Spillemyndigheden

The Danish Gambling Authority's requirements for reporting game data

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

Version 1.6

Content

Introduction

The Danish Gambling Authority has made requirements for licence holders to offer online casino and betting to report data regarding their game offering. This reporting must reflect games which have been completed by players. The reporting is strictly game related and should not be considered as a reflection of the players balance on their game accounts.

The reporting of data must be performed in a definite form specified by The Danish Gambling Authority. This form is called standard records.

Standard records are XML structures, which are based on a number of terms. This document contains descriptions of the individual standard records and the data attributes they each contain. The document is divided into game categories and the reporting is described specifically for each of the following game categories:

1. Betting including bet exchange
2. Casino games
3. Poker cash
4. Poker tournaments
5. Pool games
6. Manager games

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

7. Jackpots
8. Daglige summerede rapporteringer (End Of Day)

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

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

There can be small differences between the description of attributes in the XSD schemes and the descriptions in this guidance. In cases of difference, this guidance is valid.

Version

Date	Version	Description
1.7.2015	1.0	This document compiles the requirements related to reporting of games by the use of standard records. This guide replaces the document "Conceptual Model of Standard Records" and replaces parts of the document "Instructions for technical requirements v1.1". A significant change regarding reporting is that the possibility to report casino games per move and poker cash games per hand is removed.
18.3.2016	1.1	Added information regarding reporting of bets purchased on a self-service terminal in a shop.
13.7.2016	1.2	Corrected the description of the data element "SpilFilErstatningIdentifikation" in the relevant standard records. Added further description in the section on replacement data.
30.10.2017	1.3	Added information on reporting of online bingo (see section on casino games) and fixed odds betting on horse races (see section on fixed odds betting).
6.12.2017	1.4	Updated with alternative alternative pool betting ("HestDK"/"Hesteagtig")
22.6.2020	1.5	Changed the title of document. Addition of legal basis. Addition of game category "VirtuelFastOdds". Clarification of frequency and number of data structures. General updates and clarifications for instance regarding reporting terminal identification and transaction identification for land-based betting. Minor changes regarding reporting of pool games with variable stakes and handling of pool transfers.
4.9.2023	1.6	Change of guidance text regarding online bingo

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

Legal basis

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

According to section 33 in the executive order on online casino, section 11 in the executive order on land-based betting and section 28 in the executive order on online betting, license holders must comply with the technical requirements, which appear from annex 1 to the executive orders. The requirements in this guidance is an implementation of section D "Krav til spildata (Standard Records)" in annex 1.

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

Noncompliance with the requirements is punishable.

Reporting frequency and number of data structures

Transaction structures

The following standard records are related to the game purchase and should be considered as transaction structures. These standard records must be saved on SAFE every 5 minutes in case there has been transactions:

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

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

Start-, End Of Game- and closing structures

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

- FastOddsSlutStruktur: One FastOddsSlutStruktur must be reported per bet. The structure must be reported when the bet has been settled no matter if the player has won or lost the bet. When making a bet-resettlement there will be more than one FastOddsSlutStruktur per bet. See separate section on bet-resettlement.
- PokerTurneringStartStruktur: One PokerTurneringStartStruktur must be reported per poker tournament. The structure must, as a rule, be reported when the tournament has opened for registration. The Danish Gambling Authority allows, that the structure is not reported until it is stated whether there is a Danish player participating in the tournament.
- PokerTurneringSlutStruktur: One PokerTurneringSlutStruktur must be reported per poker tournament. The structure must be reported when the poker tournament has ended, and the winners have been found.
- PuljespilStartStruktur: One PuljespilStartStruktur must be reported per pool game. The structure must be reported when the pool game is opened for stakes.
- PuljespilEndOfGameStruktur: One PuljespilEndOfGameStruktur must be reported per pool game. The structure must be reported, when the pool game is closed for taking stakes.
- PuljespilSlutStruktur: One PuljespilSlutStruktur must be reported per pool game. The structure must be reported when the pool game has ended, and the winners have been found.
- ManagerspilStartStruktur: One ManagerspilStartStruktur must be reported per manager game. The structure must be reported, when the manager game is opened for stakes.
- ManagerspilSlutStruktur: One ManagerspilSlutStruktur must be reported per manager game. The structure must be reported when the manager game has ended, and the winners have been found.
- JackpotUdloesningStruktur: One JackpotUdloesningStruktur must be reported per jackpot. The structure must be reported when a jackpot has been won.
- HestDKEventStartStruktur/HesteagtigEventStartStruktur: One HestDKEventStartStruktur/HesteagtigEventStartStruktur must be reported per event. The structure must be reported at midnight (UTC) the day after

the event has ended at the latest. An event is a predefined group of races held at a specific course on a specific day.

- HestDKStartStruktur/HesteagtigStartStruktur: One HestDKStartStruktur/HesteagtigStartStruktur must pe reported per game. The structure must be reported when a HestDK/Hesteagtig game is opened. Due to an issue with reserve horses reporting can be postponed until midnight (UTC) the day after the event has ended at the latest.

- HestDKSlutStruktur/HesteagtigSlutStruktur: One HestDKSlutStruktur/HesteagtigSlutStruktur must pe reported per game. The structure must be reported when a HestDK/Hesteagtig game has ended. The structure must be reported at midnight (UTC) the day after the event has ended at the latest.

- HestDKEventSlutStruktur/HesteagtigEventSlutStruktur: One HestDKEventSlutStruktur/HesteagtigEventSlutStruktur must pe reported per event. The structure must be reported when a HestDK/Hesteagtig event has ended end all winners have been found. The structure must be reported at midnight (UTC) the day after the event has ended at the latest.

- DKHestEventTotalstruktur/HesteagtigEventTotalstruktur: As an alternative to all start- and slutstrukturer as well as eventstart- and eventslutstrukturer regarding HestDK/Hesteagtig, everything can be reported in one structure – all data elements are the same.

If errors occur when reporting one of the data structures mentioned above, it can be necessary to report at replacement file for the incorrect data structure. In that situation it will be necessary to deviate from the requirement, that only one data structure must be reported. See separate section on reporting of replacement data.

End Of Day

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

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

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

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

Data validation

The licence holder must make sure that reported data is compliant with the requirements, which are described in this document. This can be done by validating data before this is reported to the licence holders SAFE. The purpose with this action is to prevent basic data errors, which in the end will entail work for the licence holder I form of error correction and new reporting of affected data.

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

Fixed odds betting including bet exchange

Reporting of data from betting is done by using two different standard records: One for reporting of transactions (purchase of bet and cancellations) and one for reporting of winnings.

Reporting of betting applies to both online and land-based offering.

Fixed odds betting can be done in various ways. For instance, it is possible to bet on a single match or on a combination of the outcome of more matches e.g. 2 out of 3 (doubles). In cases where a player places a bet on a combination of more matches the licence holders reporting must reflect the way, the bet is handled in their gambling system. If a bet on 2 out of 3 is handled as one bet in the gambling system, then the bet should be reported as one transactions, and if this bet is handled as three individual bets, then it should be reported as three separate transactions. An exception to this is if the combination bet covers both bets on horse races taking place on racetracks in Denmark and bets without horseraces in Denmark. These must be reported separately (see below)

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

Example of reporting:
Example 1: Liverpool vs. Manchester United, where the odds for a Liverpool win is 2.00. A player places a bet of 100 DKK on a Liverpool win, which also turns out to be the result. The player gets a payout of 100 DKK x 2.00 = 200 DKK. In the attribute SpilKategoriNavn in both FastOddsTransaktionStruktur and FastOddsSlutStruktur must be reported Fastoddsspil. In the attribute SpilIndskud in FastOddsTransaktionStruktur should be reported 100 DKK and in the attribute SpilGevinst in FastOddsSlutStruktur should be reported 200 DKK.

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

Keys, which connect structures for fixed odds games:

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

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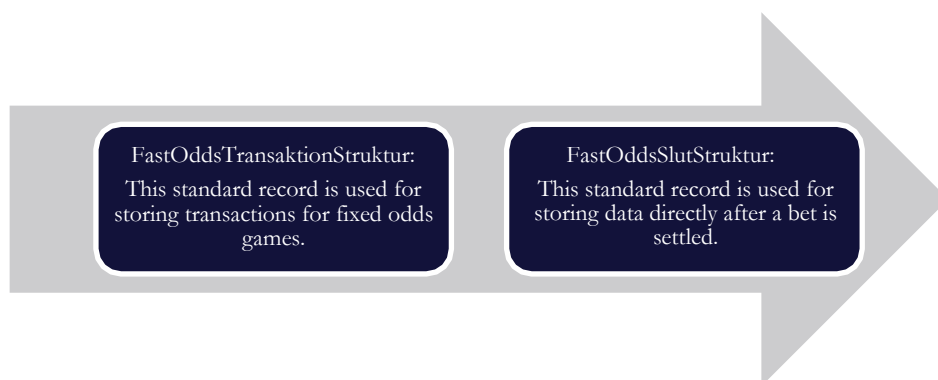
Besides using the standard records mentioned above for reporting betting the licence holder must also report summarized data on a daily basis. Please see the section on End Of Day reporting for details.

FastOddsTransaktionStruktur

This standard record contains the following information:

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

		TamperToken usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Fastoddsspil** **FastoddsspilBetexchange** **FastoddsspilDanskHest** **FastoddsspilBeXDkHest** **VirtuelFastOdds** Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Only the highlighted values are relevant for this game category. VirtuelFastOdds is used for bets on electronically simulated sports events.
TransaktionListe		
Transaktion, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's bet. The licence holder chooses this ID. The ID could for instance be generated as UUID. This element connects FastOddsTransaktionStruktur with FastoddsSlutStruktur for betting. Furthermore, the element connects bets with a cancellation for FastOdds. Both the original bet and cancellations are reported In a transaction structure. The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player bought the bet (UTC).

SpilForventetSlutDatoTid	Domain: DatoTid Data type: datetime	Expected date and time of settlement of the bet (UTC).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> Forhandler Selvbetjening Internet Mobil Andet "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.
SpilIndskud	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Amount paid by the player in order to place the bet. This also covers the value of a bonus or free bet. By betexchange both players' stakes must be sent as separate transactions and not be added into one single transaction. Only matched bets should be reported.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal.

		This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The address (URL) on the website, where the game has been played. This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation "0" i reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).

FastOddsSlutStruktur

This standard record contains the following information:

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

		There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. <u>Permitted values from Data Domain:</u> **Fastoddsspil** **FastoddsspilBetexchange** **FastoddsspilDanskHest** **FastoddsspilBeXDkHest** **VirtuelFastOdds** Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Only the highlighted values are relevant for this game category. VirtuelFastOdds is used for bets on electronically simulated sports events.
TransaktionListe		
Transaktion, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's bet. The licence holder chooses this ID. The ID could for instance be generated as UUID. This element connects FastOddsTransaktionStruktur with FastoddsSlutStruktur for betting. Furthermore, the element connects bets with a cancellation for FastOdds. Both the original bet and cancellations are reported In a transaction structure. The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.
SpilGevinst	Domain: BeløbPositivNegativ10Deci-maler10	The amount the player has won on the bet including the player's stake.

	Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	If the player has lost the bet, and thereby the stake, then this amount will be zero.
SpilKommission	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The licence holder's commission after any possible discount agreement in connection with providing access to betting. This information is for instance used for bet exchange. This attribute must only include commission, and is not stakes minus winnings. It must only be reported, if a specific commission from the stakes is being claimed. The value of this attribute cannot be negative.
SpilFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time of settlement of the bet (UTC).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR

Casino games including online bingo

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

Casino games are games in which the customer plays against a licence holder. The game is based on randomness. For a customer a casino game consists of a session during which the customer performs a number of moves. Each move requires a stake and offers the chance of a win. The stakes from a session in a casino game should be calculated as the sum of all stakes during the session.

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

Casino games are reported as sessions. A session starts the moment a player makes the first stake on a slot machine until the player closes the slot machine, or from a player makes the first stake at a black jack table until the player leaves the table. A session is closely connected with the attribute SpilProduktNavn, which the licence holder must report in each session. The SpilProduktNavn is helping clarify, which game the player has played during the session. The use of SpilProduktNavn requires that a new session is reported each time the player changes game.

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

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

Examples of reporting:

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

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

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

Example 4: A player pays 10 DKK for a bingo card, so the player can participate in a bingo game. 1 DKK goes to a jackpot pool. The player wins a prize and gets a payout of 300 DKK. In the attribute KasinospilIndskudSpil must be reported 9 and in the attribute KasinospilIndskudJackpot must be reported 1. In the attribute Kasino-spilGevinstSpil must be reported 300, this attribute must no contain any jackpot prizes, because jackpot prizes are reported in a separate standard record. In the attribute KasinospilAntalTræk must be reported 1, because the player has played one bingo game.

