the code '123CD'.

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```

Example 6: complex TRIXIE system.

The player made a system betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'.

The predictions of results relate to the winner of each meeting.

The placement is carried out from the player's remaining compartment.

The player selects the TRIXIE system betting, which corresponds to 1 $\binom{3}{2}$ i.e. 4 combinations (1 combined betting + 3 bets

2/3 system). The basic entry is EUR 1.50. The total stake is therefore EUR 6.

The maximum expected gain is $(1.65 * 1.70 * 1.95 + 1.65 * 1.70 + 1.65 * 1.95 + 1.70 * 1.95) * 1.50 = \text{EUR } 22.24$

In terms of codification:

- sport is therefore football, which corresponds to the code 'ABC';
- the event (Evt) is 'UEFA Champions League', the code of which is 'AB123';
- the result type 'victory (match result)' has the code '456AB';
- the result type 'zero match (match result)' has the code '123CD'.

Using the formula 'TRIXIE':

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Chelsea – VALENCE CF < /Renc

Dortmund – MARSEILLE < /Renc'



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```

Example 7: Yankee complex system rig.

The player selects the Yankee system bet, which corresponds to $1 + \binom{4}{3} + 1$ i.e. 11 combinations (1 combined pari + 4 Paris system 3/4 + 6 betting system 2/4). The basic entry is EUR 1.50. The total stake is therefore EUR 16.50.

The placement is carried out from the player's remaining compartment.

The maximum earnings expectancy is equal $(1.65 * 1.70 * 1.95 * 1.26 + 1.65 * 1.70 * 1.95 + 1.65 * 1.70 * 1.26 * 1.65 * 1.95 * 1.26 * 1.70 * 1.95 * 1.26 * 1.65 + 1.70 * 1.65 + 1.95 * 1.65 + 1.26 * 1.70 + 1.95 * 1.70 * 1.26) * 1.95 = \text{EUR } 1.26$.

Example 8: special betting.

The player made a special betting on 4 December 2011 at 10: 17 (UTC) on the 'Chelsea – Valence CF' match. The bet focuses on the result of the match and the first team to be marked, which are two dependent prognoses. The mark is 7.20. The player's placement is EUR 1.50. The placement is carried out from the player's remaining compartment.

The calculated earnings expectancy is: $1.50 * 7.20 = \text{EUR } 10.80$.

It is a match on the 6th day of Group E of the Champions League 2011-2012. It is scheduled for 6 December at 20: 45 in France, i.e. 19: 45 (UTC). All this information is displayed to the player when the betting is taken.

The prognosis comprises a prognosis composed of two choices.

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Example 9: 'free of charge'.

This example echoes example 1 in this section.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the match 'Chelsea – Valencia CF'. The betting relates to the result of the match and the player is a zero match. The mark is 3.40. The player makes a 'free' betting on the basis of a bonus awarded by the operator.

For these 'free' betting, the operator chooses to withdraw any prize money, the calculated earnings expectation is: $1.50 * (3.40 - 1) = \text{EUR } 3.60$.

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        < date > 111206194500 < /Date >
        < part > CHELSEA < /Part >
        < part > VALENCE CF < /Part >
      < /RencSp'
      < part > CHELSEA < /Part >
      < part > VALENCE CF < /Part >
      < PronoSp'
        < TypeRes > 123CD < /TypeRes >
        < choice > NUL < /choice >
      < /PronoSp'
      < dimension > 3.40 < /Cote >

```

```

< /LigSp'
< MiseBase > 1.50 < /MiseBase >
< /PaSp'
< BonusAvantMise > 47.33 < /BonusAvantMise >
< BonusMise > 1.50 < /BonusMise >
< BonusApresMise > 45.83 < /BonusApresMise >
< BonusNom > free pari < /BonusNom'
< /PASPMISE >

```

Example 10: single rib with jackpot.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the match 'Chelsea – Valencia CF'. The betting relates to the result of the match and the player is a zero match. The mark is 3.40. The player's placement is EUR 1.50. The player's balance is EUR 47.33. The placement is carried out from the player's remaining compartment. When playing the game, the player selects the jackpot option, which allows his gain to be multiplied by a factor of up to 10. This additional game accounts for 10 % of the game.

The calculated earnings expectancy is: $(1.50 * 0.90) * 3.40 * 10 = \text{EUR } 45.90$.

Two events were sent to the boot, one for the player and the other for jackpot. The < Info > field allows you to enter the multiplier of any gain.

```

< PASPMISE >
< IDOper > 4512 < /IDOper'
< DateEvt > 111204101703 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 638604 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > 8ACEB0TV < /Tech >
< TechJeu > HTQS672BI < /TechJeu'
< PASP >
< Combi > S < /Combi'
< LigSp'
< RencSp'
< Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
< Tech > 1234: 565: 43: 99 < /Tech >
< sport > ABC < /sport >
< Evnt > AB123 < /Events >
< gene > H < /Genre >
< date > 111206194500 < /Date >
< part > CHELSEA < /Part >
< part > VALENCE CF < /Part >
< /RencSp'
< part > CHELSEA < /Part >
< part > VALENCE CF < /Part >
< PronoSp'
< TypeRes > 123CD < /TypeRes >
< choice > NUL < /choice >
< /PronoSp'
< dimension > 3.40 < /Cote >
< /LigSp'
< MiseBase > 1.35 < /MiseBase >
< /PaSp'
< SoldeAvantMise > 47.33 < /SoldeAvantMise >
< put > 1.35 < /put >
< SoldeApresMise > 45.98 < /SoldeApresMise >
< /PASPMISE >
< PASPMISE >
< IDOper > 4512 < /IDOper'
< DateEvt > 111204101703 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >

< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 638604 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >

```

```

< IDCoffer > 1 < /IDCoffer >
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< TechJeu > HTQS672BI < /TechJeu'
< Jackpot/>
< PASP >
  < Combi > S < /Combi'
  < LigSp'
    < RencSp'
      < Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
      < Tech > 1234: 565: 43: 99 < /Tech >
      < sport > ABC < /sport >
      < Evnt > AB123 < /Events >
      < gene > H < /Genre >
      < date > 111206194500 < /Date >
      < part > CHELSEA < /Part >
      < part > VALENCE CF < /Part >
    < /RencSp'
    < part > CHELSEA < /Part >
    < part > VALENCE CF < /Part >
    < PronoSp'
      < TypeRes > 123CD < /TypeRes >
      < choice > NUL < /choice >
    < /PronoSp'
    < dimension > 3.40 < /Cote >
  < /LigSp'
  < MiseBase > 0.15 < /MiseBase >
< /PaSp'
< SoldeAvantMise > 45.98 < /SoldeAvantMise >
< put > 0.15 < /put >
< SoldeApresMise > 45.83 < /SoldeApresMise >
< Info > Jackpot x10 < /Info >
< /PASPMISE >

```

Example 11: single bite with multiple encounters.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the matches 'Chelsea – Valence CF' and 'Dortmund – Marseille'. The betting relates to the result of the matches, and the player predicts that at least 4 purposes will be marked on all of these two matches. The mark is 3.40. The player's placement is EUR 1.50. The player's balance is EUR 47.33. The placement is carried out from the player's remaining compartment.

The calculated earnings expectancy is: $1.50 * 3.40 = \text{EUR } 5.10$.

```

< PASPMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111204101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > 8ACEB0TV < /Tech >
  < PASP >
    < Combi > S < /Combi'
    < LigSp'
      < RencSp'
        < Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
        < Tech > 1234: 565: 43: 99 < /Tech >
        < sport > 6qv < /sport >
        < Evnt > 5PZ25 < /Evnt >
        < gene > H < /Genre >
        < date > 111206194500 < /Date >
        < part > CHELSEA < /Part >
        < part > VALENCE CF < /Part >
      < /RencSp'
      < RencSp'
        < Renc > UEFA CHAMPIONS LEAGUE – Dortmund – MARSEILLE < /Renc >
        < Tech > 1234: 565: 43: 98 < /Tech >
        < sport > 6qv < /sport >
    < /LigSp'
  < /PASP >

```

```

    < Evnt > 5PZ25 < /Evnt >
    < gene > H < /Genre >
    < date > 111206194500 < /Date >
    < part > Dortmund < /Part >
    < part > MARSEILLE < /Part >
  < /RencSp'
  < PronoSp'
    < TypeRes > NPPMA < /TypeRes >
    < Choice > At least 4 goals in total on all Chelsea – Valencia and Dortmund – Marseille < Choix/>
  < /PronoSp'
  < dimension > 3.40 < /Cote >
< /LigSp'
  < MiseBase > 1.50 < /MiseBase >
< /PaSp'
  < SoldeAvantMise > 47.33 < /SoldeAvantMise >
  < put > 1.50 < /put >
  < SoldeApresMise > 45.83 < /SoldeApresMise >
< /PASPMISE >

```

IV.6.2 Ban on a bet – PASPGAIN

Example 1: gain on single pari.

This example echoes example No 1 in Part IV.6.1.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the match 'Chelsea – Valencia CF'. The betting focused on the result of the match, and the player predicted a zero match.

In this example, the winning bet is assumed.

The mark is 3.40. The player's placement is EUR 1.50. The gain is: $1.50 * 3.40 = \text{EUR } 5.10$.

The meeting ended on 06/12/2011 at 21: 55 (UTC) and the corresponding gain was generated by the platform on the same day at 22 (UTC) and includes the Tech code of the voucher:

```

< PASPGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > 8ACEB0TV < /Tech >
  < DateMise > 111204101703 < /DateMise >
  < DateTime > 111206215500 < /DateTime >
  < SoldeAvantGain > 45.83 < /SoldeAvantGain >
  < gain > 5.10 < /Gain >
  < SoldeApresGain > 50.93 < /SoldeApresGain >
< /PASPGAIN >

```

Example 2: cashout on single pari.

This example echoes example No 1 in Part IV.6.1.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the match 'Chelsea – Valencia CF'. The betting focused on the result of the match, and the player predicted a zero match.

On 5 December 2011 at 12: 42 (UTC), the player chooses to make a cashout on the entire betting, the operator buys it at a mark of 1.62. The player's gain is: $1.5 * 1.62 = 2.43$

As the gain was generated by the player, the balise < Supervision > is not included.

