

The Danish Gambling Authority's guidance on reporting of games

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). Please notice that online bingo and betting on horseraces cannot be offered before January 1st 2018.
6.12.2017	1.4	Updated with alternative alternative pool betting ("HestDK"/"Hesteagtig")



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Introduction

The Danish Gambling Authority has made requirements for licensees 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.

Reporting frequency

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
- KasinospilPrSessionStruktur
- PokerCashGamePrSessionStruktur
- PokerTurneringTransaktionStruktur
- PuljespilTransaktionStruktur
- ManagerspilTransaktionStruktur

Please notice that session based transactions (casino games and poker cash) must be reported when the session has finished. The session should 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 stretch 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
- PokerTurneringStartStruktur
- PokerTurneringSlutStruktur
- PuljespilStartStruktur
- PuljespilEndOfGameStruktur
- PuljespilSlutStruktur
- ManagerspilStartStruktur
- ManagerspilSlutStruktur
- JackpotUdloesningStruktur

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 no later than 04.00 with data covering the previous day:

- EndOfDayRapportStruktur

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

Data validation

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

The Danish Gambling Authority has put a data validation tool at the disposal of the licensees. The tool can be found on Spillemyndigheden.dk. It is optional whether the licensee 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 licensee's 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 transaction, 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 combined with a bet on a horserace on a racetrack in Denmark).

Example of reporting:

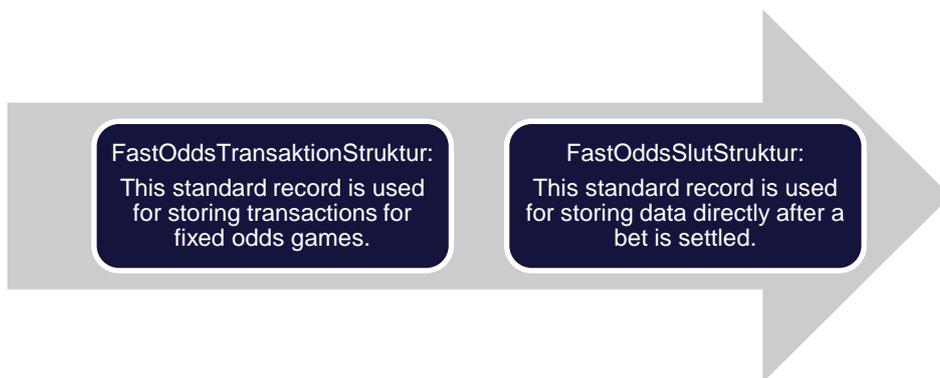
Example 1: Liverpool vs. Manchester United, where the odds for a Liverpool win is 2.00. A player places a bet of 100 DKK on a Liverpool win, which also turns out to be the result. The player gets a payout of 100 DKK x 2.00 = 200 DKK. In the attribute `SpilKategoriNavn` in both `FastOddsTransaktionStruktur` 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 reported 50 and in the attribute `SpilGevinst` in `FastOddsSlutStruktur` 0 must be reported.

Keys, which connect structures for fixed odds games:

1. `SpilTransaktionIdentifikation` connects a player's stake with a cancellation, which both are reported in a `FastOddsTransaktionStruktur`.
2. `SpilTransaktionIdentifikation` connects a player's 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 licensee 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 <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillidentifikation more than once the licensee will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licensees username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a licensee. 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	Description of the general type of game in question. The Danish Gambling Authority defines these catego-

	Data length: 25	<p>ries.</p> <p><u>Permitted values from Data Domain:</u> Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil</p> <p>Only the highlighted values are relevant for this game category.</p>
Transaktion		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licensees 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 CPR number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	<p>Unique identification of a player's bet. The licensee chooses this ID. The ID could for instance be generated as UUID.</p> <p>This element connects FastOddsTransaktionStruktur with FastoddsSlutStruktur for betting.</p> <p>Furthermore, the element connects bets with a cancellation for FastOdds. Both the original bet and cancellations are reported In a transaction structure.</p> <p>The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.</p>
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	<p>Through what sales channel the game was provided.</p> <p><u>Permitted values from Data Domain:</u> Forhandler Selvbetjening Internet</p>

		<p>Mobil Andet</p> <p>“Forhandler” is used for landbased games e.g. bets placed at a shop.</p> <p>“Selvbetjening” is used for bets purchased at a self-service terminal placed in a shop.</p> <p>“Internet” is used for games played through a browser or downloadable client on a pc/laptop etc.</p> <p>“Mobil” is used for games played on a mobile phone/smart phone/tablet no matter if it is browser based or through an application.</p> <p>”Andet” is only used in situations where none of the other values applies.</p>
SpilIndskud	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Amount paid by the player in order to place the bet. This also covers the value of a bonus or free bet.</p> <p>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.</p>
ValutaOplysningKode	<p>Domain: Valuta</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>The three-digit ISO-code for the currency in question.</p>
Spilsted		
SpilTerminalIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>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.</p> <p>This information is only required for land based games. The information should not be reported for online games.</p>
SpilHjemmeside	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>The address (URL) on the website, where the game has been played.</p> <p>This information is only required for online games. The information should not be reported for land based games.</p>
SpilAnnullering		
SpilAnnullering	<p>Domain: Tal1</p> <p>Data type: integer</p> <p>Data length: 1</p>	<p>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.</p>

SpilAnnulleringDatoTid	Domain: DatoTid Data type: datetime	Date and time of cancellation of the game (UTC).
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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 <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file, which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillidentifikation more than once the licensee will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licensees Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a licensee. 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 Managerspil Puljespil PuljespilDanskHest PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer

		Bingospil Only the highlighted values are relevant for this game category.
Transaktion		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licensee defines 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 CPR number, as it is sensitive personal information.
SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's bet. The licensee 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: 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 the player has won on the bet including the player's stake. 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 licensee'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	The three-digit ISO-code for the currency.