Key, which connects standard records for casino games:

1. SpilTransaktionIdentifikation connects a players stake with a cancellation, which are both reported in a Kasi-nospilPrSessionStruktur.

Process for reporting casino games:

KasinospilPrSessionStruktur:
Standard record for reporting casino games per session.
Every file can contain several sessions. The file should only contain data for ended sessions.

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

KasinospilPrSessionStruktur

This standard record contains the following information:

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

		Bingospil must always be used for reporting bingo games, no matter what type of bingo game is being played.
KasinospilAggregeretPrSession		
KasinospilSession, MinOcc = 1, MaxOcc = Unbounded		
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be the name of the slot machine or the name of a black jack game etc. SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable". Regarding bingo games: When reporting bingo games SpilProduktNavn must be unique for each game. This also applies for the same type of bingo games is played at two different times – it must be possible to identify these individually. Like other casino games this name must be human readable and it must be possible to find the name in the licence holder's gaming system.
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the game is played on an open network, i.e. players from several providers take part in the same game. "1" must be reported, if the game is on an open network and "0" must be reported for closed network.
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's casino game session. The licence holder chooses this ID. The ID could for instance be generated as UUID. The element connects a casino transaction with a cancellation of a casino transaction. Both the original transaction and cancellations are reported In a transaction structure.

		The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player started the casino game session (UTC).
SpilFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time when the casino game session has ended (UTC).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> Forhandler Selvbetjening **Internet** **Mobil** **Andet** Only the highlighted values can be used for casino games. "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.
KasinospilKategori	Domain: KasinoSpilKategori Data type: character Data length: 20	Reporting of sub category of what casino game is being played in the session. <u>Permitted values from Data Domain:</u> roulette baccarat puntobanco blackjack poker spilleautomat bingo andet

		Please notice that video poker belongs in the category "andet".
KasinospilIndskudSpil	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Share of the player's stakes in a session allocated to the game itself, excluding stakes allocated to jackpot or any charged commission. This must also cover stakes coming from a bonus or free spins. For reporting of bingo this is the amount a player pays to participate in one specific bingo game excluding stakes allocated to jackpot or commission.
KasinospilGevinstSpil	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	A player's total winnings in a session in-cluding stakes. Jackpot wins should not be reported in this attribute. Jackpot winnings are reported in a separate standard records. For details on jackpot reporting please see section about jackpots.
KasinospilAntalTræk	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Number of moves in the player's casino game session. For instance will this be the number of spins played on a slot machine or the number of hands played in black jack. For bingo reporting this number will always be "1", because the license holder must send a new record every time the player plays a new bingo game. <u>Permitted values from Data Domain:</u> 0 til 999.999.999.999.999.999
KasinospilKommission	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount which the licence holder has claimed as commission for the moves in the session. This attribute must only include commission and is not stakes minus prizes paid out. It must only be reported, if a specific commission from the stakes is being claimed. Commission could be e.g. in peer-to-peer games, where two players are playing against each other, and the licence holder claims a commission for the game. The value of this attribute cannot be negative.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		

SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The address (URL) on the website, where the game has been played. This information is only required for online games. The information should not be reported for land-based games.
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body. For reporting of live casino games where no RNG is used for generating results, please use the value "LIVE"
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG. For reporting of live casino games where no RNG is used for generating results, please use the value "LIVE"
SpilAnnullering, MinOcc = 0		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation "0" i reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the report, which is done, when the jackpot has been won. It is therefore important, that the same JackpotIdentifikation is used in the KasinospilPrSessionStrukturer and the JackpotUdløsningStrukturen, which is reported, when the jackpot has been won.

KasinospilIndskudJackpot	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Part of the player's stake in the casino game session that is allocated to a jackpot.

Poker cash games

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

Poker games are divided into cash games and tournaments. In a cash game the player places stakes at a table and can usually stop the game after each hand. In tournaments, players make a buy in and play for a total pool, which is divided between the winners. Please see separate section for poker tournaments.

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

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

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

Key, which connect standard records for poker cash games:

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

Process for reporting poker cash games:

PokerCashGamePrSessionStruktur:
Standard record for reporting poker cash games per session. Every file can contain several sessions. The file should only contain ended sessions.

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

PokerCashGamePrSessionStruktur

This standard record contains the following information:

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

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

	Data type: character Data length: 45	<u>Permitted values from Data Domain:</u> Forhandler Selvbetjening **Internet** **Mobil** **Andet** Only the highlighted values can be used for poker cash games. "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.
PokerSessionIndskudSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The player's total buyin for the session allocated to the game, excluding stakes allocated to jackpot. This must be reported excluding rake. This must also cover stakes coming from a bonus.
PokerSessionRake	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total rake for the player in the session excluding allocations for a jackpot. Please see below for contributions to jackpot.
PokerSessionGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals	A player's total winnings in a session including stakes. Jackpot wins should not be reported in this attribute. Jackpot winnings are reported in a separate standard record.

	within the interval: - 9.999.999.999 to 9.999.999.999.	For details on jackpot reporting please see section about jackpots.
PokerSessionAntalHænder	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total number of hands played by the player in the session. This is the number of times the player has been dealt cards in the session. Permitted values from Data Domain: 0 til 999.999.999.999.999.999
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The address (URL) on the website, where the game has been played. This information is only required for online games. The information should not be reported for land-based games.
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG.
SpilAnnullering, MinOcc = 0		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the trans-action is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation "0" i reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).

JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the report, which is done, when the jackpot has been won. It is therefore important, that the same JackpotIdentifikation is used in the KasinospilPrSessionStrukturer and the JackpotUdløsningStrukturen, which is reported, when the jackpot has been won.
PokerSessionIndskudJackpot	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Part of the rake in the poker cash game session that is allocated to a jackpot.

Poker tournaments

Reporting of poker tournaments is done by using 3 different standard records: One record is used at the start of a poker tournament (PokerTurneringStartStruktur), one record is used for porting transactions such as buy in and cancellations (PokerTurneringTransaktionStruktur) and one is used to summarize data from each poker tournament, when the poker tournament has finished (PokerTurneringSlutStruktur).
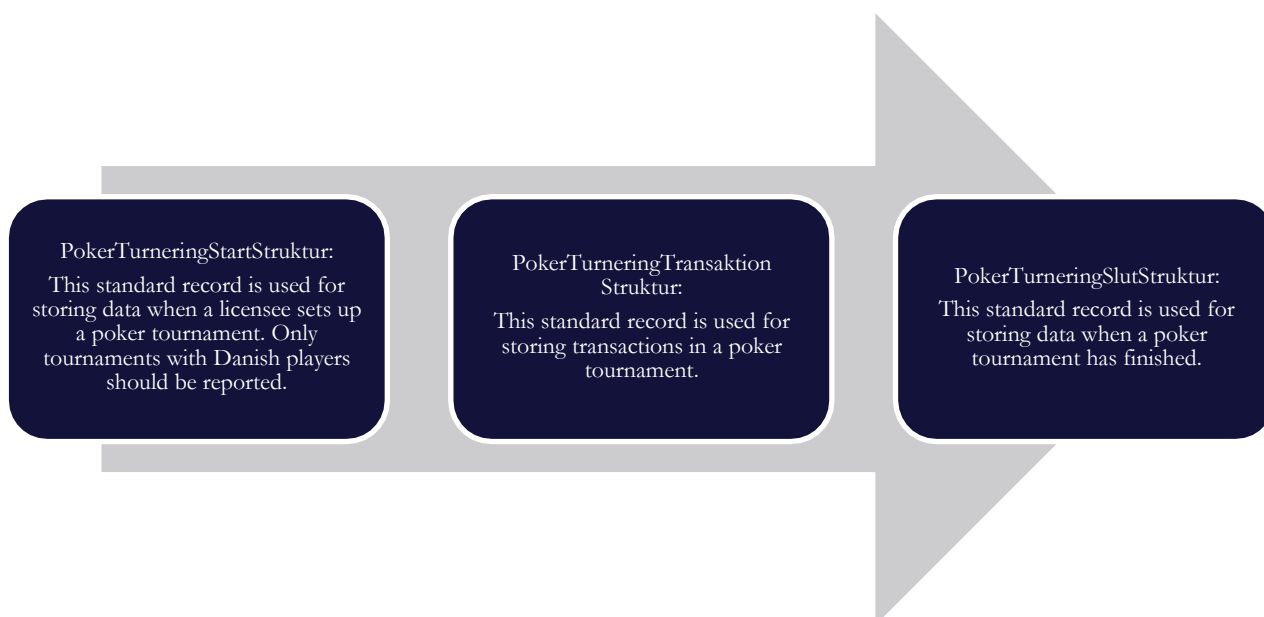
Poker games are divided into cash games and tournaments. In a cash game the player places stakes at a table and can usually stop the game after each hand. In tournaments, players make a buy in and play for a total pool, which is divided between the winners. Please see separate section for poker cash games.

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

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

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

Process for reporting a poker tournament:

PokerTurneringStartStruktur:
This standard record is used for storing data when a licensee sets up a poker tournament. Only tournaments with Danish players should be reported.

PokerTurneringTransaktion Struktur:
This standard record is used for storing transactions in a poker tournament.

PokerTurneringSlutStruktur:
This standard record is used for storing data when a poker tournament has finished.

PokerTurneringStartStruktur

This standard record contains the following information:

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

TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **PokerTurnering** PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds Puljespil PuljespilDanskHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo". SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for poker tournaments must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation. This attribute connects the start structure, the transactions and the closing structure for each poker tournament. This attribute must therefore be unique for each poker tournament.

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

PokerTurneringTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID).

		It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **PokerTurnering** PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds Puljespil PuljespilDanskHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo". SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for poker tournaments must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation.

		This attribute connects the start structure, the transactions and the closing structure for each poker tournament.
		This attribute must therefore be unique for each poker tournament.
		The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn, a date and a further definition describing the poker tournament
		It is the licence holder's responsibility to make the naming logic and unique.
		It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be "human-readable".
TurneringTransaktionInfoListe		
TurneringTransaktionInfo, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's poker tournament transaction. The licence holder chooses this ID. The ID could for instance be generated as UUID. The element connects a poker tournament transaction with a cancellation of a poker tournament transaction. Both the original transaction and cancellations are reported In a transaction structure. The same id can only be used again in a poker transaction structure, if it is reporting of a cancellation of a reported poker tournament transaction.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player made the poker tournament transaction (buyin, addon, rebuy) (UTC).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. Permitted values from Data Domain: Forhandler Selvbetjening **Internet** **Mobil** **Andet**

		Only the highlighted values can be used for poker tournaments.
		"Forhandler" is used for landbased games e.g. bets placed at a shop.
		"Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop.
		"Internet" is used for games played through a browser or downloadable client on a pc/ laptop etc.
		"Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application.
		"Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply.
		Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.
PokerKøbType	Domain: PokerKøbType Data type: character Data length: 10	Reporting of the transaction type. <u>Permitted values from Data Domain</u>: buyin addon rebuy
PokerKøbBeløb	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount a player has paid for the poker purchase excluding fee. This must also cover the value of a free ticket or bonus given to a player. The amount must not include a possible contribution to jackpot. Jackpot contributions is reported in the attribute Spil-IndskudJackpot.
PokerKøbFee	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Reporting of the fee, which is charged by the licence holder when a player makes a poker tournament transaction (buyin, addon, rebuy). The fee reported in this attribute must not include a possible contribution to a jackpot. Jackpot contributions is reported in the attribute SpilIndskudJackpot.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spilsted, Choice		

SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The address (URL) on the website, where the game has been played. This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation "0" i reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the report, which is done, when the jackpot has been won. It is therefore important, that the same JackpotIdentifikation is used in PokerTurneringTransaktionStruktur and JackpotUdløsningStrukturen, which is reported, when the jackpot has been won.
SpilIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Amount that is paid to a jackpot.

PokerTurneringSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		

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

		Puljespil PuljespilDanskHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo". SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for poker tournaments must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation. This attribute connects the start structure, the transactions and the closing structure for each poker tournament. This attribute must therefore be unique for each poker tournament. The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn, a date and a further definition describing the poker tournament It is the licence holder's responsibility to make the naming logic and unique. It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be "human-readable".
TurneringsSlutInfo		
SpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time when the poker tournament finished (UTC).
PokerAntalSpillereTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Number of players who participated in the poker tournament, and who is a customer with the licence holder. Permitted values from Data Domain: 0 to 999.999.999.999.999.999
PokerAntalSpillereTotal	Domain: TalHel Data type: number Data length: 18	Total number of players who participated in the poker tournament. This number includes players, who are customer with the licence holder and

	Data format: ###.###.###.###.###. ###	players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerAntalSpillereTillIndh. Permitted values from Data Domain: 0 to 999.999.999.999.999.999
PokerAntalSpillereKval	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Number of participating players who have qualified to the poker tournament through other poker tournaments offered by the licence holder. Permitted values from Data Domain: 0 to 999.999.999.999.999.999
PokerBuyInTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Amount of buyin paid by the licence holder's customers for the poker tournament. This must be reported excluding fee.
PokerBuyInTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total amount of buyins made by all players in the tournament across opera- tors. This must be reported excluding fee. This amount includes buyins from players, who are customer with the licence holder and players who are customer with other operators (if the poker tourna- ment has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerBuyInTotal.
PokerFeeTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total fee charged by the licence holder. This must include paid on both buyins, rebuys and addons.
PokerFeeTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals	Total fee charged for the tournament across operators. This must include paid on both buyins, rebuys and addons. This amount includes fees charged by the licence holder and other operators.

	within the interval: - 9.999.999.999 to 9.999.999.999	(if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerFeeTillIndh.
PokerRebuyTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total amount of rebuy paid by the licence holder's customers during the poker tournament. This must be reported excluding fee.
PokerRebuyTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total amount of rebuys during the poker tournament across operators. This must be reported excluding fee. This amount includes rebuys from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerRebuyTillIndh.
PokerAddonTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total amount of addons paid by the licence holder's customers throughout the poker tournament. This must be reported excluding fee.
PokerAddonTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total amount of addons during the poker tournament across operators. This must be reported excluding fee. This amount includes addons from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerAddonTillIndh.
PokerBuyinAntalTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The total number of buyins made by the licence holder's customers. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999

PokerBuyinAntalTotal	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The total number of buyins made in the poker tournament. This number includes buyins from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerBuyinAntalTillIndh. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PokerRebuyAntalTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The total number of rebuys made by the licence holder's customers. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PokerRebuyAntalTotal	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The total number of rebuys made in the poker tournament. This number includes rebuys from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerRebuyAntalTillIndh. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PokerAddonAntalTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The total number of addons made by the licence holder's customers. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PokerAddonAntalTotal	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The total number of addons made in the poker tournament. This number includes addons from players, who are customer with the licence holder and players who are customer with other operators (if the poker tournament has been offered on a network). If the poker tournament is not offered on a network this value will be equal to PokerAddonAntalTillIndh. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999

PokerTilføjetPrizepool	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	For tournaments with a guaranteed prize pool the operator will guarantee a minimum prize pool, meaning that if the sum of buyin, rebuy and addon is not sufficient to meet the guarantee, the operator will have to add extra funds to the pool, paying an amount up to the guarantee. In this attribute It should be indicated how much the licence holder and other operators (if the play is provided in a network) have contributed to the prize pool.
PokerGevinstTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total prize pool (buyin, rebuy, addon and any amount added to the prize pool) paid out at the end of the tournament to the licence holder's customers.
PokerGevinstTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total prize pool (buyin, rebuy, addon and any amount added to the prize pool) paid out at the end of the tournament to customers of all operators. If the poker tournament is not offered on a network this value will be equal to PokerGevinstTillIndh.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG.

Pool games

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

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

A pool game transaction typically consists of at least one played combination. Each combination consists of one or more matches, which each represent a result the player has to choose. A match can be anything the licence holder decides e.g. from a football match to which words will be used in the Queen's New Year speech.

To make it possible for the Danish Gambling Authority to perform calculations of the winner structure for pool games, the licence holder must report the possibilities for playing on a general form, where each possible outcome matches a number. The winner structure is a number of winners in each prize category.

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

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

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

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

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

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

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

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

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

With the description reported in PuljespilStartStruktur it is possible to transform what the player has played into something more generally understandable. The player has played as follows: Team 1,Team 4, Draw.
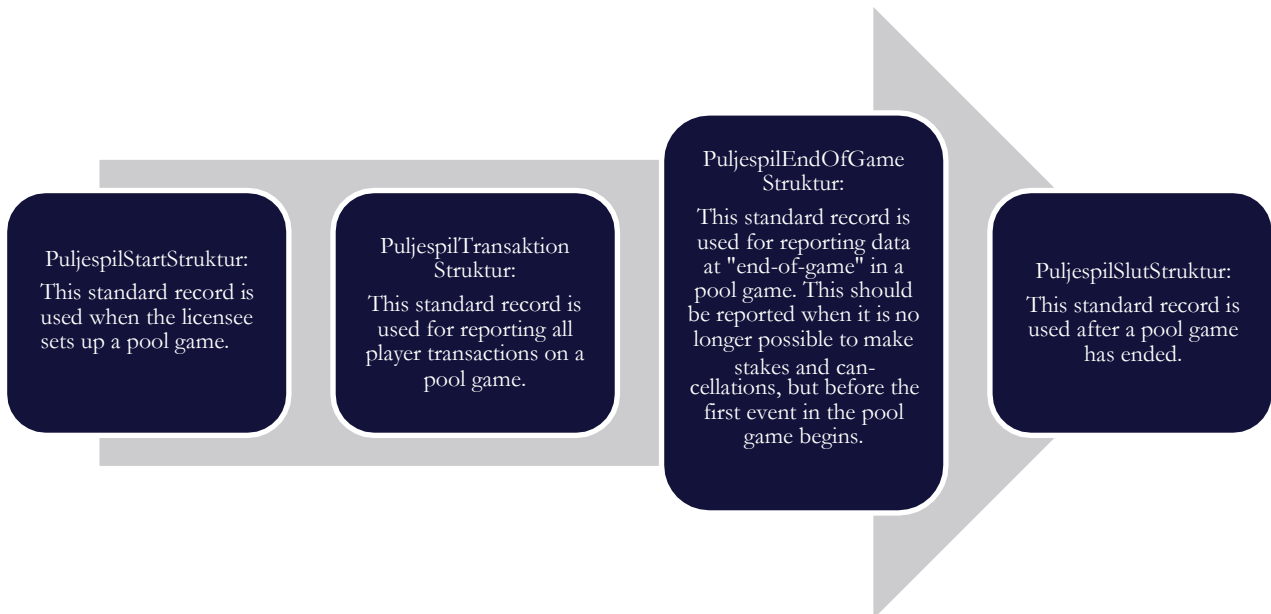
If one wish to see all betting possibilities, it can be put together as follows based on what is reported in PuljespilStartStruktur:

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

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

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

Process for reporting pool games:

PuljespilStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300	Unique identification of XML-file which the licence holder reports to their SAFE.

	Data type: character varying Data length: 300	The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once the licence holder will be instructed to report new data.
SpilFilErstatningIdentifikation MinOcc = 0	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Data type: character Domain: Tekst45 Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Puljespil** **PuljespilDanskHest** PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45	The licence holder's name of the game product. This can for instance be "Tips13".

	Data type: character Data length: 45	SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for pool games must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation. This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game. This attribute must therefore be unique for each pool game. The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day. It is the licence holder's responsibility to make the naming logic and unique. Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10". It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be "human-readable".
GenerelPuljeNøgleListe		
GenerelPuljeNøgle, MinOcc = 1, MaxOcc = Unbounded		
PuljespilNøgleKampNummer	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The number of the match in the pool game. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PuljespilNøgleBeskrivelse	Domain: TekstKort Data type: character Data length: 100	Description in text of a possible match outcome. Example: For the match FCK - Brøndby, it is for example reported "FCK", "draw" or "Brøndby", depending on what is reported in PuljespilNøgleGenerel.
PuljespilNøgleGenerel	Domain: TalHel	The reporting of a possible outcome on the general form.

	Data type: number Data length: 18 Data format: ###.###.###.###.###.###	<u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
Pulje		
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the pool game is offered on an open network, i.e. players from several providers take part in the same game. "1" must be reported, if the game is on an open network and "0" must be reported for closed network.
PuljespilGevinstPuljeProcent	Domain: Procent Data type: decimal Data length: 6	The percentage of the total stakes which will be used for as winnings. If the licence holder provides this game in cooperation with others, it is the percentage of the stakes at the licence holder which will be used for winnings that is reported – regardless of the fraction of winnings which is won by customers of the licence holder.
PuljespilAntalResultatPuljer	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Number of results pools. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PuljespilAntalKampe	Domain: Tal2 Data type: integer Data length: 2	Number of matches a player must bet on in order to have formed a combination in the pool game.
PuljespilRækkePris	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The price for playing one combination in the pool game. If the game has a variable stake, the minimal stake is the natural choice. However, the price stated here must be chosen, such that all possible stakes are an integer times this price. For instance, if the minimum stake is 2 kr., but stakes of 5 kr. are also allowed, one can choose 1 kr. as the price stated here.
SpilForventetSlutDatoTid	Domain: DatoTid Data type: datetime	Expected date and time of settlement of the pool game (UTC).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Resultatpulje, MinOcc = 1, MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45	Identification of the various prize pools. The identification must be the number

	Data type: character Data length: 45	of correct results the player must have to win a prize in each pool. Example: Tips 13 – there are 4 prize pool identifications (13, 12 ,11 and 10)
GevinstPuljeGevinstProcent	Domain: Procent Data type: decimal Data length: 6	The percentage allocated to this prize pool of the total prize pool for the game. If the pool game is provided in a network with other operators, the total amount covering all gambling operators must be reported. The total of all GevinstPuljeGevinstProcent must be 100%.
GevinstPuljeOverførselPrimo	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount of money that is transferred to any prize pool from a previous pool game. This is for the whole pool e.g. for all providers combined. If there is a transfer from one pool to the other for the same game before the beginning of the pool game, the reported amount shall be positive for the receiving pool and negative for the sending pool. Finally, as the same pool could be involved in multiple transfers, only the sum of these (with correct signs) shall be reported.

PuljespilTransaktionStruktur

This standard record contains the following information:

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

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

		This attribute must therefore be unique for each pool game.
		The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day.
		It is the licence holder's responsibility to make the naming logic and unique.
		Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10".
		It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be "human-readable".

Pulje

SpillerOgKupon, MinOcc = 1, MaxOcc = Unbounded

SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's pool game transaction. The licence holder chooses this ID. Could for instance be generated as UUID. The element connects a pool game transaction with the specification of winners (Vinder) in the PuljespilSlutstruktur. Furthermore, the element connects a pool game transaction with a cancellation of a pool game transaction. Both the original transaction and the cancellation are reported In a transaction structure. The same id can only be used again in a transaction structure, if it is a cancellation of a reported transaction.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player made the pool game transaction (UTC).
SpilSalgsKanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> Forhandler Selvbetjening

		Internet Mobil Andet "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/ laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority.
SpilAntalRækker	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	A game may consist of a number of combinations, each of them consisting of matches with results options. This field indicates how many combinations a player has played. Permitted values from Data Domain: 0 to 999.999.999.999.999.999
SpilIndskud	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Amount paid by the player in order to take part in the pool game. This also covers the value of a bonus or free bet.
SpilIndskudSpil	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Part of the player's stake, which is allocated to the game. This also covers the value of a bonus or free bet. The number in this field must be excluding possible stake allocated to a jackpot.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR

SpilSted, Choice		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The address (URL) on the website, where the game has been played. This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation "0" i reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).
JackpotListe		
Jackpot, MinOcc = 0, MaxOcc = Unbounded		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the report, which is done, when the jackpot has been won. It is therefore important, that the same JackpotIdentifikation is used in the PuljespilTransaktionStruktur and the JackpotUdløsningStrukturen, which is reported, when the jackpot has been won.
SpilIndskudJackpot	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Part of the player's take, which is allocated to a jackpot.
SpilkombinationerListe		
Spilkombinationer, MinOcc = 1, MaxOcc = Unbounded		
RækkeNummer	Domain: TalHel	The number of the combination in question.

	Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Permitted values from Data Domain: 0 to 999.999.999.999.999.999
RækkeSpilkombinationer	Domain: TekstLang Data type: character Data length: 500	Precise information about the combina-tions played. System games cannot be reported bundled. Each combination must be given a combination number. The played combination must be reported on the general form in a list with a comma between each match, for example "1,12,2,8" or "01,12,02,08" This attribute must be reported the same way, as the PuljespilVinderRække in the closing structure (PuljespilSlutStruktur), so The Danish Gambling Authority can com-pare the two attributes).