```

< PASPGAIN >
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  < DateEvt > 111205124254 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > 8ACEB0TV < /Tech >
  < DateMise > 111204101703 < /DateMise >
  < DateTime > 111205124254 < /DateTime >
  < Cashout >
    < takeover > 1.5 < /RPurchase >
    < dimension > 1.62 < /Cote >
  < /Cashout >
  < SoldeAvantGain > 45.83 < /SoldeAvantGain >
  < gain > 2.43 < /Gain >
  < SoldeApresGain > 48.26 < /SoldeApresGain >
< /PASPGAIN >

```

Example 3: combined (single).

This example echoes example No 3 in Part IV.6.1.

The player made a combined betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'. The predictions of results relate to the winner of each meeting.

The basic allocation allocated to each forecast of results is EUR 1.50. The scores are 1.65, 1.70 and 1.95 respectively. The total mark is the product of these odds, i.e.: $1.65 \times 1.70 \times 1.95 = 5.47$.

In this example, the 3 prognoses are good: the winning bet is therefore assumed.

The gain is therefore: $(1.65 \times 1.70 \times 1.95) \times 1.50 = \text{EUR } 8.20$.

The operator makes a profit of EUR 5.00. The total gain is therefore EUR 13.20.

The gain was generated by the platform on 06/12/2011 at 22 p.m. (UTC): < PASPGAIN >

```

  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > ABLSTJEK < /Tech >
  < DateMise > 111206220000 < /DateMise >
  < DateTime > 111206215500 < /DateTime >
  < SoldeAvantGain > 45.83 < /SoldeAvantGain >
  < gain > 8.20 < /Gain >
  < SoldeApresGain > 59.03 < /SoldeApresGain >
  < GainAbond > 5.00 < /GainAbond >
< /PASPGAIN >

```

Example 4: multiple combined betting.

This example echoes example 4a in section IV.6.1.

The player made a combined betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'. The results predicted were the winner of each meeting and an additional result prognosis related to equality over the 'Chelsea – Valence CF' meeting. This combined betting is therefore a multiple

combined betting.

The basic allocation allocated to each combined betting is EUR 1.50. The total stake is therefore EUR 3.00, since it is a multiple combination which corresponds to two bets:

- for the first bet, the scores are 1.65, 1.70 and 1.95 respectively. The total value of the corresponding combined betting shall be the product of these scores, i.e.: $1.65 * 1.70 * 1.95$;
- for the second pari, the scores are 3.40, 1.70 and 1.95 respectively. The total value of the corresponding combined betting shall be the product of these scores, i.e.: $3.40 * 1.70 * 1.95$.

In this example, it is assumed that the 'Chelsea – Valence CF' meeting ended with a zero match. The gain is therefore calculated as follows: $(3.40 * 1.70 * 1.95) * 1.50 = \text{EUR } 16.91$

The gain was generated by the platform on 06/12/2011 at 22 (UTC).

```
< PASPGAIN >
< IDOper > 4512 < /IDOper'
< DateEvt > 111206220000 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > ROPTNBVL < /Tech >
< DateMise > 111206220000 < /DateMise >
< DateTime > 111206215500 < /DateTime >
< SoldeAvantGain > 45.83 < /SoldeAvantGain >
< gain > 16.91 < /Gain >
< SoldeApresGain > 62.74 < /SoldeApresGain >
< /PASPGAIN >
```

Example 5: single combined grid/pari.

This example echoes the second scenario of example 4b in Part IV.6.1.

The player made a combined betting on 4 December 2011 at 10: 17 (UTC) on the 5 matches 'Chelsea – Valence CF', 'Dortmund – Marseille', 'Olympiakos – Arsenal', 'Lorient – Lyon' and 'Novare – Naples'.

Prognoses may relate to the winner of each encounter or the possibility of equality, with the possibility of non-combinable prognostics (in the case of lines offering double or triple combinations).

The player associated several predictions of results with each meeting. These predictions of results are non-combinable: the resulting combined betting is therefore a multiple combined betting.

The stake per betting is EUR 2. The player makes 3 predictions of results on the meeting 'Chelsea – Valencia CF', 2 prognoses of results on the 'Lorient – Lyon' meeting, and 2 prognoses of results also on the 'Novara – Naples' meeting.

A total of $3 * 2 * 2 = 12$ combinations.

Only a combination is, at best, successful.

In this example, winning bets are:

- 'Chelsea – Valencia CF': Winning 'Chelsea';
- 'Dortmund – Marseille': Winning Dortmund;
- 'Olympiakos – Arsenal': zero match;
- 'Lorient – Lyon': zero match;
- 'Novare – Naples': "Naples" winning.

The gain corresponds to the theoretical profit of the betting, i.e. EUR 250. The gain was generated by the platform on 06/12/2011 at 22 (UTC).

```
< PASPGAIN >
< IDOper > 4512 < /IDOper'
< DateEvt > 111206220000 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > G2ZWODAQ < /Tech >
< DateMise > 111204101700 < /DateTime >
< DateTime > 111206215500 < /DateTime >
< SoldeAvantGain > 45.33 < /SoldeAvantGain >
< gain > 250.00 < /Gain >
< SoldeApresGain > 295.33 < /SoldeApresGain >
< /PASPGAIN >
```

Example 6: system betting (simple).

This example echoes the second scenario in Example No 5 in Part IV.6.1.

The player made a system betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'.

The predictions of results relate to the winner of each meeting.

The player selected the 2/3 system betting, which $\binom{3}{2}$ or 3 combinations. The basic entry is EUR 1.50.

The maximum expected gain is $(1.65 * 1.70 + 1.65 * 1.95 * 1.70 * 1.95) * 1.50 = \text{EUR } 14.01$.

It is assumed that only the predictions on the 'Chelsea – Valence CF' and 'Dortmund – Marseille' meetings are good.

The gain is that of the combined betting on these two matches, i.e. $(1.65 * 1.70) * 1.50 = \text{EUR } 4.20$.

The gain was generated by the platform on 06/12/2011 at 22 (UTC).

```
< PASPGAIN >
< IDOper > 4512 < /IDOper'
< DateEvt > 111206220000 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
```

```

< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > 9M4053QV < /Tech >
< DateMise > 111204101700 < /DateMise >
< DateTime > 111206215500 < /DateTime >
< SoldeAvantGain > 45.83 < /SoldeAvantGain >
< gain > 4.20 < /Gain >
< SoldeApresGain > 50.03 < /SoldeApresGain >
< /PASPGAIN >

```

Example 7: complex TRIXIE system.

This example echoes the second scenario in Example No 6 in Part IV.6.1.

The player made a system betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'.

The predictions of results relate to the winner of each meeting.

The player selects the TRIXIE system betting, which corresponds to 1 $\left(\begin{smallmatrix} 3 \\ 3 \end{smallmatrix} \right)$ i.e. 4 combinations (1 combined betting + 3 bets + 2/3 system). The basic entry is EUR 1.50.

The maximum expected gain is $(1.65 * 1.70 * 1.95 + 1.65 * 1.70 + 1.65 * 1.95 * 1.70 * 1.95) * 1.50 = \text{EUR } 22.21$.

It is assumed that only the predictions on the 'Chelsea – Valence CF' and 'Dortmund – Marseille' meetings are good.

The gain is that of the combined betting on these two matches, i.e. $(1.65 * 1.70) * 1.50 = \text{EUR } 4.20$;

```

< PASPGAIN >
< IDOper > 4512 < /IDOper'
< DateEvt > 111206220000 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > CFUDIP4B < /Tech >
< DateMise > 111204101700 < /DateMise >
< DateTime > 111206215500 < /DateTime >
< SoldeAvantGain > 45.83 < /SoldeAvantGain >
< gain > 4.20 < /Gain >
< SoldeApresGain > 50.03 < /SoldeApresGain >
< /PASPGAIN >

```

Example 8: gain on "free" pari.

This example echoes example No 9 in Part IV.6.1 and Example No 2 in Part IV.6.3.

The player placed EUR 1.50 at a mark of 3.4. The operator withdraws the player's prize, so the player's gain is put * (cote 1), i.e. EUR 3.6

```

< PASPGAIN >
< IDOper > 4512 < /IDOper'
< DateEvt > 111206220000 < /DateEvt'

```

```

< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJoueur >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > CFUDIP4B < /Tech >
< DateMise > 111204101700 < /DateMise >
< DateTime > 111206215500 < /DateTime >
< SoldeAvantGain > 45.83 < /SoldeAvantGain >
< gain > 3.6 < /Gain >
< SoldeApresGain > 49.43 < /SoldeApresGain >
< Info > Free Pari < /Info >
< /PASPGAIN >

```

Example 9: gain on single pari with Jackpot.

This example echoes example No 10 in Part IV.6.1.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the match 'Chelsea – Valencia CF'. The betting focused on the result of the match, and the player predicted a zero match. 10 % of the player's placement corresponded to the Jackpot complementary game.

In this example, the winning betting is assumed, with a multiplicative factor linked to the jackpot of 10.

The mark is 3.40. The player's stake is EUR 1.50, of which EUR 1.35 is allocated to the principal. The main gain is: $1.35 * 3.40 = \text{EUR } 4.59$.

The gain was generated by the platform on 06/12/2011 at 22 p.m. (UTC), it includes the Tech code of the voucher of the betting, a second event will be generated with the jackpot gain.