PuljespilEndOfGameStruktur

This standard record contains the following information:

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

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

		This attribute must therefore be unique for each pool game.
		The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day.
		It is the licence holder's responsibility to make the naming logic and unique.
		Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10".
		It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be "human-readable".
Pulje		
PuljespilEndOfGameDatoTid	Domain: DatoTid Data type: datetime	Date and time when the game is closed, and it is no longer possible to make stakes cancellations (UTC).
PuljespilIndskudSpilTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total amount of the stakes for all games played with the licence holder. This amount should not include stakes allocated to a jackpot.
PuljespilIndskudSpilTotal	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	If the pool game is offered in a network, then this attribute must contain the total amount of stakes placed in the pool game, including stakes from both the licence holder's customers and other operator's customers. This amount should not include stakes allocated to a jackpot. If the pool game is not offered on a network, this number will be equal to PuljespilIndskudSpilTillIndh.
PuljespilIndskudJackpotTillIndh MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total amount of the licence holder's customer's stakes allocated to a jackpot.

PuljespilIndskudJackpotTotal MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	If the pool game is offered in a network, then this attribute must contain the total amount allocated to a jackpot. Including both contributions from the licence holder's customers and other operator's customers. If the pool game is not offered on a network, this number will be equal to PuljespilIndskudJackpotTillIndh.
PuljespilAntalRækkerTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Total number of combinations played by the licence holder's customers. The number is calculated with respect to the stake given in "StartStruktur. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PuljespilAntalRækkerTotal	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	If the pool game is offered in a network then this attribute must contain the total number of combinations played in the pool game. Including both combinations played by the licence holder's customers and other operators customers. If the pool game is not offered on a network, this number will be equal to PuljespilAntalRækkerTillIndh. For calculation of the number of combinations for higher stakes than "rækkepris" – please see the field above. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
PuljespilGevinstPuljeBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total size of the prize pool. The total prize pool is the sum of stakes allocated to the prize pool and any amount transferred to the prize pool from prior games. If the game is provided in cooperation with other providers, it is the total pool for all providers which is to be reported. This amount could also include any other transfer from operators to the pool if known at the EOG time, for instance to reach a minimum guaranteed value of the pool.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR

PuljespilSlutStruktur

This standard record contains the following information:

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

		KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tips13". SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for pool games must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation. This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game. This attribute must therefore be unique for each pool game. The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day. It is the licence holder's responsibility to make the naming logic and unique. Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10". It should be possible to find the naming partly or in total in the licence holder's gaming system. The naming must be "human-readable".
Pulje		

SpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time that the pool game ends (UTC).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
TilfældighedGeneratorListe		
TilfældighedGenerator, MinOcc = 1, MaxOcc = Unbounded		
TilfældighedGeneratorIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	Domain: Tekst45 Data type: character Data length: 45	Identification of (certified) software which translates numbers generated by a RNG.
ResultatPuljeListe		
GevinstkategorierOgGevinster MinOcc = 1 MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the individual prize pool. The identification must be the number of correct results the player must have to win a prize in each pool. Example: Tips 13 – there are 4 prize pool identifications (13, 12 ,11 and 10)
GevinstPuljeAntalGevinsterTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Number of prizes in the prize pool, which have been won by the licence holder's customers. The number is calculated with respect to the stake given in "StartStruktur". If there is no prizes in a pool, because the winnings would be lower than a threshold or similar, the counting must still be done here and include those who would have won, had there been a prize. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
GevinstPuljeAntalGevinsterTotal	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	If the pool game is offered in a network, then this attribute must contain the total number of prizes in the prize pool won by both the licence holder's customers and other operators customers. If the pool game is not offered on a net-work, this number will be equal to GevinstPuljeAntalGevinsterTillIndh. Guidance: For pool games with variable stakes, these are counted with respect

		to "PuljespilRækkePris" from "Start-Struktur". Permitted values from Data Domain: 0 to 999.999.999.999.999.999
GevinstPuljeBeløbTillIndh	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount of money in the particular prize pool (incl. stakes "won back") won by the customers of the licence holder. This amount is after any rounding has occurred or that the licence holder for some other reason has added or subtracted from its own winners.
GevinstPuljeBeløbTotal	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	If working in cooperation with another operator, state the total amount of money won in the particular prize pool (incl. stakes) for all customers before any money has been taken away or added by operators to their own customers. If the pool game is not offered on a net-work, this number will be equal to GevinstPuljeBeløbTillIndh minus GevinstPuljeTilføjetBeløb.
GevinstPuljeBeløbPerRække	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	How big the prize is for each correct combination (including the stake). This amount shall not be rounded if roundings only occur after the multipli-cation of the number of winning combi-nations that each winner has. Example: For the prize pool dedicated to players with 13 correct in Tips13, it must be stated how big the prize for 13 correct is. Similar with respect to the other prize pools for 12, 11 and 10 correct. Guidance: For pool games with variable stakes, thishe number is calculated with respect to the stake given in "StartStruktur".
GevinstPuljeTilføjetBeløb	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount added to the particular prize pool by the licence holder to its own players, which is not a transfer from another prize pool. This is typically relevant when the licence holder has guaranteed a minimum pool size or, the other way around, a cap on the individual winning or winnings in total. This amount must include various roundings. The value of roundings to the advantage of the player is considered to be of positive sign. The value of

		roundings to the disadvantage of the player is considered to be of negative sign. This means that the product of GevinstPuljeBeløbPerRække and GevinstPuljeAntalGevinsterTillIndh becomes identical to GevinstPuljeBeløb-TillIndh minus the part of GevinstPuljeTilføjetBeløb, which would come from roundings made after GevinstPuljeBeløbPerRække has been calculated, which you could call individual rounding
GevinstPuljeOverførselUltimo	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Amount transferred from the prize pool to future pool games. This applies for the total pool across operators (if the game is offered on a network). If there is a transfer from one pool to another for the same game after the game, this shall also be reported here. The reported amount shall be negative for the receiving pool and positive for the sending pool. A possible reason for this could be, if there are no winners in one of the pools or the winnings would fall below a threshold. Finally, as the same pool could be involved in multiple transfers, only the sum of these (with correct signs) shall be reported.
ResultatgrundlagListe		
Resultatgrundlag, MinOcc = 1, MaxOcc = Unbounded		
PuljespilVinderRække	Domain: TekstLang Data type: character Data length: 500	Precise information about the winning combination. The winning combination must be reported on the general form in a list with a comma separating each match in the combination, e.g "1,12,2,8" or "01,12,02,08" This attribute must be reported the same way, as the RækkeSpilkombinationer in the transaction structure (PuljespilTransaktionStruktur), so The Danish Gambling Authority can compare the two attributes).
VinderListe		
Vinder, MinOcc = 0, MaxOcc = Unbounded. Players who have not won anything, may not be included here.		
SpillerInformationIdentifikation	Domain: Tekst45	Identification of the player. The licence holders define this independently, but it must be unique for each of their

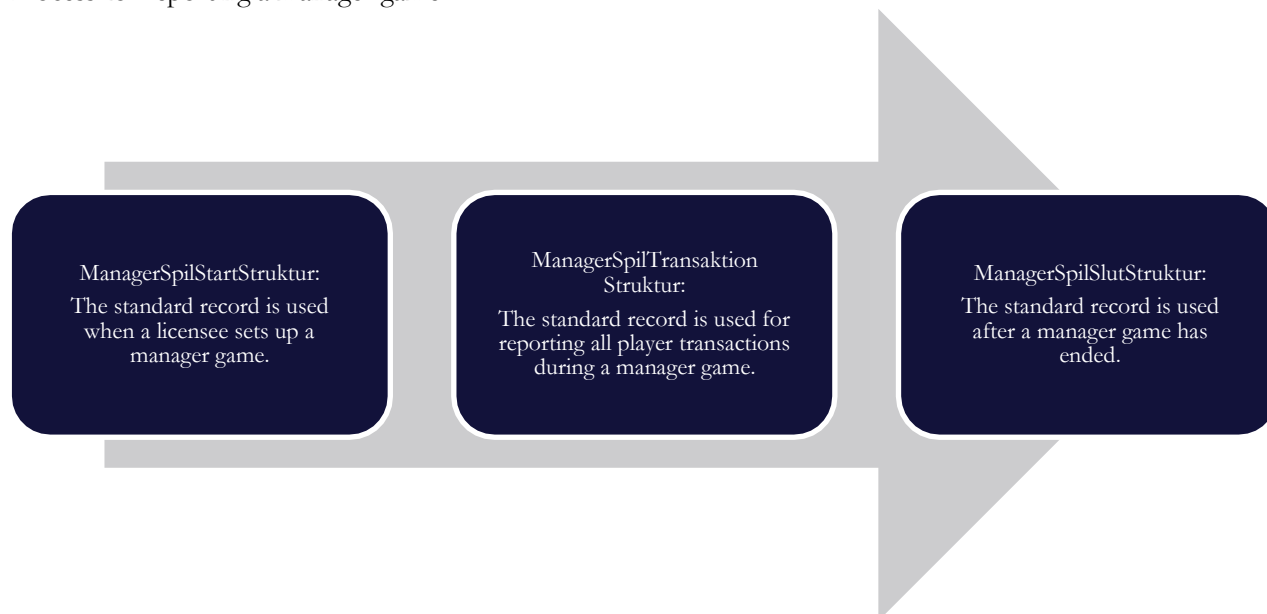|	Data type: character Data length: 45	players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's pool game transaction. The licence holder chooses this ID. Could for instance be generated as UUID. The element connects a pool game transaction with the specification of winners (Vinder) in the PuljespilSlutstruktur. The same id can only be used again in a transaction structure, if it is a cancellation of a reported transaction.
RækkeNummer	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	The number of the combination, which contains the winning combination. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
SpilGevinstSpil	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The prize that the player wins on the combination with the winning combination.
SpilGevinstJackpot	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Share of the prizes from the game paid out from a jackpot.

Manager game

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

Managerspil (manager game) is a type of pool game (puljespil) in which a player is placing a buy-in from the beginning of a tournament. Later during the tournament, it is possible to buy services, which can and cannot go in the prize pool.

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

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

Process for reporting a manager game:

ManagerSpilStartStruktur:
The standard record is used when a licensee sets up a manager game.

ManagerSpilTransaktion Struktur:
The standard record is used for reporting all player transactions during a manager game.

ManagerSpilSlutStruktur:
The standard record is used after a manager game has ended.

ManagerSpilStartStruktur

This standard record contains the following information:

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

SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licence holder needs to report replacement data. In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. <u>Permitted values from Data Domain:</u> **Managerspil** Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds PokerTurnering Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tour Manager". SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort	A licence holder's SpilProduktNavn for Manager games must be divided further into sub categories with more detail.

	Data type: character Data length: 100	This specification is called SpilProduktIdentifikation. The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the manager game is offered once every day. This attribute connects the start structure, the transactions and the closing structure for each manager game. This attribute must therefore be unique for each manager game. Example: SpilProduktNavn = "Tour Manager", and SpilProduktIdentifikation = "Tour Manager 2015".
SpilInfo		
SpilProduktÅbentNetværk	Domain: Tal1 Data type: integer Data length: 1	Indication of whether the manager game is offered on an open network, i.e. players from several providers take part in the same game. "1" must be reported, if the game is on an open network and "0" must be reported for closed network.
SpilForventetSlutDatoTid	Domain: DatoTid Data type: datetime	Expected date and time of settlement of the manager game (UTC).

ManagerSpilTransaktionStruktur

This standard record contains the following information:

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

		licence holder will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Managerspil** Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds PokerTurnering Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tour Manager". SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for Manager games must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation. The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the manager game is offered once every day.

		This attribute connects the start structure, the transactions and the closing structure for each manager game. This attribute must therefore be unique for each manager game. Example: SpilProduktNavn = "Tour Manager", and SpilProduktIdentifikation = "Tour Manager 2015".
SpilTransaktionsInfoListe		
ManagerSpilTransaktionsInfo, MinOcc = 1, MaxOcc = Unbounded		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's manager game transaction. The licence holder chooses this ID. The ID could for instance be generated as UUID. The element connects a manager game transaction with a cancellation of a manager game transaction. Both the original transaction and the cancellation are reported In a transaction structure. The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.
SpilKøbDatoTid	Domain: DatoTid Data type: datetime	Date and time when the player made the manager game transaction (UTC).
SpilSalgskanal	Domain: Salgskanal Data type: character Data length: 45	Through what sales channel the game was provided. <u>Permitted values from Data Domain:</u> Forhandler Selvbetjening **Internet** **Mobil** **Andet** Only the highlighted values can be used for manager games. "Forhandler" is used for landbased games e.g. bets placed at a shop. "Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop.

		"Internet" is used for games played through a browser or downloadable client on a pc/laptop etc.

"Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application.

"Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply.

Before "Andet" is taken into use the license holder should contact the Danish Gambling Authority. |
| ManagerspilKøbType | Domain: ManagerspilKøbType

Data type: character
Data length: 20 | The type of purchase in a manager game. If there are acquisitions which are not in the pool, they are not reported to the Danish Gambling Authority.

Permittede values from Data Domain:
Tilmelding
TilkøbTilPulje |
| ManagerspilKøbBeløb | Domain: BeløbPositivNega-tiv10Decimaler10

Data type: decimal

A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999. | Amount paid by the player in order to take part in the manager game. This also covers the value of a bonus or free bet.

This amount must be excluding any claimed fee or commission. |
| ManagerspilKøbFee | Domain: BeløbPositivNega-tiv10Decimaler10

Data type: decimal

A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999. | The amount which the licence holder has claimed as fee or commission for the purchase of the game.

Is only reported if the licence holder claims a separate fee or commission If the licence holder does not claim fee or commission for the participation in the game, null Is reported. |
| ValutaOplysningKode | Domain: Valuta

Data type: character
Data length: 3 | Three-digit code for the currency in question cf. ISO4217 e.g. EUR |
| **SpilSted, Choice** | | |
| SpilTerminalIdentifikation | Domain: Tekst45

Data type: character
Data length: 45 | Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which |

Attribute	Format - requirements	Description
		means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The address (URL) on the website, where the game has been played. This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation "0" i reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).

ManagerspilSlutStruktur

This standard record contains the following information:

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

		In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Managerspil** Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds PokerTurnering Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licence holder's name of the game product. This can for instance be "Tour Manager". SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licence holder's responsibility to report a logical naming. It should be possible to find the naming in the licence holder's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktNavn for Manager games must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation. The SpilProduktIdentifikation can for instance be a

		combination of the SpilProduktNavn and a date, if the manager game is offered once every day. This attribute connects the start structure, the transactions and the closing structure for each manager game. This attribute must therefore be unique for each manager game. Example: SpilProduktNavn = "Tour Manager", and SpilProduktIdentifikation = "Tour Manager 2015".
ManagerspilSlutInfo		
SpilProduktFaktiskSlutDatoTid	Domain: DatoTid Data type: datetime	Actual date and time that the manager game ends (UTC).
ManagerspilSpillereTillIndh	Domain: Antal Data type: number Data length: 12	The number of players at the licence holder who participate in the manager game.
ManagerspilSpillereTotal	Domain: Antal Data type: number Data length: 12	The number of players at all operators who participate in the manager game. Is used when the play is operated in a network.
ManagerspilTilmeldingBeløbTillIndh	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total amount of stakes paid to the licence holder at registration in the manager game. This must be reported excluding fee.
ManagerspilTilmeldingBeløbTotal	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total amount of stakes paid to all oper-ators at registration in the manager game. Is used when the play is operated in a network. This must be reported excluding fee.
ManagerspilTilmeldingFeeTillIndh	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total fee or commission for all players at the licence holder in the manager game. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or

		commission for the participation in the game, nil Is reported.
ManagerspilTilmeldingFeeTotal	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total fee or commission for all players at all operators in the manager game. Is used when the play is operated in a network. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
ManagerspilTilkøbPuljeBeløbTil-lIndh	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total stakes in the form of acquisitions to the pool at the licence holder in the manager game. This must be reported excluding fee.
ManagerspilTilkøbPuljeBeløbTotal	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total stakes in the form of acquisitions to the pool at all operators in the manager game. Is used when the play is operated in a network. This must be reported excluding fee.
ManagerspilTilkøbPuljeFeeTillIndh	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total fee or commission from acquisitions to the pool for the licence holder in the manager game. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
ManagerspilTilkøbPuljeFeeTotal	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total fee or commission from acquisitions to the pool at all operators in the manager game. Is used when the play is operated in a network. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.

ManagerspilTilføjetPrizepool	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total amount which is added to the prize pool by the licence holder. If played in network the total amount which is added by all operators must be reported.
ManagerspilGevinstTillIndh	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total prize in the prize pool (incl. stakes) at the licence holder in the manager game.
ManagerspilGevinstTotal	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The total prize in the prize pool (incl. stakes) for all operators in the manager game. Is used if played in a network.
ManagerspilTilbagebetalingProcent	Domain: Procent Data type: decimal Data length: 6	The repayment percentage rate for the manager game.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR

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

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

Structures for HestDK/Hestagtig

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

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

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

Keys connecting structures for HestDK/Hesteagtig:

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

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

Please note, that all fields must be used exactly once, unless a MIN or MAX value is specified under the attribute name.

HestDKEventStartStruktur/HesteagtigEventStartStruktur

This standard record contains the following information:

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

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

HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The Licence holder chooses the format. However, the identification must be Human Readable – at least when applying a known code.
HestDKStamdata		
HestDKEventDato/ HesteagtigEventDato	Domain: DatoType formatted as YYYY-MM-DD YYYY: Year (number) MM: Month (number) DD: Day (number)	Date of the horse racing event. Valid Values: All valid dates (must follow UTC time).

HestDKStartStruktur/HesteagtigStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version Permitted values from Data Domain: v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of the XML-file which the licence holder reports to their SAFE. The licence holder must make sure that the identification is unique for example by using Universally Unique Identifier (UUID). It is essential that this attribute is unique for each reported file. If the licence holder uses the same SpilFilIdentifikation more than once, the licence holder will be instructed to report data again.
SpilFilErstatningIdentifikation MIN: 0	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is used only when the licence holder has uploaded file containing error(s) to the SAFE, and thus needs to deliver replacement data. SpilFilErstatningIdentifikation should specify the attribute SpilFilIdentifikation of the file containing the error.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holder's username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to the SAFE-ID of the SAFE of a licence

		holder. There may only be one SAFE per Tamper Token username. However, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **HestDK Hesteagtig** Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds Only the highlighted values are relevant for this game category.
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn Data type: character Data length: 20	Indication of which type of game the record concerns. Permitted values from Data Domain: 2af4 Trio DD TrioFP Komb Tripot KombFP Tvilling Kvartet TvillingFP KvartetPlus V3 Kvintet V4 KvintetPlus V5 Placepot V6 Plads V64 Quadpot V65 Quintpot V75 Sekstet V76 Septet V86 Swinger V87 Trilling Vinder
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The licence holder chooses the format. However, the identification must be Human Readable – at least when applying a known code.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktIdentifikation links the "startstruktur", "transaktionstruktur" and the "slutstruktur" of a game, and must be

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

GevinstPuljeListe		
GevinstPulje, MinOcc = 1, MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
GevinstPuljeGevinstProcent	Domain: Procent Data type: decimal Data length: 6	The percentage of the total price pool of the game that goes to this specific prize pool. The sum of all "GevinstPuljeGevinstProcent" within the same game must be 100.
GevinstPuljeBeskrivelse	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
GevinstPuljeGaranti MinOcc = 0	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The minimum amount in the prize pool guaranteed by the licence holder. If the amount is changed after it is reported in "startstruktur", the "startstruktur" is considered to be in error and a new one, denoting the right amount, must be generated to replace the original.

HestDKTransaktionStruktur/HesteagtigTransaktionStruktur

This standard record contains the following information:

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

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

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

		"Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop. "Internet" is used for games played through a browser or downloadable client on a pc/laptop etc. "Mobil" is used for games played on a mobile phone/smart phone/tablet regardless of whether it is browser based or through an application. "Andet" is used for e.g. games played on a Smart-TV and besides this, only in situations where none of the specific sales channels apply. Before "Andet" is taken into use the licence holder should contact the Danish Gambling Authority.
SpilAntalRækker	Domain: TalHel Data type: number Data length: 18 Data format: ##################	The number of combinations the player has betted on. In Danish be aware not to confuse "AntalRækker" with "rækkenummer". Here in "transaktionsstruktur" the reported number of combinations should NOT be weighted with respect to any underlying unit price per combination. So here it is the number of "different" combinations one can see in this transaction – no matter how they are packed. Permitted values from Data Domain: 0 to 999999999999999999
SpilIndskud	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Amount paid by the player in order to take part in the pool game. This also covers the value of a bonus or free bet.
SpilIndskudSpil	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Part of the player's stake, which is allocated to the game itself. The number in this field must be excluding any stake allocated to a jackpot. When there is no jackpot this value will be identical to "SpilIndskud".
KunToppulje	Domain: KunToppulje Data type: character Data length: 20	Type of coupon. Can be 0 or 1. "1" if the game contains multiple prize pools and the player has chosen only to play for the top prize pool. Otherwise "0".

		<u>Permitted values from Data Domain</u>: 1 0
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
SpilSted		
SpilTerminalIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the land-based terminal that the game has been played on. It must be possible to refer the identification to the physical machine, which means the identification number shall be visible on the physical terminal. This information is only required for land-based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort Data type: character Data length: 100	The address (URL) of the website, where the game has been played. This information is only required for online games. The information should not be reported for land-based games.
SpilAnnullering, MinOcc = 0		
SpilAnnullering	Domain: Tal1 Data type: integer Data length: 1	Boolean to indicate whether the transaction is a cancellation or not. If it is a cancellation "1" is reported, and if it is not a cancellation "0" is reported.
SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).
ReservehesteManuelt, MinOcc = 0, MaxOcc = Unbounded		
PuljespilNøgleNummer	Domain: TalHel Data type: number Data length: 18	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel Data type: number Data length: 18	The number of the race in the event.
HestDKReservehesteManuelt	Domain: TekstLang Data type: character Data length: 500	List of reserve horses chosen by the player for a specific race. The list must be comma separated and reflect the order in which the horses is used for replacements. example: 10,7
Spilkombinationer, MaxOcc = Unbounded		

| RækkeNummer | Domain: TalHel

Data type: number
Data length: 18
Data format:
################## | Be aware that "rækkenummer" in "transaktioner" denotes the race number of a game (i.e. race 3 of 5 in a V5 for the V-games). For bets on an single race the "rækkenummer" denotes the rank in that race (i.e. for "trio", the value 1 in "rækkenummer" denotes the horses the player bets will win, and the value 2 denotes those that will be second etc.).
For "tvilling", it does not matter which of the two horses (RækkeSpilkombinationer) is indicated in association with "rækkenummer" 1 and "rækkenummer" 2. I.e.:

"rækkenummer" :1, "RækkeSpilkombi-nationer": 3
"rækkenummer" :2, "RækkeSpilkombi-nationer": 5
Represents the same combination as:
"rækkenummer" :1, "RækkeSpilkombi-nationer": 5
"rækkenummer" :2, "RækkeSpilkombi-nationer": 3

Thus for "tvilling" both 3,5 and 5,3 must be listed as wins in "PuljespilVinderRække" in "slutstruktur").

Futhermore, it should be noted for "Vinder" and "Plads" the "rækkenummer" must always be 1, thus it is always necessary to use "RækkeSpilkombinationer" for reporting the combination. |
| RækkeSpilkombinationer | Domain: TekstLang

Data type: character
Data length: 500 | Precise information about the combination played. This must be specified for each "RækkeNummer", which refers to either a race or a rank (see "Rækkenummer" above).

The played combination must be denoted as a comma separated list of all horses in the combination.