```

< PASPGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJoueur >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > 8ACEB0TV < /Tech >
  < DateMise > 111204101700 < /DateMise >
  < DateTime > 111206215500 < /DateTime >
  < SoldeAvantGain > 45.83 < /SoldeAvantGain >
  < gain > 4.59 < /Gain >
  < SoldeApresGain > 50.42 < /SoldeApresGain >
< /PASPGAIN >
< PASPGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJoueur >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > HYT42CDFH < /Tech >
  < DateMise > 111204101700 < /DateMise >
  < DateTime > 111206215500 < /DateTime >
  < SoldeAvantGain > 50.93 < /SoldeAvantGain >
  < gain > 41.31 < /Gain >

```

```
< SoldeApresGain > 92.24 < /SoldeApresGain >  
< /PASPGAIN >
```

IV.6.3 Annulment of a bet – PASPANNUL

Example 1: Cancellation of a bet by the operator

This example echoes example No 1 in Part IV.6.1.

The player made a single bet on 4 December 2011 at 10: 17 (UTC) on the match 'Chelsea – Valencia CF'. The player's placement is EUR 1.50.

Chelsea's team declares a lump sum before the start of the match, so the betting on the match is cancelled by the operator. The operator reimburses the player and sends a cancellation event to the boot with the balise < Supervision/ >.

```
< PASPANNUL >  
  < IDOper > 4512 < /IDOper >  
  < DateEvt > 111206173200 < /DateEvt >  
  < IDEvt > 1903810 < /IDEvt >  
  < IDOver > 9G3912JF < /Joueur >  
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >  
  < IDSession > 0-sys < /IDSession >  
  < IPOver > 192.168.1.1 < /IPJouer >  
  < IDCoffer > 1 < /IDCoffer >  
  < Supervision/ >  
  < Tech > 8ACEB0TV < /Tech >  
  < DateMise > 111204101703 < /DateMise >  
  < motif > Counteryearship < /Reason >  
  < SoldeAvantRembours > 45.83 < /SoldeAvantRembours >  
  < MontantRembours > 1.50 < /MontantRembours >  
  < SoldeApresRembours > 47.33 < /SoldeApresRembours >  
< /PASPANNUL >
```

Example 2: Modification of a bet by the player

This example echoes example No 3 in Part IV.6.1.

The player made a combined betting on 4 December 2011 at 10: 17 (UTC) on the 3 matches 'Chelsea – Valence CF', 'Dortmund – Marseille' and 'Olympiakos – Arsenal'. The predictions of results relate to the winner of each meeting.

The player wants to change his prognosis on the 'Dortmund – Marseille' meeting, preferring to park on the Marseille team rather than Dortmund.

In order to modify the bet in the boot, the operator sends a boot a cancellation event to cancel the initial entry and sends a PASPMISE event with the player's new betting. These events are transmitted, at the same time, without the balise < Supervision/ >, as the cancellation takes place at the initiative of the player.

```
< PASPANNUL >  
  < IDOper > 4512 < /IDOper >  
  < DateEvt > 111206183225 < /DateEvt >  
  < IDEvt > 1903810 < /IDEvt >  
  < IDOver > 9G3912JF < /Joueur >  
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >  
  < IDSession > 638605 < /IDSession >  
  < IPOver > 192.0.2.42 < /IPJouer >  
  < IDCoffer > 1 < /IDCoffer >  
  < Tech > ABLSTJEK < /Tech >  
  < DateMise > 111204101703 < /DateMise >  
  < motif > PariModify < /Reason >  
  < SoldeAvantRembours > 45.83 < /SoldeAvantRembours >  
  < MontantRembours > 1.50 < /MontantRembours >  
  < SoldeApresRembours > 47.33 < /SoldeApresRembours >  
  < Info > Pari modification – Tech pari modified RTJ541R42 < Info >  
< /PASPANNUL >  
< PASPMISE >  
  < IDOper > 4512 < /IDOper >  
  
  < DateEvt > 111206183225 < /DateEvt >  
  < IDEvt > 1903810 < /IDEvt >
```

```

< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
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< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > RTJ541R42 < /Tech >
< PASP >
  < Combi > C < /Combi'
  < LigSp'
    < RencSp'
      < Renc > UEFA CHAMPIONS LEAGUE – CHELSEA – VALENCE CF < /Renc >
      < Tech > 1234: 565: 43: 99 < /Tech >
      < sport > ABC < /sport >
      < Evnt > AB123 < /Events >
      < gene > H < /Genre >
      < date > 111206194500 < /Date >
      < part > CHELSEA < /Part >
      < part > VALENCE CF < /Part >
    < /RencSp'
    < part > CHELSEA < /Part >
    < part > VALENCE CF < /Part >
    < PronoSp'
      < TypeRes > 456AB < /TypeRes >
      < Choice > CHELSEA < /Choice >
    < /PronoSp'
    < dimension > 1.65 < /Cote >
  < /LigSp'
  < LigSp'
    < RencSp'
      < Renc > UEFA CHAMPIONS LEAGUE – Dortmund – MARSEILLE < /Renc >
      < Tech > 1234: 565: 43: 98 < /Tech >
      < sport > ABC < /sport >
      < Evnt > AB123 < /Events >
      < gene > H < /Genre >
      < date > 111206194500 < /Date >
      < part > Dortmund < /Part >
      < part > MARSEILLE < /Part >
    < /RencSp'
    < part > Dortmund < /Part >
    < part > MARSEILLE < /Part >
    < PronoSp'
      < TypeRes > 456AB < /TypeRes >
      < Choice > MARSEILLE < /Choice >
    < /PronoSp'
    < dimension > 1.70 < /Cote >
  < /LigSp'
  < LigSp'
    < RencSp'
      < Renc > UEFA CHAMPIONS LEAGUE – Olympiakos – ARSENAL < /Renc'
      < Tech > 1234: 565: 43: 97 < /Tech >
      < sport > ABC < /sport >
      < Evnt > AB123 < /Events >
      < gene > H < /Genre >
      < date > 111206194500 < /Date >
      < part > Olympiakos < /Part >
      < part > ARSENAL < /Part >
    < /RencSp'
    < part > Olympiakos < /Part >
    < part > ARSENAL < /Part >
    < PronoSp'
      < TypeRes > 456AB < /TypeRes >
      < Choice > Olympiakos < /Choice >
    < /PronoSp'
    < dimension > 1.95 < /Cote >
  < /LigSp'
  < MiseBase > 0.50 < /MiseBase >
< /PaSp'
< SoldeAvantMise > 47.33 < /SoldeAvantMise >
< put > 1.50 < /put >
< SoldeApresMise > 45.83 < /SoldeApresMise >
< Info > Amendment of pari – Tech pari initial ABLSTJEK < Info >

```

IV.6.4 Special case of 'Fantasy league'

Example 1

The following example describes the simplest case of a 'Fantasy League' where the player enrolled, selects and gets a winner. Only the three FAINSCRIT, FAJEU and FABILAN events are needed.

For the sake of simplicity, this example considers that the player does not carry out any other gaming operation in order to have continuity in the balance and numbering of events.