I.e. "1,12,2,8" or "01,12,02,08" this could e.g. be the four horses that the player bets will be number 2 in a "trio" or the four horses to win the second race of a V5 game. |

HestDKSlutStruktur/HesteagtigSlutStruktur

This standard record contains the following information:

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

		Only the highlighted values are relevant for this game category.
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn Data type: character Data length: 20	Indication of which type of game the record concerns. Permitted values from Data Domain: 2af4 Trio DD TrioFP Komb Tripot KombFP Tvilling Kvartet TvillingFP KvartetPlus V3 Kvintet V4 KvintetPlus V5 Placepot V6 Plads V64 V65 Quadpot V75 Quintpot V76 Sekstet V86 Septet V87 Swinger Vinder Trilling
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The licence holder chooses the format. However, the identification must be Human Readable – at least when applying a known code.
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licence holder's SpilProduktIdentifikation links the "startstruktur", "transaktionstruktur" and the "slutstruktur" of a game, and must be unique for each game. That is the SpilProduktIdentifikation must differ from all other races and all types of games within the same event and furthermore it must differ from all games on all other events.
Opsummering		
HestDKIndskudSpilTillIndh/ HesteagtigIndskudSpilTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The sum of all stakes (that has not been cancelled) related to the particular "SpilProduktIdentifikation". See specific section on Merged pools below.
HestDKAntalRækkerTillIndh/ HesteagtigAntalRækkerTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ##################	Number of unit stakes bet by customers of the licence holder (that has not been cancelled) related to the particular "SpilProduktIdentifikation". The implicit unit stake must be chosen such that the number reported in this field is always an integer. See specific section on Merged pools below. Permitted values from Data Domain: 0 to 999.999.999.999.999.999

HestDKGevinstPuljeBeløb/ HesteagtigGevinstPuljeBeløb	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total sum of all prize pools related to one "SpilProduktIdentifikation". The total prize pool is the sum of the prize pools (not just the part paid out to customers of the licence holder) before money is added or subtracted by the individual provider towards its own's customers, if there are more providers. If the game is not offered in a cooperation with other operators, this amount will be "GevinstPuljeBeløbTillIndh" minus "GevinstPuljeTilføjetBeløb" (for all pools combined). Furthermore, this means that it must include any amount transferred to the prize pool (for all pools combined) from prior games and any amount added to the pool and any amount transferred from the prize pool (for all pools combined) to later pools must be subtracted before reporting the sum. See specific section on Merged pools below.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
HestDK/Hesteagtig		
HestDKLukketForSpilDatoTid/ HesteagtigLukketForSpilDatoTid	Domain: DatoTid Data type: datetime	Last possible time (Date and time UTC) for placement of stakes. Only the final time is reported. Any temporary stops (for instance due to a start later suspended) in the receiving of new stakes should not be reported.
HestDKSpilProduktFaktiskSlut-DatoTid/ HesteagtigSpilProduktFaktiskSlut-DatoTid	Domain: DatoTid Data type: datetime	Actual date and time of the conclusion of the game (UTC).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
ResultatHestDKListe, MaxOcc = Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
GevinstPuljeAntalGevinsterTil-lIndh	Domain: TalHel Data type: number Data length: 18 Data format: ##################	Number of prizes in the particular prize pool that is won by customers of the licence holder. The number must be calculated in accordance with the implicit unit stakes. If there are no prizes in a pool, because the winnings would be lower than a threshold or similar, the counting must still be done here and include those

		who would have won, had there been a prize. See specific section on Merged pools below.
GevinstPuljeBeløbTillIndh	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount of money in the particular prize pool (incl. stakes "won back") won by the customers of the licence holder. This amount is after any rounding has occurred or that the licence holder for some other reason has added or subtracted from its own winners. See specific section on Merged pools below.
GevinstPuljeBeløbPerRække	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Winnings per winning combination (in-cluding the stake). This shall be reported with respect to the underlying implicit unit stake. This amount shall not be rounded if these roundings only occur after the multiplication of the number of winning combinations (with respect to the unit stake) that each winner has. See specific section on Merged pools below.
GevinstPuljeTilføjetBeløb MIN=0	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount added to the particular prize pool by the licence holder, which is not a transfer from another prize pool. This is typically relevant when the licence holder has guaranteed a minimum pool size or, the other way around, a cap on the individual winning or winnings in total. This amount includes various roundings. The value of roundings to the advantage of the player is considered to be of positive sign. The value of roundings to the disadvantage of the player is considered to be of negative sign. This means that the product of GevinstPuljeBeløbPerRække and GevinstPuljeAntalGevinsterTillIndh be-come identical to GevinstPuljeBeløb-TillIndh minus any part ofGevinstPuljeTilføjetBeløb which is due to rounding after "GevinstPuljeB-eløbPerRække" has been calculated, e.g. what could be called "individual rounding".
GevinstPuljeOverførselPrimo MinOcc = 0	Domain: BeløbPositivNegativ10Deci-maler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the	The amount of money that is transferred to the prize pool from a previous pool game. This is for the whole pool - e.g. for all providers combined. If there is a transfer from one pool to the other for the same game before the beginning of the race, the reported

	interval: - 9.999.999.999 to 9.999.999.999.	amount shall be positive for the receiving pool and negative for the sending pool.
		Finally, as the same pool could be involved in multiple transfers, only the sum of these (with correct signs) shall be reported.
		See specific section on Merged pools below.
GevinstPuljeOverførselUltimo MinOcc = 0	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The amount of money transferred from the prize pools to future pool games. This is for the whole pool e.g. for all providers combined If there is a transfer from one pool to the other for the same game after the race, the reported amount shall be negative for the receiving pool and positive for the sending pool. A possible reason for this last case could be, if there are no winners in one of the pools or the winnings would fall below a threshold. Finally, as the same pool could be involved in multiple transfers, only the sum of these (with correct signs) shall be reported. See specific section on Merged pools below.
Resultatgrundlag, MaxOcc = 245		
PuljespilVinderRække	Domain: TekstLang Data type: character Data length: 500	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
Vinderliste. See specific section on merged pools below		
Vinder, MinOcc = 0, MaxOcc = Unbounded. Players, who have not won anything, may not be included here.		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registration number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's pool game transaction. The licence holder chooses this ID. Could for instance be generated as UUID. The element connects a pool game transaction with the specification of winners (Vinder) in the PuljespilSlutstruktur.
SpilGevinstSpil	Domain: BeløbPositivNegativ10Decimaler10	The part of the total prizes in the game that originates from the game (including money from stakes, excluding any jackpot).

	Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	
UdgåedeHeste, MinOcc = 0, MaxOcc = Unbounded		
PuljespilNøgleNummer	Domain: TalHel Data type: number Data length: 18	This attribute is dependent on the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel Data type: number Data length: 18	The number that identifies the particular race within the event. See specific section on Merged pools below.
HestDKUdgåedeHeste/ HesteagtigUdgåedeHeste	Domain: TekstLang Data type: character Data length: 500	comma separated list of horses that did not start (such that it counts as if the horse did not participate – for instance such that reserve horses come into play - this must be in line with the rules of the licence holder). Example: i.e.: 3,5,9

HestDKEventSlutStruktur/HesteagtigEventSlutStruktur

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

SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holder's username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to the SAFE-ID of the SAFE of a licence holder. There may only be one SAFE per Tamper Token username. However, it is possible to have several Tamper Token usernames pointing at the same SAFE.
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. <u>Permitted values from Data Domain:</u> **HestDK Hesteagtig** Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest VirtuelFastOdds Only the highlighted values are relevant for this game category.
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	Domain: Tekst30 Data type: character varying Data length: 30	Unique identifier of an event. The licence holder chooses the format. However, the identification must be Human Readable – at least when applying a known code.
HestDKStamdata / HesteagtigStamdata		
HestDKEventSlutDatoTid/ HesteagtigEventSlutDatoTid	Domain: DatoTid Data type: datetime	Date and time for the ending of the last race on the particular day (event).
HestDKOmsætningFørAnnulleringer/ HesteagtigOmsætningFørAnnulleringer	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The sum of all stakes (both cancelled and non-cancelled stakes) within the event.
HestDKOmsætningEfterAnnulleringer/ HesteagtigOmsætningEfterAnnulleringer	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal	The sum of all non-cancelled stakes within one event.

	A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	
HestDKAnnulleringerBeløb/ HesteagtigAnnulleringerBeløb	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	The sum of all cancelled stakes within one event.

HestDKTotalEventstruktur"/"HesteagtigTotalEventStruktur

These "totalstruktur"'s (total structures) are a catch all alternative to all "eventstart"-, "eventslut"-, "start"- and "slutstrukturer" in an event. All data elements are identical to those used in the 4 types they replace.

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

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

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

Vinder (Winner)
In "startstruktur", the general game key, its description, and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number, 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

Plads (Place)

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Plads	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

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

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

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

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

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

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

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

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

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

Swinger

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Plads 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Plads 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

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

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

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

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

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

A typical reporting will look like this (Horse 1 wins, Horse 2 comes second, Horse 3 comes third):
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække>1,2</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>2,1</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>1,3</PuljespilVinderRække>

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

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

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

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

If the combination of horses in the dead heat is also a winning bet (i.e. because the winning criteria is two horses in the Top 3, not one in Top 2 and one further in the Top 3), the following are also reported:
```
<ResultatGrundlag>
<PuljespilVinderRække>3,4</PuljespilVinderRække>
</ResultatGrundlag>
<ResultatGrundlag>
<PuljespilVinderRække>4,3</PuljespilVinderRække>
</ResultatGrundlag>
```

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

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

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

2af4 (2 of 4)

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Top4nr1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Top4nr2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Præmiepulje 2 - Udgået

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

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

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

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

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

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

Raket ("the Rocket" – automatic placement of winnings as a new stake in another pool)

"Raket" is not a game in its own right, but a system that will generate transactions of the types "Plads" and/or "Vinder".

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

Trio (or SuperTrio – top 3 in the right order)

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
3	Nummer tre	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

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

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

TrioFP

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

GenerelSpilnøgle – as "Trio"

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

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

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

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

Kvartet, Kvintet, Sekstet og Septet

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

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

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
3	Nummer tre	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
4	Nummer fire	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
5	Nummer fem	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
6	Nummer seks	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
7	Nummer syv	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

Tvilling (Twin – winner and runner up predicted in no particular order)

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

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

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

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

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

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

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

General game key – as "Tvilling"

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Vinder og udgået hest

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

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

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

Trilling ("Triplet")
In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommaspareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Nummer to	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
3	Nummer tre	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

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

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

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

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

Komb (short for combination – winner and runner up predicted in the correct order)
In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommaspareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Nummer to	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

In "startstruktur" the prize pools are also stated – see below (resultatTalSpil: result of number game, GevinstPuljeIdentifikation: Prize Pool Identification. GevinstPuljeBeskrivelse: Prize Pool Description. Præmie-pulje: Prize pool)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

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

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

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

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

KombFP

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

General game key – as "Komb"

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1
2	Vinder og udgået hest

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

Winning combinations

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

"GevinstPuljeGevinstProcent"

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

DD (DagensDubbel and LunchDubbel – predict the winners of two races)

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

| 2 | Vinder afdeling 2 | Kommasepareret liste med numre på heste i løbet | Specifikt løbsnummer 1-20 |

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

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

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

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

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

V4 (Winners of 4 races)
In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste

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

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

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

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

V5 (Winners of 5 races)
In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste

| 3 | Vinder afdeling 3 | Kommasepareret liste med numre på heste i løbet | Specifikt løbsnummer 1-20 | Kommasepareret liste |
| 4 | Vinder afdeling 4 | Kommasepareret liste med numre på heste i løbet | Specifikt løbsnummer 1-20 | Kommasepareret liste |

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

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1

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

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

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

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
6	Vinder afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste

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

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

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

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

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

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

V3 and V6

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

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

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
6	Vinder afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste

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

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

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

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

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

V75 (Winners of 7 races – prizes for 5 correct predictions)
In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommaspareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommaspareret liste
2	Vinder afdeling 2	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommaspareret liste
3	Vinder afdeling 3	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommaspareret liste
4	Vinder afdeling 4	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommaspareret liste
5	Vinder afdeling 5	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommaspareret liste
6	Vinder afdeling 6	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommaspareret liste
7	Vinder afdeling 7	Kommaspareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommaspareret liste

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

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

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

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

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

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

V86 (Winners of 8 races – prizes for 6 correct predictions)
In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Vinder afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
2	Vinder afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
3	Vinder afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
4	Vinder afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
5	Vinder afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
6	Vinder afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
7	Vinder afdeling 7	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
8	Vinder afdeling 8	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste

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

ResultatTalSpil

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

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

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

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

V87
Is reported ad V86, but without the third prize pool.

Placepot
In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20, Plads afdeling: Place race number).

GenerelSpilNøgle				
Nøgle-Nummer	NøgleBeskrivelse	ValideTal	LøbNummer	Reserveheste Automatisk
1	Plads afdeling 1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
2	Plads afdeling 2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
3	Plads afdeling 3	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
4	Plads afdeling 4	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
5	Plads afdeling 5	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste
6	Plads afdeling 6	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20	Kommasepareret liste

In "startstruktur" the prize pools are also stated – see below (resultatTalSpil: result of number game, GevinstPuljeIdentification: Prize Pool Identification. GevinstPuljeBeskrivelse: Prize Pool Description, Præmiepulje: Prize pool, Alle6rigtige: all six correct.)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1 – Alle 6 rigtige

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

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

Quintpot, Quadpot, Tripot

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

KvartetPlus

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

KvintetPlus (Quintet Plus)

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

In "startstruktur" the general game key, its description and valid numbers must be stated – see below. (nøgle: key, nummer: number, valide: valid, "kommasepareret liste…løbet": comma separated list of numbers of horses in the race, "specifikt løbsnummer 1-20": the specific race number 1-20, Plads afdeling: Place race number).

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Nummer to	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
3	Nummer tre	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
4	Nummer fire	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
5	Nummer fem	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20

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

In "startstruktur" the prize pools are also stated – see below (resultatTalSpil: result of number game, GevinstPuljeIdentification: Prize Pool Identification. GevinstPuljeBeskrivelse: Prize Pool Description, Præmiepulje: Prize pool, Alle 5 i rigtig rækkefølge: all five in the correct order. Alle 5 i Top 5: all 5 in Top5, Første 4 i Top 5: First 4 in Top 5, , Første 3 i Top 5: First 3 in Top 5, red: red(uced), Alle 4 i rigtig rækkefølge: All 4 in the correct order, Alle 4 i Top 4: All 4 in Top 4, Første 3 i Top 4: First 3 in Top 4)

ResultatTalSpil

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

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

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

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

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

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

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

Managing return of stakes
There are different rules for the different types of games as toregarding when a stake has tomust be returned. ForAn example, is in "trio", where all stakes are returned if fewer than four horses start. The returning of stakes shall be dealt with in "standard records" by annulling all transactions and sending a "slutstruktur" with an empty winning combination:
```
<ResultatGrundlagListe>
<ResultatGrundlag>
<PuljespilVinderRække/>
</ResultatGrundlag>
</ResultatGrundlagListe>
```

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

Scaling down of V5 and V4.

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

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

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

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

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

Managing "SpillerInformationIdentifikation" (Player-ID)

As with other liberalised betting.

Reporting of combinations in a system

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

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

When the system is unpacked. It becomes combination1*combination2*combination3*combination4*combination5*combination6 – in this case 72 combinations. Here are the first combinations unpacked:

5,2,5,4,1,7
9,2,5,4,1,7
5,6,5,4,1,7
9,6,5,4,1,7
...

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

```
 <SpilkombinationerListe>
<Spilkombinationer>
<RækkeNummer>1</RækkeNummer>
<RækkeSpilkombinationer>5,9</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>2</RækkeNummer>
<RækkeSpilkombinationer>2,6</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>3</RækkeNummer>
<RækkeSpilkombinationer>5</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>4</RækkeNummer>
<RækkeSpilkombinationer>4,5,10</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>5</RækkeNummer>
<RækkeSpilkombinationer>1,12,13</RækkeSpilkombinationer>
</Spilkombinationer>
<Spilkombinationer>
<RækkeNummer>6</RækkeNummer>
<RækkeSpilkombinationer>7,8</RækkeSpilkombinationer>
</Spilkombinationer>
</SpilkombinationerListe>
```

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

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

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

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

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

Reserve horses

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

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

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

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

Multiple prize sizes in games with typically one prize size only

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

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

General issues with "AntalRækker" in different structures

In "slutstruktur" the amount bet at the licence holder (IndskudSpilTillIndh) and the number of combintions (AntalRækkerTillIndh) are stated. Here "antal rækker" (number of combinations) shall be undestood with respect to a specific unit stake per combination (calculable from "IndskudSpilTillIndh" divided by "AntalRækkerTillIndh"). It is for this unit stake that the "GevinstPuljeBeløbPerRække" (WinningsPerCombination) shall be understood. Since all reported data for fields named "antal rækker" (i.e. all fields mentioning a number of

combinations) must be integers, the unit stake must be chosen low enough to ensure this (example: if the gambler can bet both DKK 2 or DKK 5 per combination, the unit stake cannot be more than DKK 1).

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

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

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

Merged pools

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

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

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

Jackpot

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

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

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

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

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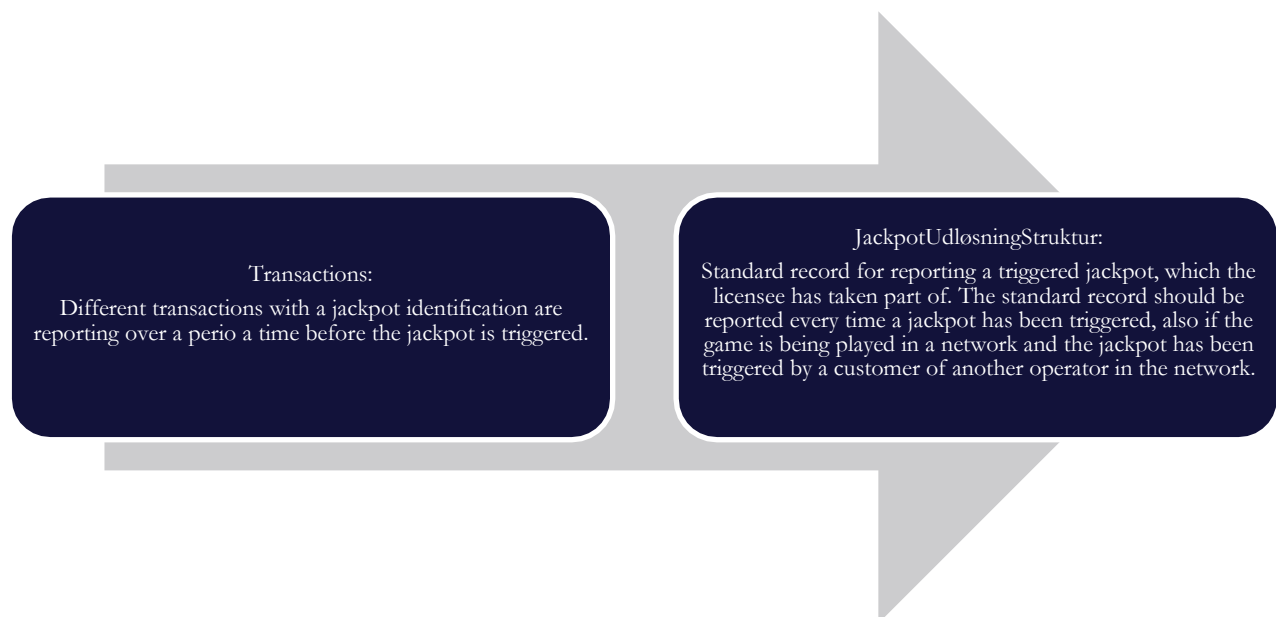
Examples:

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

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

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

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

Process for reporting jackpots:

> **Transactions:**
> Different transactions with a jackpot identification are reporting over a perio a time before the jackpot is triggered.

> **JackpotUdløsningStruktur:**
> Standard record for reporting a triggered jackpot, which the licensee has taken part of. The standard record should be reported every time a jackpot has been triggered, also if the game is being played in a network and the jackpot has been triggered by a customer of another operator in the network.

JackpotUdløsningStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description

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

		FastoddsspilBeXDkHest VirtuelFastOdds Only the highlighted values are relevant for this game category.
Jackpot		
JackpotIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of the jackpot. This attribute is the connection to the transactions, which contains contributions to the jackpot. It is therefore important, that the same JackpotIdentifikation is used in the previous transactions connected to the jackpot in question and the JackpotUdløsningStruktur, which is reported, when the jackpot has been won.
JackpotDatoTid	Domain: DatoTid Data type: datetime	Date and time when the jackpot has been triggered/won. (UTC).
JackpotTotalGevinst	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Total payout from the jackpot won by one or more players.
JackpotKommissionRake	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Share of the jackpot which the licence holder has claimed as commission or rake.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
Spiller		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licence holders define this independently, but it must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish civil registgration number, as it is sensitive personal information. If the jackpot is won by a customer from another operator on a network, and the

		licence holder does not have an identifi-cation on this customer, then this attribute should be reported with the value "notcustomer".
JackpotGevinst	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Share of the jackpot which a given player wins.

End Of Day

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

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

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

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

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

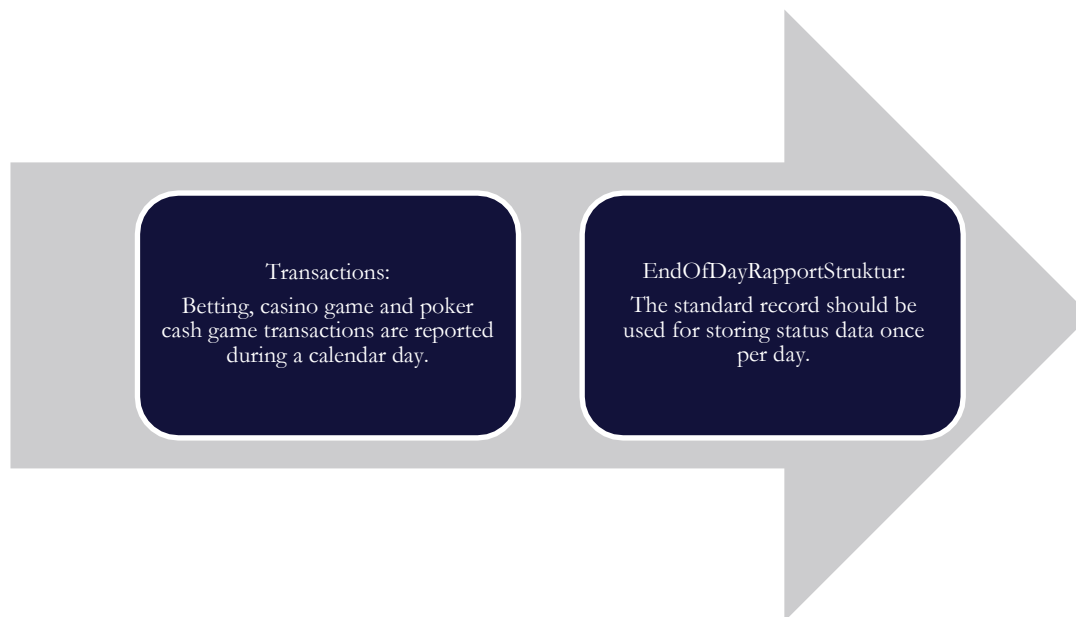Rapportering af pokercash i End Of Day rapporten:
As mentioned above in the section about poker cash games, reporting of stakes and winnings are made in the same standard records. For this game category, stakes and the connected winnings are always reported the same day. This should also be the case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

Rapportering af fastodds i End Of Day rapporten:
As mentioned above in the section about betting, reporting of stakes and winnings are made in two different standard reports. There is often a long period between reporting of the stake and a possible win. Stakes made on

betting must be reported in the End Of Day report covering the day, on which the bet was made. Winnings must be reported in the End Of Day report covering the day, on which the bet is settled.

Process for reporting End Of Day:

EndOfDayRapportStruktur

This standard record contains the following information:

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

		In this attribute the SpilFilIdentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
Tilladelsesindehaver		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licence holders Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
EndOfDayRapportDato	Domain: Dato Data type: date	What date the report covers.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	Three-digit code for the currency in question cf. ISO4217 e.g. EUR
SpilOpgørelse		
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	Description of the general type of game in question. The Danish Gambling Authority defines these categories. Permitted values from Data Domain: **Fastoddsspil-** **FastoddsspilBetexchange** **FastoddsSpilDanskHest** **FastoddsspilBeXDkHest** **VirtuelFastOdds** **PokerCashGame** **KasinospilSinglePlayer** **KasinospilMultiPlayer** **Bingospil** Puljespil PuljespilDanskHest Managerspil PokerTurnering Only the highlighted value is relevant for this game category.
EndOfDayRapportAntalSpil	Domain: Antal Data type: number Data length: 12	The number of games of the game category in question played in during the day. See next section for calculation of the number of games.
EndOfDayRapportIndskudSpil	Domain: BeløbPositivNegativ10Decimaler10	Entry fees for games (not jackpot) during the day for the game category in question.

	Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	See next section for calculation of the amount.
EndOfDayRapportIndskudJackpot	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Entry fees for jackpot (not games) during the day for the game category in question. See next section for calculation of the amount.
EndOfDayRapportGevinster	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Prizes won (incl stakes) in the game category in question during the day. For casino games, poker cash games and online betting there is typically conjunction between won prizes, and prizes which have been paid out. For land-based betting there can be a quite big difference between won prizes and prizes, which have been paid out. This is due to prizes are not necessarily collected (paid out) the same day they are won. Prizes which have been won but not yet paid out must be added in this attribute. Winnings from jackpots should not be reported in this attribute. Please see separate section for reporting jackpots. See next section for calculation of the amount.
EndOfDayRapportKommissionRake	Domain: BeløbPositivNega-tiv10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	Claimed commission or rake in the game category in question during the day. This attribute must only include com-mission, and is not stakes minus prizes. It must only be reported, if a specific commission from the stakes is being claimed. Commission could be e.g. in peer-to- peer games, where two customers are playing against each other, and the licence holder claims a commission for the game. The value of this attribute cannot be negative. See next section for calculation of the amount.

Calculation of amounts in the End Of Day report

The attributes in the End of Day report must be calculated the following way.