```
< FAINSCRIT >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101100000 < /DateEvt'
  < IDEvt > 0000001337 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
    < description > Tournoi "Fantasy League" – League of Heroes 2016 – Weekend
# 1 < /Description >
  < sport > ABC < /sport >
  < CAT > DEFGH < /cat >
  < Evt > IJK < /Evt >
  < DISC > LMNOP < /Disc >
  < format > 2/0/0 < /format >
  < SoldePrior > 1000.00 < /SoldeBefore >
  < SoldeMovement > 100.00 < /SoldeMovement >
  < SoldeApres > 900.00 < /SoldeApres >
< /FAINSCRIT >
< FAJEU'
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101101500 < /DateEvt'
  < IDEvt > 0000001338 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < pool > 1 < /Pool'
  < description > Standard coefficients < /Description >
  < IDCompo > FDEE0DB0-DE6C-11E5-9F79-8CB05671DD9F < /IDCompo'
  < DateCompo > 160101101500 < /DateCompo'
  < composition >
    < Choice >
      < name > Bruce Lawton < /Name'
      < Info > Capitaine < /Info >
    < /Choice >
    < Choice >
      < name > Clark Wayne < /Name'
      < Info > Defender < /Info >
    < /Choice >
    < Choice >
      < name > Barry Kent < /Name'
      < Info > attacker < /Info >
    < /Choice >
    < Choice >
      < name > Harley Allen < /Name'
      < Info > attacker replacing < /Info >
    < /Choice >
    < Choice >
      < name > Floyd Quinzel < /Name'
      < Info > Defender replacing < /Info >
    < /Choice >
```

```

    < /Composition >
< /FAJEU'
< FABILAN >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < DateEvt > 160102150000 < /DateEvt'
  < IDEvt > 0000001339 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.168.1.1 < /IPJouer >
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  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < classification > 42 < /Classification >
  < points > 215 < /Points >
  < SoldePrior > 900.00 < /SoldeBefore >
  < SoldeMovement > 500.00 < /SoldeMovement >
  < SoldeApres > 1400.00 < /SoldeApres >
< /FABILAN >

```

Example 2

The following example shows how the new composition of a player, which cancels and replaces the previous one, should be recorded in the boot.

```

< FAJEU'
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  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101101500 < /DateEvt'
  < IDEvt > 0000001338 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < pool > 1 < /Pool'
  < description > Standard coefficients < /Description >
  < IDCompo > FDEE0DB0-DE6C-11E5-9F79-8CB05671DD9F < /IDCompo'
  < DateCompo > 160101101500 < /DateCompo'
  < composition >
    < Choice >
      < name > Bruce Lawton < /Name'
      < Info > Capitaine < /Info >
    < /Choice >
    < Choice >
      < name > Clark Wayne < /Name'
      < Info > Defender < /Info >
    < /Choice >
    < Choice >
      < name > Barry Kent < /Name'
      < Info > attacker < /Info >
    < /Choice >
    < Choice >
      < name > Harley Allen < /Name'
      < Info > attacker replacing < /Info >
    < /Choice >
    < Choice >
      < name > Floyd Quinzel < /Name'
      < Info > Defender replacing < /Info >
    < /Choice >
  < /Composition >
< /FAJEU > < FAJEU >

  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101150000 < /DateEvt'
  < IDEvt > 0000001339 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >

```

```

< IPOver > 192.2.0.42 < /IPJouer >
< IDSession > demo-session < /IDSession >
< inscription > ticket-0 < /Registration >
< Tech > FAN16-24E876 < /Tech >
< pool > 1 < /Pool'
< description > Standard coefficients < /Description >
< IDCompo > FDEE0DB0-DE6C-11E5-9F79-8CB05671DD9F < /IDCompo'
< DateCompo > 160101150000 < /DateCompo'
< composition >
  < Choice >
    < name > Douglas Etchinson < /Name'
    < Info > Capitaine < /Info >
  < /Choice >
  < Choice >
    < name > Clark Wayne < /Name'
    < Info > Defender < /Info >
  < /Choice >
  < Choice >
    < name > Barry Kent < /Name'
    < Info > attacker < /Info >
  < /Choice >
  < Choice >
    < name > Harley Allen < /Name'
    < Info > attacker replacing < /Info >
  < /Choice >
  < Choice >
    < name > Floyd Quinzel < /Name'
    < Info > Defender replacing < /Info >
  < /Choice >
< /Composition >
< /FAJEU'

```

Example 3

The following example shows the development of a 'Fantasy League' for intermediate purchases and winnings. For the sake of simplicity, this example considers that the player does not carry out any other gaming operation in order to have continuity in the balance and numbering of events.

```

< FAINSCRIT >
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  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101100000 < /DateEvt'
  < IDEvt > 0000001337 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < description > Tournoi "Fantasy League" – League of Heroes 2016 – Weekend
# 1 < /Description >
  < sport > ABC < /sport >
  < CAT > DEFGH < /cat >
  < Evt > IJK < /Evt >
  < DISC > LMNOP < /Disc >
  < format > 100/0/50/AG < /format >
  < SoldePrior > 1000.00 < /SoldeBefore >
  < SoldeMovement > 100.00 < /SoldeMovement >
  < SoldeApres > 900.00 < /SoldeApres >
< /FAINSCRIT >

< FAACHAT >

  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101100100 < /DateEvt'
  < IDEvt > 0000001338 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >

```



```

< IDSession > demo-session < /IDSession >
< inscription > ticket-0 < /Registration >
< Tech > FAN16-24E876 < /Tech >
< motif > Bonus score X2 for captain < /Reason >
< SoldePrior > 900.00 < /SoldeBefore >
< SoldeMovement > 20.00 < /SoldeMovement >
< SoldeApres > 880.00 < /SoldeApres >
< /FAACHAT >
< FAJEU'
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101101500 < /DateEvt'
  < IDEvt > 0000001339 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < pool > 1 < /Pool'
  < description > Standard coefficients < /Description >
  < IDCompo > FDEE0DB0-DE6C-11E5-9F79-8CB05671DD9F < /IDCompo'
  < DateCompo > 160101101500 < /DateCompo'
  < composition >
    < Choice >
      < name > Bruce Lawton < /Name'
      < Info > Capitaine (Score X2) < /Info >
    < /Choice >
    < Choice >
      < name > Clark Wayne < /Name'
      < Info > Defender < /Info >
    < /Choice >
    < Choice >
      < name > Barry Kent < /Name'
      < Info > attacker < /Info >
    < /Choice >
    < Choice >
      < name > Harley Allen < /Name'
      < Info > attacker replacing < /Info >
    < /Choice >
    < Choice >
      < name > Floyd Quinzel < /Name'
      < Info > Defender replacing < /Info >
    < /Choice >
  < /Composition >
< /FAJEU'

< FAGAIN >
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  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101233000 < /DateEvt'
  < IDEvt > 0000001340 < /IDEvt >
  < Supervision/>
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDSession > 0-sys < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < motif > Bonus "1st of classification" < /Reason >
  < SoldePrior > 880.00 < /SoldeBefore >
  < SoldeMovement > 100.00 < /SoldeMovement >
  < SoldeApres > 980.00 < /SoldeApres >
< /FAGAIN > < FABILAN >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < DateEvt > 160102150000 < /DateEvt'
  < IDEvt > 0000001341 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >

```

```

< IPOver > 192.168.1.1 < /IPJouer >
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< Tech > FAN16-24E876 < /Tech >
< classification > 1 < /Classification >
< point > 415 < /Point >
< SoldePrior > 980.00 < /SoldeBefore >
< SoldeMovement > 500.00 < /SoldeMovement >
< SoldeApres > 1480.00 < /SoldeApres >
< /FABILAN >

```

Example 4

The following example shows the process of cancellation of an entry.

For the sake of simplicity, this example considers that the player does not carry out any other gaming operation in order to have continuity in the balance and numbering of events.

```

< FAINSCRIT >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101100000 < /DateEvt'
  < IDEvt > 0000001337 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < description > Tournoi "Fantasy League" – League of Heroes 2016 – Weekend
# 1 < /Description >
  < sport > ABC < /sport >
  < CAT > DEFGH < /cat >
  < Evnt > IJK < /Evnt >
  < DISC > LMNOP < /Disc >
  < format > 2/0/0 < /format >
  < SoldePrior > 1000.00 < /SoldeBefore >
  < SoldeMovement > 100.00 < /SoldeMovement >
  < SoldeApres > 900.00 < /SoldeApres >
< /FAINSCRIT >

< FAANNUL >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101190000 < /DateEvt'
  < IDEvt > 0000001338 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > FAN16-24E876 < /Tech >
  < motif > Counteryearship < /Reason >
  < SoldePrior > 900.00 < /SoldeBefore >
  < SoldeMovement > 100.00 < /SoldeMovement >
  < SoldeApres > 1000.00 < /SoldeApres >
< /FAANNUL >

```

IV.7 Examples of horse race betting events

IV.7.1 Placing on a bet – PAHIMISE

Example 1: single bet

The player makes a betting on the third party corresponding to the 3th Vincennes race on Saturday 31 October 2019 (meeting 1, race 3).

Its prognosis: 5, 10 and 2.

The operator increases the player's placement with an abundance of the same amount.

```

< PAHIMISE >
  < IDOper > 4512 < /IDOper'

```

```

< DateEvt > 191030102530 < /DateEvt'
< IDEvt > 1903700 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 10206000 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > 12335652233 < /Tech >
< DESC >
  < DateTime > 191031120000 < /DateTime >
  < hippodrome > Vincennes < /Hippodrome >
  < pays > France < /Country >
  MEETING > 1 < /Reunion >
  < CNAME > Contingent Hervieu < /CName' Prize
  < CNum > 3 < /CNum'
  < clair > R1C3 < /light >
  < PronoPH >
    < type > Third-party < /Type >
    < base > 5 < /Base >
    < base > 10 < /Base >
    < base > 2 < /Base >
    < MiseBase > 10 < /MiseBase >
    < number > 1 < /Number >
  < /PronoPH >
< /Desc >
< SoldeAvantMise > 27.33 < /SoldeAvantMise >
< put > 5 < /put >
< SoldeApresMise > 22.33 < /SoldeApresMise >
< MiseAbond > 5 < /MiseAbond >
< /PAHIMISE >

```

Example 2: all orders

The player makes a bet on the third party of the 3th Vincennes race on Saturday 31 October 2019 (meeting 1, race 3). It selects horses 5, 10 and 2 and selects the "all orders" option to take into account all possible orders. His betting is therefore made up of 6 elementary bets with the following orders:

- 5, 10 and 2;
- 5, 2 and 10;
- 10, 5 and 2;
- 10, 2 and 5;
- 2, 5 and 10;
- 2, 10 and 5.

```

< PAHIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 191030102530 < /DateEvt'
  < IDEvt > 1903700 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 10206000 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >

  < Tech > 12335652233 < /Tech >
  < DESC >
    < DateTime > 191031120000 < /DateTime >
    < hippodrome > Vincennes < /Hippodrome >
    < pays > France < /Country >
    MEETING > 1 < /Reunion >
    < CNAME > Contingent Hervieu < /CName' Prize
    < CNum > 3 < /CNum'
    < clair > R1C3 < /light >
    < PronoPH >
      < type > Third-party < /Type >
      < base > 5 < /Base >
      < base > 10 < /Base >
      < base > 2 < /Base >
      < Tlo/'
      < MiseBase > 1 < /MiseBase >
      < number > 6 < /Number >

```

```

< /PronoPH >
< /Desc >
< SoldeAvantMise > 27.33 < /SoldeAvantMise >
< put > 6 < /put >
< SoldeApresMise > 21.33 < /SoldeApresMise >
< MiseAbond > 5 < /MiseAbond >
< /PAHIMISE >

```

Example 3: combined betting

The player makes a bet on the third party of the 3th Vincennes race on Saturday 31 October 2019 (meeting 1, race 3). It selects horses 5 and 10 as base and horses 4, 7 and 2 as associated horses. His betting is therefore composed of 3 elementary bets with the following combinations:

- 5, 10 and 4;
- 5, 10 and 7;
- 5, 10 and 2.

```

< PAHIMISE >
< IDOper > 4512 < /IDOper'
< DateEvt > 191030102530 < /DateEvt'
< IDEvt > 1903700 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 10206000 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > 12335652233 < /Tech >
< DESC >
  < DateTime > 191031120000 < /DateTime >
  < hippodrome > Vincennes < /Hippodrome >
  < pays > France < /Country >
  MEETING > 1 < /Reunion >
  < CNAME > Contingent Hervieu < /CName' Prize
  < CNum > 3 < /CNum'
  < clair > Third-party 31/10/2019 < /clear >
  < PronoPH >
    < type > Third-party < /Type >
    < base > 5 < /Base >
    < base > 10 < /Base >
    < Champ/>
    < Combinaison/'
    < Associates > 4 < /Associates >
    < Associates > 7 < /Associates >
    < Associates > 2 < /Associates >
    < MiseBase > 2 < /MiseBase >
    < number > 3 < /Number >
  < /PronoPH >
< /Desc >
< SoldeAvantMise > 27.33 < /SoldeAvantMise >
< put > 6 < /put >
< SoldeApresMise > 21.33 < /SoldeApresMise >
< MiseAbond > 5 < /MiseAbond >

```

```

< /PAHIMISE >

```

Example 4: single bet with jackpot

The player makes a betting on the third party corresponding to the 3th Vincennes race on Saturday 31 October 2019 (meeting 1, race 3) for a total of EUR 5.

Its prognosis: 5, 10 and 2.

The player selects the jackpot game, which makes it possible to increase his gain. This additional game corresponds to 10 % of its stake, i.e. EUR 5. The < Info > field allows you to enter the multiplier of any gain.

```

< PAHIMISE >
< IDOper > 4512 < /IDOper'
< DateEvt > 191030102530 < /DateEvt'
< IDEvt > 1903700 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >

```

```

< IDSession > 10206000 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > 12335652233 < /Tech >
< TechJeu > 7634425893 < /TechJeu >
< DESC >
  < DateTime > 191031120000 < /DateTime >
  < hippodrome > Vincennes < /Hippodrome >
  < pays > France < /Country >
  MEETING > 1 < /Reunion >
  < CNAME > Contingent Hervieu < /CName' Prize
  < CNum > 3 < /CNum'
  < clair > Third-party 31/10/2019 < /clear >
  < PronoPH >
    < type > Third-party < /Type >
    < base > 5 < /Base >
    < base > 10 < /Base >
    < base > 2 < /Base >
    < MiseBase > 4.5 < /MiseBase >
    < number > 1 < /Number >
  < /PronoPH >
< /Desc >
< SoldeAvantMise > 27.33 < /SoldeAvantMise >
< put > 4.5 < /put >
< SoldeApresMise > 22.83 < /SoldeApresMise >
< /PAHIMISE >
< PAHIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 191030102530 < /DateEvt'
  < IDEvt > 1903700 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 10206000 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > 457269258921 < /Tech >
  < TechJeu > 7634425893 < /TechJeu >
  < Jackpot/>
  < DESC >
    < DateTime > 191031120000 < /DateTime >
    < hippodrome > Vincennes < /Hippodrome >
    < pays > France < /Country >
    MEETING > 1 < /Reunion >
    < CNAME > Contingent Hervieu < /CName' Prize
    < CNum > 3 < /CNum'
    < clair > Third-party 31/10/2019 < /clear >
    < PronoPH >
      < type > Third-party < /Type >
      < base > 5 < /Base >
      < base > 10 < /Base >
      < base > 2 < /Base >
      < MiseBase > 0.5 < /MiseBase >
      < number > 1 < /Number >

    < /PronoPH >
  < /Desc >
  < SoldeAvantMise > 27.83 < /SoldeAvantMise >
  < put > 0.50 < /put >
  < SoldeApresMise > 22.33 < /SoldeApresMise >
  < Info > Jackpot x5 < /Info >
< /PAHIMISE >

```

Example 5: betting on several races

The player makes a special betting for 3 different races on Saturday 31 October 2020.
 Its prognosis: 5 won the first race, 1 the second and 9 the third.

```
< PAHIMISE >
```

```

< IDOper > 4512 < /IDOper'
< DateEvt > 201030102530 < /DateEvt'
< IDEvt > 1903700 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 10206000 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > 12335615971 < /Tech >
< DESC >
  < DateTime > 201031120000 < /DateTime >
  < hippodrome > Vincennes < /Hippodrome >
  < pays > France < /Country >
  MEETING > 1 < /Reunion >
  < CNAME > Contingent Hervieu < /CName' Prize
  < CNum > 3 < /CNum'
  < clair > SG R1C3 31/10/2019 < /clear >
  < PronoPH >
    < type > Simple Gagnant < /Type >
    < base > 5 < /Base >
    < MiseBase > 1 < /MiseBase >
    < number > 1 < /Number >
  < /PronoPH >
< /Desc >
< DESC >
  < DateTime > 201031123000 < /DateTime >
  < hippodrome > Vincennes < /Hippodrome >
  < pays > France < /Country >
  MEETING > 1 < /Reunion >
  < CNAME > Laurent Sénéchal < /CName' Prize
  < CNum > 4 < /CNum'
  < clair > SG R1C4 31/10/2019 < /clear >
  < PronoPH >
    < type > SimpleGagnant < /Type >
    < base > 1 < /Base >
    < MiseBase > 1 < /MiseBase >
    < number > 1 < /Number >
  < /PronoPH >
< /Desc >
< DESC >
  < DateTime > 201031130000 < /DateTime >
  < hippodrome > Vincennes < /Hippodrome >
  < pays > France < /Country >
  MEETING > 1 < /Reunion >
  < CNAME > Emmanuel Mercier < /CName' Prize
  < CNum > 5 < /CNum'
  < clair > SG R1C5 31/10/2020 < /clear >
  < PronoPH >
    < type > SimpleGagnant < /Type >
    < base > 9 < /Base >
    < MiseBase > 1 < /MiseBase >
    < number > 1 < /Number >
  < /PronoPH >

  < /Desc >
  < SoldeAvantMise > 27.33 < /SoldeAvantMise >
  < put > 1 < /put >
  < SoldeApresMise > 26.33 < /SoldeApresMise >
< /PAHIMISE >

```

Example 6: betting on the gender of the horse

The player makes a bet on the 3th Vincennes race on Saturday 31 October 2019 (meeting 1, race 3).
 Its prognosis: a female horse won the race.

```

< PAHIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 191030102530 < /DateEvt'
  < IDEvt > 1903700 < /IDEvt >

```

```

< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 10206000 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > 12335652233 < /Tech >
< DESC >
  < DateTime > 191031120000 < /DateTime >
  < hippodrome > Vincennes < /Hippodrome >
  < pays > France < /Country >
  MEETING > 1 < /Reunion >
  < CNAME > Contingent Hervieu < /CName' Prize
  < CNum > 3 < /CNum'
  < clair > Sexe of the winning horse of R1C3 < /light >
  < PronoPH >
    < type > Greater horse < /Type >
    < Choice > Sexe of the winning horse: females < /choice >
    < MiseBase > 10 < /MiseBase >
    < number > 1 < /Number >
  < /PronoPH >
< /Desc >
< SoldeAvantMise > 27.33 < /SoldeAvantMise >
< put > 10 < /put >
< SoldeApresMise > 17.33 < /SoldeApresMise >
< /PAHIMISE >

```

Example 7: jockey duel on a meeting

The player makes a bet for the Vincennes meeting on Saturday 31 October 2019 (meeting 1). Its prognosis: Franck Nivard won more races than Yoann Lebourgeois.