SpilKategoriNavn	Attribute in the End of Day report	Description of calculation
Fastoddsspil	EndOfDayRapportAntalSpil	Result = A - B **Calculated as:** A = Antal FastOddsTransaktionStruktur.SpilTransaktionIdentifikation without cancellation (or FastOddsTransaktionStruktur.SpilAnnullering = 0). B = Antal FastOddsTransaktionStruktur.SpilTransaktionIdentifikation with FastOddsTransaktionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilKøbDatoTid. B: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilAnnulleringDatoTid.
	EndOfDayRapportIndskud- Spil	Result = A - B **Calculated as:** A = Sum FastOddsTransaktionStruktur.SpilIndskud without cancellation (or FastOddsTransaktionStruktur.SpilAnnullering = 0). B = Sum FastOddsTransaktionStruktur.SpilIndskud with FastOddsTransaktionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilKøbDatoTid. B: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilAnnulleringDatoTid.
	EndOfDayRapportIndskud- Jackpot	Always reported as 0 (zero) for fixed odds games since jackpot is normally not used in connection with fixed odds games.
	EndOfDayRapportGevinster	Result = A **Calculated as:** A = Sum FastOddsSlutStruktur.SpilGevinst. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = FastOddsSlutStruktur.SpilFaktiskSlutDatoTid. Please see separate section on handling of resettlements.

	EndOfDayRapportKommissionRake	Result = A **Calculated as:** A = Sum FastOddsSlutStruktur. SpilKommission. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = FastOddsSlutStruktur.SpilFaktiskSlutDatoTid. Please see separate section on handling of resettlements.
Fastoddsspil Betexchange	EndOfDayRapportAntalSpil	Same as Fastoddsspil.
	EndOfDayRapportIndskudSpil	Same as Fastoddsspil.
	EndOfDayRapportIndskudJackpot	Same as Fastoddsspil.
	EndOfDayRapportGevinster	Same as Fastoddsspil.
	EndOfDayRapportKommissionRake	Same as Fastoddsspil.
VirtuelFastOdds	EndOfDayRapportAntalSpil	Same as Fastoddsspil.
	EndOfDayRapportIndskudSpil	Same as Fastoddsspil.
	EndOfDayRapportIndskudJackpot	Same as Fastoddsspil.
	EndOfDayRapportGevinster	Same as Fastoddsspil.
	EndOfDayRapportKommissionRake	Same as Fastoddsspil.
PokerCashGame (reporting by PokeCashGamePrSessionStruktur)	EndOfDayRapportAntalSpil	Result = A - B **Calculated as:** A = Antal PokerCashGamePrSessionStruktur.PokerSessionAntalHænder without cancellation (or PokerCashGamePrSessionStruktur.SpilAnnullering = 0). B = Antal PokerCashGamePrSessionStruktur.PokerSessionAntalHænder with PokerCashGamePrSessionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilAnnulleringDatoTid.
	EndOfDayRapportIndskudSpil	Result = A - B **Calculated as:** A = Sum

		PokerCashGamePrSessionStruktur.PokerSessionIndskudSpil without cancellation (or PokerCashGamePrSession-Struktur.SpilAnnullering = 0). B = Sum PokerCashGamePrSessionStruktur.PokerSessionIndskudSpil with PokerCashGamePrSession-Struktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilAnnulleringDatoTid.
	EndOfDayRapportIndskud-Jackpot	<u>Result</u> = A - B **Calculated as:** A = Sum PokerCashGamePrSessionStruktur.PokerSessionIndskudJackpot without cancellation (or PokerCash-GamePrSessionStruktur.SpilAnnullering = 0). B = Sum PokerCashGamePrSessionStruktur.PokerSessionIndskudJackpot with PokerCashGamePrSession-Struktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilAnnulleringDatoTid.
	EndOfDayRapportGevinster	<u>Result</u> = A - B **Calculated as:** A = Sum PokerCashGamePrSessionStruktur.PokerSessionGevinstSpil without cancellation (or PokerCashGame-PrSessionStruktur.SpilAnnullering = 0). B = Sum PokerCashGamePrSessionStruktur.PokerSessionGevinstSpil with PokerCashGamePrSession-Struktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilAnnulleringDatoTid.
	EndOfDayRapportKommis-sionRake	<u>Result</u> = A - B **Calculated as:** A = Sum PokerCashGamePrSessionStruktur.PokerSessionRake without cancellation (or

		PokerCashGamePrSessionStruktur.SpilAnnullering = 0). B = Sum PokerCashGamePrSessionStruktur.PokerSessionRake with PokerCashGamePrSessionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = PokerCashGamePrSession-Struktur.SpilAnnulleringDatoTid.
KasinospilSingle-Player (reporting by Kasinospil-PrSessionStruktur)	EndOfDayRapportAntalSpil	<u>Resul</u>t = A - B **Calculated as:** A = Antal KasinospilPrSessionStruktur.KasinospilAntalTræk without cancellation (or KasinospilPrSession-Struktur.SpilAnnullering = 0). B = Antal KasinospilPrSessionStruktur.KasinospilAntalTræk with KasinospilPrSessionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = KasinospilPrSessionStruk-tur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = KasinospilPrSessionStruk-tur.SpilAnnulleringDatoTid.
	EndOfDayRapportIndskudSpil	<u>Resul</u>t = A - B **Calculated as:** A = Sum KasinospilPrSessionStruktur.KasinospilIndskudSpil without cancellation (or Kasino-spilPrTraekStruktur.SpilAnnullering = 0). B = Sum KasinospilPrSessionStruktur.KasinospilIndskudSpil with KasinospilPrSessionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = KasinospilPrSessionStruk-tur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = KasinospilPrSessionStruk-tur.SpilAnnulleringDatoTid.
	EndOfDayRapportIndskud-Jackpot	<u>Resul</u>t = A - B **Calculated as:** A = Sum KasinospilPrSessionStruktur.Kasinospil-IndskudJackpot without cancellation (or KasinospilPrSes-sionStruktur.SpilAnnullering = 0). B = Sum KasinospilPrSessionStruktur.Kasinospil-IndskudJackpot with KasinospilPrSessionStruktur.SpilAn-nullering = 1.

		Data is chosen based on the following rules for dates: A: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilAnnulleringDatoTid.
	EndOfDayRapportGevinster	<u>Resul</u>t = A - B **Calculated as:** A = Sum KasinospilPrSessionStruktur.KasinospilGevinstSpil without cancellation (or KasinospilPrSession-Struktur.SpilAnnullering = 0). B = Sum KasinospilPrSessionStruktur.Kasinospil- GevinstSpil with KasinospilPrSessionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilAnnulleringDatoTid.
	EndOfDayRapportKommis-sionRake	<u>Resul</u>t = A - B **Calculated as:** A = Sum KasinospilPrSessionStruktur.KasinospilKommission without cancellation (or KasinospilPrSession-Struktur.SpilAnnullering = 0). B = Sum KasinospilPrSessionStruktur.KasinospilKommission with KasinospilPrSessionStruktur.SpilAnnullering = 1. **Data is chosen based on the following rules for dates:** A: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilFaktiskSlutDatoTid. B: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilAnnulleringDatoTid.
KasinospilMulti-Player (reporting by Kasinospil-PrSessionStruktur)	EndOfDayRapportAntalSpil	Same as KasinospilSinglePlayer reported using Kasino-spilPrSessionStruktur.
	EndOfDayRapportIndskudSpil	Same as KasinospilSinglePlayer reported using Kasino-spilPrSessionStruktur.
	EndOfDayRapportIndskud-Jackpot	Same as KasinospilSinglePlayer reported using Kasino-spilPrSessionStruktur.
	EndOfDayRapportGevinster	Same as KasinospilSinglePlayer reported using Kasino-spilPrSessionStruktur.
	EndOfDayRapportKommis-sionRake	Same as KasinospilSinglePlayer reported using Kasino-spilPrSessionStruktur.

Bingospil (reporting by Kasinospil-PrSessionStruktur)	EndOfDayRapportAntalSpil	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportIndskudSpil	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportIndskud-Jackpot	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportGevinster	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportKommis-sionRake	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.

Error handling

This section describes how data errors are corrected. The Danish Gambling Authority specifies four types of errors: cancellations, bet-resettlements, replacement data and other error types. In this section it is described how licence holders correct each type of error.

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

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

Type	Description	Applies to the following Standard Records
Cancellation	Changes to transaction- and session-based structures are handled as cancellations. Changes must be done by sending a cancellation followed by a new transaction or session. See further details in the section on cancellations.	☐ FastOddsTransaktionStruktur ☐ KasinospilPrSessionStruktur ☐ ManagerSpilTransaktionStruktur ☐ PokerCashGamePrSessionStruktur ☐ PokerTurneringTransaktionStruktur ☐ PuljespilTransaktionStruktur ☐ HestDKTransaktionStruktur/HesteagtigTransaktionStruktur
Bet-resettlement	Changes for FastOddsSlutStruktur used for betting is handled as bet-resettlement. This means that the licence holder must send a new FastOddsSlutStruktur with the difference in winnings. See further details in the section on bet-resettlement.	• FastOddsSlutStruktur

Replacement data	Changes in Start- and SlutStruktur for manager games, poker tournaments, pool games, End Of Game of pool games and End Of Day reports must be handled by using the attribute for replacement data. See further details in the section on replacement data.	• EndOfDayRapportStruktur • PuljespilStartStruktur • PuljespilEndOfGameStruktur • PuljespilSlutStruktur • PokerTurneringStartStruktur • PokerTurneringSlutStruktur • ManagerSpilStartStruktur • ManagerspilSlutStruktur • HestDKEventStartStruktur/HesteagtigE-ventStartStruktur • HestDKStartStruktur/HesteagtigStartStruktur • HestDKSlutStruktur/HesteagtigSlutStruktur • HestDKEventSlutStruktur/HesteagtigEventSlut-Struktur • JackpotUdløsningStruktur
Other error types	Other types of errors are handled from case to case in dialogue with the DGA. These types of errors could be corrupt files, validation errors and the like. See further details in the section on other errors.	• Applies to all standard records.

Cancellations

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

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

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

Cancellation can be used with the following standard records:

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

Cancellations and the End of Day report

The End of Day report should not be re-generated if the licence holder makes a cancellation. If a transaction is reported on day 1 and a cancellation of the transaction is reported on day 2, then the original transaction must be

part of the End of Day report from day 1 and the cancellation must be part of the End of Day report from day 2. This is also described in the section "Calculation of amounts in the End Of Day", where it is described what rules applies for choosing date.

Other situations

In situations where the licence holder needs to cancel several transactions, which is not part of the automatic on-going reporting, this must be done in dialogue with the Danish Gambling Authority. This could be situations, where a licence holder has had a systematic error in the reporting. When a licence holder needs to alter data in these situations, it will most likely be necessary to correct affected End Of Day reports as well.

Bet-resettlement

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

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

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

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

- FastOddsSlutStruktur

By using bet-resettlement, a new value of SpilFaktiskSlutDatoTid must be reported which matches the day and time where the bet-resettlement was performed.

Bet-resettlement and the End of Day report

The End of Day report should not be re-generated if a licence holder uses bet-resettlement. If the licence holder reports a FastOddsSlutStruktur on day 1 and another FastOddsSlutStruktur as bet-resettlement on day 2, then then original FastOddsSlutStruktur must be part of the End of Day report from day 1 and the new FastOddsSlutStruktur must be part of the End of Day report from day 2. This is also described in the section "Calculation of amounts in the End Of Day", where it is described what rules applies for choosing date.

Replacement data

The Danish Gambling Authority must always be informed if a licence holder has found a reason for using the attribute for replacement data (SpilFilErstatningIdentifikation). This information should include both specifications on what data the licence holder wants to change and a description of the reason the licence holder wants to change the data.

The information must be sent to The Danish Gambling Authority before replacement data is reported.

Replacement data can only be used in situations, where the licence holder by a mistake has reported incorrect/wrong data. Replacement data can only be used under special circumstances, as it involves a manual approval on both the DGA's and the licence holder's side.

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

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

The following items must be observed when using replacement data:

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

Replacement data and the End of Day report

The End of Day report should not be regenerated if a licence holder uses replacement data. The reason for this is that replacement data is used on standard records for pool games, manager games, poker tournaments and jackpots and information from these game categories are not reported in the End of Day report.

However, replacement data can be used to replace the End of Day report in situations where the data, which the End Of Day report is based on, is incorrect. Re-generation of End Of Day reports must be agreed between The Danish Gambling Authority and the licence holder on a case by case basis.

Other errors

If The Danish Gambling Authority or the licence holder discover other types of errors in data, a process for correction of the error and new reporting/replacing of data is agreed between the Danish Gambling Authority and the licence holder.

If the licence holder discovers an error in their reporting of data, The Danish Gambling Authority must be informed before new reporting of data is done.

The licence holder must not delete incorrect data from their SAFE.