```

< PAHIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 191030102530 < /DateEvt'
  < IDEvt > 1903700 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 10206000 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > 12335652233 < /Tech >
  < DESC >
    < DateTime > 191031120000 < /DateTime >
    < hippodrome > Vincennes < /Hippodrome >
    < pays > France < /Country >
    MEETING > 1 < /Reunion >
    < clair > Duel of jockeys: Franck Nivard v Yoann Lebourgeois < /clair >
    < PronoPH >
      < type > Duel of jockeys < /Type >
      < Choice > Franck Nivard < /Choice >
      < MiseBase > 10 < /MiseBase >
      < number > 1 < /Number >
    < /PronoPH >
  < /Desc >
  < SoldeAvantMise > 27.33 < /SoldeAvantMise >
  < put > 10 < /put >
  < SoldeApresMise > 17.33 < /SoldeApresMise >
< /PAHIMISE >

```

IV.7.2 Gain on a bet – PAHIGAIN

Example 1 simple gain

This example echoes example 1 in Part IV.7.1.

The player earns EUR 17.28.

```

< PAHIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > 12335652233 < /Tech >
  < DateMise > 091030102530 < /DateMise >
  < DateTime > 111206215123 < /DateTime >
  < SoldeAvantGain > 45.83 < /SoldeAvantGain >
  < gain > 17.28 < /Gain >
  < SoldeApresGain > 63.11 < /SoldeApresGain >
< /PAHIGAIN >

```

Example 2 gain with jackpot

This example echoes example 2 in Part IV.7.1.

The player earns EUR 17.28 and his gain is multiplied by 5.

```

< PAHIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > 12335652233 < /Tech >
  < DateMise > 091030102530 < /DateMise >
  < DateTime > 111206215123 < /DateTime >
  < SoldeAvantGain > 45.83 < /SoldeAvantGain >
  < gain > 17.28 < /Gain >
  < SoldeApresGain > 63.11 < /SoldeApresGain >
< /PAHIGAIN >
< PAHIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>

  < Tech > 457269258921 < /Tech >
  < DateMise > 091030102530 < /DateMise >
  < DateTime > 111206215123 < /DateTime >
  < SoldeAvantGain > 63.11 < /SoldeAvantGain >
  < gain > 69.12 < /Gain >
  < SoldeApresGain > 132.23 < /SoldeApresGain >
< /PAHIGAIN >

```

IV.7.3 Annulment of a bet – PAHIANNUL

This example echoes the example in section IV.7.1.

The race is cancelled, the operator reimburses the player's winnings.

```

< PAHIANNUL >

```



```

< IDOper > 4512 < /IDOper'
< DateEvt > 111206220000 < /DateEvt'
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > 12335652233 < /Tech >
< DateMise > 091030102530 < /DateMise >
< motif > CourseYearship < /Reason >
< SoldeAvantRembours > 45.83 < /SoldeAvantRembours >
< MontantRembours > 5 < /MontantRembours >
< SoldeApresRembours > 55.83 < /SoldeApresRembours >
< /PAHIANNUL >

```

IV.8 Examples of poker events

IV.8.1 Registration of a participant in a circle game – POINSCRIT

The player enrolled in a tournament for the same day using the balance of his account.

```

< POINSCRIT >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101000000 < /DateEvt'
  < IDEvt > 0000001337 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > NPT16 < /Tech >
  < description > National Poker Tour January 01, 2016 < /Description >
  < format > T < /format >
  < SoldePrior > 1000.00 < /SoldeBefore >
  < SoldeMovement > 100.00 < /SoldeMovement >
  < SoldeApres > 900.00 < /SoldeApres >
< /POINSCRIT >

```

IV.8.2 Operation of a part during a circle game – POJEU

Example of a poker part recorded using a POJEU event.

```

< POJEU'
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101001000 < /DateEvt'
  < IDEvt > 0000001360 < /IDEvt >
  < Tech > WW-94703142 < /Tech >
  < pool > 1 < /Pool'
  < participants >
    < player >
      < IDOper > 0100 < /IDOper'
      < IDOER > 999-test-999 < /Joueur >
      < country > FR < /Country >
      < IPOver > 2001: DB8: 1 < /IPOver >
      < siege > 7 < /Siege >
      < inscription > inscript-0 < /Registration >
      < finance >
        < net > -0.04 < /NET >
        < total > 0.04 < /Total >
        < CaveAvant > 1.52 < /CaveAvant >
        < CaveApres > 1.48 < /CaveApres >
      < /Finance >
    < /Yours >
  < player >
    < IDOper > 0100 < /IDOper'

```

```

< IDOER > 000-test-001 < /Joueur >
< IPOver > 2001: DB8: 2 < /IPOver >
< siege > 8 < /Siege >
< inscription > inscript-1 < /Registration >
< finance >
  < net > -0.02 < /NET >
  < total > 0.02 < /Total >
  < CaveAvant > 3.55 < /CaveAvant >
  < CaveApres > 3.53 < /CaveApres >
< /Finance >
< /Yours >
< player >
  < IDOper > 0100 < /IDOper'

  < IDOER > 000-test-002 < /Joueur >
  < IPOver > 2001: DB8: 3 < /IPOver >
  < siege > 10 < /Siege >
  < inscription > inscript-2 < /Registration >
  < finance >
    < net > -0.04 < /NET >
    < total > 0.04 < /Total >
    < CaveAvant > 1.90 < /CaveAvant >
    < CaveApres > 1.86 < /CaveApres >
  < /Finance >
< /Yours >
< player >
  < oper > Hyper Poker (IT) < /Oper'
  < IDOER > HP-0013232002234234 < /Yidth >
  < country > IT < /Country >
  < IPOver > 2001: DB8: 4 < /IPOver >
  < siege > 2 < /Siege >
  < inscription > inscript-3 < /Registration >
  < finance >
    < net > -0.05 < /NET >
    < total > 2.41 < /Total >
    < CaveAvant > 2.41 < /CaveAvant >
    < CaveApres > 2.36 < /CaveApres >
    < Rake > 0.12 < /Rake >
  < /Finance >
< /Yours >
< player >
  < IDOper > 0100 < /IDOper'
  < IDOER > 123-test-456 < /Joueur >
  < IPOver > 2001: DB8: 5 < /IPOver >
  < siege > 3 < /Siege >
  < inscription > inscript-4 < /Registration >
  < finance >
    < net > -0.05 < /NET >
    < total > 2.41 < /Total >
    < CaveAvant > 6.18 < /CaveAvant >
    < CaveApres > 6.13 < /CaveApres >
    < Rake > 0.12 < /Rake >
  < /Finance >
< /Yours >
< player >
  < IDOper > 0100 < /IDOper'
  < IDOER > 325-test-667 < /Joueur >
  < IPOver > 2001: DB8: 6 < /IPOver >
  < siege > 5 < /Siege >
  < inscription > inscript-5 < /Registration >
  < finance >
    < net > -0.04 < /NET >
    < total > 0.04 < /Total >
    < CaveAvant > 1.72 < /CaveAvant >
    < CaveApres > 1.68 < /CaveApres >
  < /Finance >
< /Yours >
< /participants >
< regle > THNL < /Regle >
< description > Texas Hold Em No Limit (0.02-0.04) < /Description >
< play >
  < tour name = "blinds" >

```

```

< timestamp > 160101000001 < /Timestamp'
< BET name = "small blind" >
  < siege > 8 < /Siege >
  < value > 0.02 < /Value >
< /Bet >
< BET name = "big blind" >
  < siege > 10 < /Siege >
  < value > 0.04 < /Value >
< /Bet >
< total > 0.06 < /Total >
< /Tour >
< tour name = "preflop" >
  < timestamp > 160101000001 < /Timestamp'
  < draw >
    < siege > 2 < /Siege >
    < value > 32 < /Value >
  < /Draw >
  < draw >
    < siege > 2 < /Siege >
    < value > 26 < /Value >
  < /Draw >
  < draw >
    < siege > 3 < /Siege >
    < value > 33 < /Value >
  < /Draw >
  < draw >
    < siege > 3 < /Siege >
    < value > 38 < /Value >
  < /Draw >
  < draw >
    < siege > 5 < /Siege >
    < value > 14 < /Value >
  < /Draw >
  < draw >
    < siege > 5 < /Siege >
    < value > 23 < /Value >
  < /Draw >
  < draw >
    < siege > 7 < /Siege >
    < value > 10 < /Value >
  < /Draw >
  < draw >
    < siege > 7 < /Siege >
    < value > 19 < /Value >
  < /Draw >
  < draw >
    < siege > 8 < /Siege >
    < value > 16 < /Value >
  < /Draw >
  < draw >
    < siege > 8 < /Siege >
    < value > 13 < /Value >
  < /Draw >
  < draw >
    < siege > 10 < /Siege >
    < value > 5 < /Value >
  < /Draw >
  < draw >
    < siege > 10 < /Siege >
    < value > 8 < /Value >
  < /Draw >
  < BET name = "call" >
    < siege > 2 < /Siege >
    < value > 0.04 < /Value >
  < /Bet >
  < BET name = "call" >
    < siege > 3 < /Siege >
    < value > 0.04 < /Value >
  < /Bet >
  < BET name = "call" >
    < siege > 5 < /Siege >

```

```

    < value > 0.04 < /Value >
  < /Bet >
  < BET name = "call" >
    < siege > 7 < /Siege >
    < value > 0.04 < /Value >
  < /Bet >
  < fold >
    < siege > 8 < /Siege >
  < /Fold >
  < check >
    < siege > 10 < /Siege >
  < /Check >
  < total > 0.16 < /Total >
< /Tour >
< tour name = "flop" >
  < timestamp > 160101000010 < /Timestamp >
  < draw open = "true" common = "true" >
    < value > 39 < /Value >
  < /Draw >
  < draw open = "true" common = "true" >
    < value > 43 < /Value >
  < /Draw >
  < draw open = "true" common = "true" >
    < value > 25 < /Value >
  < /Draw >
  < check >
    < siege > 10 < /Siege >
  < /Check >
  < BET name = "bet" >
    < siege > 2 < /Siege >
    < value > 0.16 < /Value >
  < /Bet >
  < BET name = "call" >
    < siege > 3 < /Siege >
    < value > 0.16 < /Value >
  < /Bet >
  < fold >
    < siege > 5 < /Siege >
  < /Fold >
  < fold >
    < siege > 7 < /Siege >
  < /Fold >
  < fold >
    < siege > 10 < /Siege >
  < /Fold >
  < total > 0.32 < /Total >
< /Tour >
< tour name = "turn" >
  < timestamp > 160101000020 < /Timestamp >
  < draw open = "true" common = "true" >
    < value > 44 < /Value >
  < /Draw >
  < BET name = "bet" >
    < siege > 2 < /Siege >
    < value > 0.28 < /Value >
  < /Bet >
  < BET name = "call" >
    < siege > 3 < /Siege >
    < value > 0.28 < /Value >
  < /Bet >
  < total > 0.56 < /Total >
< /Tour >
< tour name = "river" >
  < timestamp > 160101000020 < /Timestamp >
  < draw open = "true" common = "true" >
    < value > 29 < /Value >
  < /Draw >
  < BET name = "bet" >
    < siege > 2 < /Siege >
    < value > 0.56 < /Value >
  < /Bet >

```

```

    < BET name = "raise" >
      < siege > 3 < /Siege >
      < value > 2.78 < /Value >
    < /Bet >
    < BET name = "ALLIN" >
      < siege > 2 < /Siege >
      < value > 1.37 < /Value >
    < /Bet >
    < total > 3.86 < /Total >
  < /Tour >
  < tour name = "reveal" >
    < timestamp > 160101000030 < /Timestamp'
    < Reveal >
      < siege > 2 < /Siege >
      < value > 32 < /Value >
    < /Reveal >
    < Reveal >
      < siege > 2 < /Siege >
      < value > 26 < /Value >
    < /Reveal >
    < Reveal >
      < siege > 3 < /Siege >
      < value > 33 < /Value >
    < /Reveal >
    < Reveal >
      < siege > 3 < /Siege >
      < value > 38 < /Value >
    < /Reveal >
  < /Tour >
< /Jeu >
< /POJEU'

```

IV.8.3 Financial statement of a circle game – POBILAN

The player participated in a tournament and won winnings at the end of that tournament. The release of a player from a cashgame party uses the same event to re-draft his account.

```

< POBILAN >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101000000 < /DateEvt'
  < IDEvt > 0000001341 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >
  < Tech > NPT16 < /Tech >
  < classification > 2 < /Classification >
  < SoldePrior > 980.00 < /SoldeBefore >
  < SoldeMovement > 500.00 < /SoldeMovement >
  < SoldeApres > 1480.00 < /SoldeApres >
< /POBILAN >

```

IV.8.4 Purchase in play – POACHAT

The player makes a purchase in the course of play, in this example the purchase of a cellar, using the balance of his account.

```

< POACHAT >
  < IDOper > 0099 < /IDOper'
  < IDCoffer > 1 < /IDCoffer >
  < DateEvt > 160101000000 < /DateEvt'
  < IDEvt > 0000001338 < /IDEvt >
  < IDOut > demo01 < /DIDYER >
  < HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
  < IPOver > 192.2.0.42 < /IPJouer >
  < IDSession > demo-session < /IDSession >
  < inscription > ticket-0 < /Registration >

```

```

< Tech > NPT16 < /Tech >
< description > Purchase of cellar (100 tokens) < /Description >
< SoldePrior > 900.00 < /SoldeBefore >
< SoldeMovement > 20.00 < /SoldeMovement >
< SoldeApres > 880.00 < /SoldeApres >
< /POACHAT >

```

IV.8.5 Gain under game – POGAIN

The player makes, during the game, an instantaneous gain credited to his account, in this example the achievement of a 'bounty' on another player.

```

< POGAIN >
< IDOper > 0099 < /IDOper >
< IDCoffer > 1 < /IDCoffer >
< DateEvt > 160101000000 < /DateEvt >
< IDEvt > 0000001340 < /IDEvt >
< IDOut > demo01 < /DIDYER >
< HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
< IPOver > 192.2.0.42 < /IPJouer >
< IDSession > demo-session < /IDSession >
< inscription > ticket-0 < /Registration >
< Tech > NPT16 < /Tech >
< description > Bonus bounty for the disposal of arjel-demo02. < /Description >
< SoldePrior > 880.00 < /SoldeBefore >
< SoldeMovement > 100.00 < /SoldeMovement >
< SoldeApres > 980.00 < /SoldeApres >
< /POGAIN >

```

IV.8.6 Annulment of participation – POANNUL

The player enrolled in a tournament which was cancelled and was reimbursed.

```

< POANNUL >
< IDOper > 0099 < /IDOper >
< IDCoffer > 1 < /IDCoffer >
< DateEvt > 160101000000 < /DateEvt >
< IDEvt > 0000001361 < /IDEvt >
< IDOut > demo01 < /DIDYER >
< HashJoueur > A94A8FE5CCB19BA61C4C0873D391E987982FBBD3 < /HashJoueur >
< IPOver > 192.2.0.42 < /IPJouer >
< IDSession > demo-session < /IDSession >
< inscription > ticket-0 < /Registration >
< Tech > NPT16 < /Tech >
< motif > NombreJoueurs < /Reason >
< SoldePrior > 900.00 < /SoldeBefore >
< SoldeMovement > 100.00 < /SoldeMovement >
< SoldeApres > 1000.00 < /SoldeApres >
< /POANNUL >

```

IV.9 Examples of lottery and instant games events

IV.9.1 Placing on a drawing game – LOTIMISE

Example 1 Bingo

The player makes a gaming socket on 4 January 2020 at 10: 17 (UTC) on a 'special winter' bingo. He chooses the "Joker" option.

```

< LOTIMISE >
< IDOper > 4512 < /IDOper >
< DateEvt > 200104101703 < /DateEvt >
< IDEvt > 1903810 < /IDEvt >
< IDOver > 9G3912JF < /Joueur >
< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >

```

```

< IDSession > 638604 < /IDSession >
< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > GTRH42REY < /Tech >
< DESC >
  < clair > Special Winter < /light >
  < name > Bingo < /Name'
  < drawing >
    < DateTime > 200104102000 < /DateTime >
    < IDTirage > 123456 < /IDTirage >
  < /Drafting >
< /Desc >
< Selection >
  < number > 1 < /Number >
  < option > joker < /OPTION >
< /Selection >
< SoldePrior > 47.33 < /SoldeBefore >
< SoldeMovement > 1.00 < /SoldeMovement >
< SoldeApres > 46.33 < /SoldeApres >
< /LOTIMISE >

```

Example 2 Lottery

The player takes a game on 4 January 2020 at 10: 17 (UTC) on a lottery game. The player selects 2 grids and chooses the 'Joker +' option and the random selection of numbers.

```

< LOTIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > GTRH42REY < /Tech >
  < DESC >
    < light > drawing lottery Friday < /light >
    < name > lottery 2020 < /Name'
    < drawing >
      < DateTime > 200108102000 < /DateTime >
      < IDTirage > 7892541 < /IDTirage >
    < /Drafting >
  < /Desc >
  < Selection >
    < number > 2 < /Number >

    < option > joker + < /OPTION >
  < /Selection >
  < SoldePrior > 47.33 < /SoldeBefore >
  < SoldeMovement > 4 < /SoldeMovement >
  < SoldeApres > 43.33 < /SoldeApres >
< /LOTIMISE >

```

Example 3 Lottery with participation in a jackpot

The player takes a game on 4 January 2020 at 10: 17 (UTC) on a lottery game. The player selects 1 grid and selects the additional 'Jackpot' game, which corresponds to 10 % of the player's placement.

```

< LOTIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >

```

```

< Tech > GTRH42REY < /Tech >
< TechJeu > TREG53ZH < /TechJeu >
< DESC >
  < light > drawing lottery Friday < /light >
  < name > lottery 2020 < /Name'
  < drawing >
    < DateTime > 200108102000 < /DateTime >
    < IDTirage > 7892541 < /IDTirage >
  < /Drafting >
< /Desc >
< Selection >
  < number > 1 < /Number >
< /Selection >
< SoldePrior > 43.33 < /SoldeBefore >
< SoldeMovement > 1.8 < /SoldeMovement >
< SoldeApres > 41.53 < /SoldeApres >
< /LOTIMISE >
< LOTIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > HYTZVYRE5 < /Tech >
  < TechJeu > TREG53ZH < /TechJeu >
  < Jackpot/>
  < DESC >
    < clair > jackpot drawing Friday < /light >
    < name > jackpot 2020 < /Name'
    < drawing >
      < DateTime > 200108102000 < /DateTime >
      < IDTirage > 7892541 < /IDTirage >
    < /Drafting >
  < /Desc >
  < Selection >
    < number > 1 < /Number >
  < /Selection >
  < SoldePrior > 41.53 < /SoldeBefore >
  < SoldeMovement > 0.2 < /SoldeMovement >
  < SoldeApres > 41.33 < /SoldeApres >
< /LOTIMISE >

```

IV.9.2 Gain on a drawing game – LOTIGAIN

Example 1: gain

This example echoes example No 1 in Part IV.9.1.

```

< LOTIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > GTRH42REY < /Tech >
  < DateMise > 200104101703 < /DateMise >
  < SoldePrior > 45.83 < /SoldeBefore >
  < SoldeMovement > 1700 < /SoldeMovement >
  < SoldeApres > 1745.83 < /SoldeApres >
< /LOTIGAIN >

```

Example 2: jackpot gain

This example echoes example No 3 in Part IV.9.1.

The player won EUR 10 000 at the lotto. In addition to this gain, he won a jackpot of EUR 40 000. The two winnings are shown in two different events, each linked by the Tech code to its corresponding placement.

```
< LOTIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > GTRH42REY < /Tech >
  < DateMise > 200104101703 < /DateMise >
  < SoldePrior > 45.83 < /SoldeBefore >
  < SoldeMovement > 10000 < /SoldeMovement >
  < SoldeApres > 10045.83 < /SoldeApres >
< /LOTIGAIN >
< LOTIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903811 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > HYTZVYRE5 < /Tech >
  < DateMise > 200104101703 < /DateMise >
  < SoldePrior > 10045.83 < /SoldeBefore >
  < SoldeMovement > 40000 < /SoldeMovement >
  < SoldeApres > 50045.83 < /SoldeApres >
< /LOTIGAIN >
```

IV.9.3 Balance of a drawing game – LOTIBILAN

This example echoes example No 1 in Part IV.9.1.

```
< LOTIBILAN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > GTRH42REY < /Tech >
  < DateMise > 200104101703 < /DateMise >
< /LOTIBILAN >
```

IV.9.4 Cancellation on a drawing set – LOTIANNUL

This example echoes example No 1 in Part IV.9.1.

The printout of the Bingo was cancelled due to the lack of a sufficient number of players. The operator sends a cancellation event to the boot.

```
< LOTIANNUL >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
```

```

< HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > GTRH42REY < /Tech >
< DateMise > 200104101703 < /DateMise >
< motif > Tirage < /Reason >
< SoldePrior > 45.83 < /SoldeBefore >
< SoldeMovement > 1.00 < /SoldeMovement >
< SoldeApres > 46.83 < /SoldeApres >
< /LOTIANNUL >

```

IV.9.5 Short play – LOJIMISE

Example 1: Game take-off

The player performs an instant 'special winter' action game.

```

< LOJIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > GTRH42REY < /Tech >
  < DESC >
    < clair > special Winter < /light >
    < name > Winter < /Name'
  < /Desc >
  < SoldePrior > 47.33 < /SoldeBefore >
  < SoldeMovement > 1.00 < /SoldeMovement >
  < SoldeApres > 46.33 < /SoldeApres >

```

```

< /LOJIMISE >

```

Example 2: Play with a jackpot

The player performs an instant 'special winter' action game with the 'Jackpot' complementary game. 10 % of the player's placement is assigned to the complementary game.

```

< LOJIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > GTRH42REY < /Tech >
  < TechJeu > KUS382FV6 < /TechJeu >
  < DESC >
    < clair > special Winter < /light >
    < name > Winter < /Name'
  < /Desc >
  < SoldePrior > 47.33 < /SoldeBefore >
  < SoldeMovement > 0.90 < /SoldeMovement >
  < SoldeApres > 46.43 < /SoldeApres >
< /LOJIMISE >
< LOJIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >

```

```

< IPOver > 192.0.2.42 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Tech > JOMTONU45 < /Tech >
< TechJeu > KUS382FV6 < /TechJeu >
< Jackpot/>
< DESC >
  < clair > Jackpot < /light >
  < name > Winter < /Name'
< /Desc >
< SoldePrior > 46.43 < /SoldeBefore >
< SoldeMovement > 0.10 < /SoldeMovement >
< SoldeApres > 46.33 < /SoldeApres >
< /LOJIMISE >

```

Example 3: Play with symbolic currency

The operator created a new game line 'Tennis à la folie' requiring the purchase of a symbolic currency called 'tennis balls'. This symbolic currency is declared with the symbol 'BAL' (see II.6.1).

The player performs an instant game called 'Aces à gogo', part of this new range. He plays the uniqueness of 10 tennis balls.

```

< LOJIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > GTRH42REY < /Tech >
  < TechJeu > KUS382FV7 < /TechJeu >
  < DESC >
    < clair > Gogo < light >
    < name > ACES < /Name'
  < /Desc >
  < SoldePrior > 50 < /SoldeBefore >
  < SoldeMovement > 10 < /SoldeMovement >
  < SoldeApres > 40 < /SoldeApres >
  < Unite > BAL < /Unite >
< /LOJIMISE >

```

Example 4: Play with limitation date

The player performs an instant 'Goal' game, for which a limitation date has been specified elsewhere.

```

< LOJIMISE >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 200104101703 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 638604 < /IDSession >
  < IPOver > 192.0.2.42 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Tech > GTRH42REY < /Tech >
  < TechEmission > 1283719 < /TechEmission >
  < DESC >
    < clair > Goal < /light >
    < name > Goal < /Name'
  < /Desc >
  < SoldePrior > 47.33 < /SoldeBefore >
  < SoldeMovement > 1.00 < /SoldeMovement >
  < SoldeApres > 46.33 < /SoldeApres >
< /LOJIMISE >

```

IV.9.6 Gain on instant game – LOJIGAIN

Example 1 gain without jackpot

This example echoes example No 1 in Part IV.9.5.

```
< LOJIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > GTRH42REY < /Tech >
  < DateMise > 200104101703 < /DateMise >
  < SoldePrior > 45.83 < /SoldeBefore >
  < SoldeMovement > 100 < /SoldeMovement >
  < SoldeApres > 145.83 < /SoldeApres >
< /LOJIGAIN >
```

Example 2 gain with jackpot

This example echoes example No 2 in Part IV.9.5.

The player won EUR 100 in an instant game. In addition to this gain, he won a jackpot of EUR 500.

```
< LOJIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >

  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > GTRH42REY < /Tech >
  < DateMise > 200104101703 < /DateMise >
  < SoldePrior > 45.83 < /SoldeBefore >
  < SoldeMovement > 100 < /SoldeMovement >
  < SoldeApres > 145.83 < /SoldeApres >
< /LOJIGAIN >
< LOJIGAIN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > JOMTONU45 < /Tech >
  < DateMise > 200104101703 < /DateMise >
  < SoldePrior > 145.83 < /SoldeBefore >
  < SoldeMovement > 500 < /SoldeMovement >
  < SoldeApres > 645.83 < /SoldeApres >
< /LOJIGAIN >
```

IV.9.7 Check on an instant game – LOJIBILAN

This example echoes example No 1 in Part IV.9.5.

```
< LOJIBILAN >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IDOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
```

```

< IDSession > 0-sys < /IDSession >
< IPOver > 192.168.1.1 < /IPJouer >
< IDCoffer > 1 < /IDCoffer >
< Supervision/>
< Tech > GTRH42REY < /Tech >
< DateMise > 200104101703 < /DateMise >
< NombreChoix > 0 < /NombreChoix >
< /LOJIBILAN >

```

IV.9.8 Annulment on instant game – LOJIANNUL

This example echoes example No 1 in Part IV.9.8.

```

< LOJIANNUL >
  < IDOper > 4512 < /IDOper'
  < DateEvt > 111206220000 < /DateEvt'
  < IDEvt > 1903810 < /IDEvt >
  < IPOver > 9G3912JF < /Joueur >
  < HashJoueur > 9853E488E24120BC18F9A650AED9CEE0 FF72B09E < /HashJoueur >
  < IDSession > 0-sys < /IDSession >
  < IPOver > 192.168.1.1 < /IPJouer >
  < IDCoffer > 1 < /IDCoffer >
  < Supervision/>
  < Tech > GTRH42REY < /Tech >
  < DateMise > 200104101703 < /DateMise >
  < motif > Jeu < /Reason >
  < SoldePrior > 45.83 < /SoldeBefore >

  < SoldeMovement > 1.00 < /SoldeMovement >
  < SoldeApres > 46.83 < /SoldeApres >
< /LOJIANNUL >

```