	Data type: character Data length: 3	cy in question.
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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 licensee. 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.

Casino games are reported as sessions. A session starts at the moment a player starts a slot machine until the player closes the slot machine, or from a player joins a black jack table until the player leaves the table. A session is closely connected with the attribute SpilProduktNavn, which the licensee 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. There can be more than one player in a game, and the players are playing against the license holder. The prizes are won by having all the numbers in a line or all the numbers on a full card. Bingo games are reported individually for each player's participation in a bingo game. This means that each reporting of a bingo transaction consists of one player's participation in one bingo game. Furthermore must two bingo games with the same name but played at two different times be treated like two different games. In each transaction SpilProduktNavn clarifies, which game the player has played. This requires that the license holder report a new transaction, each time the player is playing a new bingo game.

Examples of reporting:

Example 1: A player inserts 20 DKK in a slot machine and makes three spins. Each spin is 1 DKK and the player wins 1 DKK in first spin and 1 DKK in third spin. In the field KasinospilIndskudSpil should be reported 3 DKK and in KasinospilGevinstSpil should be reported 2 DKK for the session. In the field KasinospilAntalTræk 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 KasinospilGevinstSpil 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 licensee 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 KasinospilGevinstSpil 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 KasinospilPrSessionStruktur.

Process for reporting casino games:



Besides using the standard record mentioned above for reporting casino games the licensee 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
File information		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFilIdentifikation more than once the licensee will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licensees Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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	<p>Domain: SpilKategoriNavn</p> <p>Data type: character</p> <p>Data length: 25</p>	<p>Description of the general type of game in question. The Danish Gambling Authority defines these categories.</p> <p><u>Permitted values from Data Domain:</u></p> <p>KasinospilSinglePlayer</p> <p>KasinospilMultiPlayer</p> <p>Bingospil</p> <p>Managerspil</p> <p>Fastoddsspil</p> <p>FastoddsspilBetexchange</p> <p>FastoddsspilDanskHest</p> <p>FastoddsspilBeXDkHest</p> <p>Puljespil</p> <p>PuljespilDanskHest</p> <p>PokerTurnering</p> <p>PokerCashGame</p> <p>Only the highlighted values are relevant for this game category.</p> <p>KasinoSinglePlayer and KasinoMultiPlayer are used for casino games.</p> <p>Bingospil must always be used for reporting bingo games, no matter what type of bingo game is being played.</p>
KasinospilSession		
SpilProduktNavn	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The licensee'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.</p> <p>SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licensee's responsibility to report a logical naming.</p> <p>It should be possible to find the naming in the licensee's gaming system and should be "human-readable".</p> <p>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 licensee's gaming system.</p>
SpilProduktAbentNetværk	<p>Domain: Tal1</p> <p>Data type: integer</p>	Indication of whether the game is played on an open network, i.e. players from several providers take part in the same

	Data length: 1	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 licensees 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 CPR 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 licensee 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 no matter if it is browser based or through an application. "Andet" is only used in situations where

		none of the other values applies.
KasinospilKategori	<p>Domain: KasinoSpilKategori</p> <p>Data type: character</p> <p>Data length: 20</p>	<p>Reporting of sub category of what casino game is being played in the session.</p> <p><u>Permitted values from Data Domain:</u> roulette baccarat puntobanco blackjack poker spilleautomat bingo andet</p> <p>Please notice that video poker belongs in the category "andet".</p>
KasinospilIndskudSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Share of the player's stakes in a session allocated to the game itself, excluding stakes allocated to jackpot.</p> <p>This must also cover stakes coming from a bonus or free spins.</p> <p>For reporting of bingo this is the amount a player pays to participate in one specific bingo game excluding stakes allocated to jackpot.</p>
KasinospilGevinstSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>A player's total winnings in a session including stakes.</p> <p>Jackpot wins should not be reported in this attribute. Jackpot winnings are reported in a separate standard records.</p> <p>For details on jackpot reporting please see section about jackpots.</p>
KasinospilAntalTræk	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>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.</p> <p>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.</p> <p><u>Permitted values from Data Domain:</u> 0 til 999.999.999.999.999.999</p>
KasinospilKommission	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>The amount which the licensee has claimed as commission for the moves in the session.</p> <p>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</p>

		peer-to-peer games, where two players are playing against each other, and the licensee claims a commission for the game. The value of this attribute cannot be negative.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.
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. 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.
TilfældighedGenerator		
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		
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).
Jackpot		
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 KasinospilPrSession-Strukturer and the JackpotUdløsning-Strukturen, which is reported, when the jackpot has been won.
KasinospillIndskudJackpot	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	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:



Besides using the standard records mentioned above for reporting poker cash games the licensee 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 <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillidentifikation more than once the licensee will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licensees Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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	<p>Domain: SpilKategoriNavn</p> <p>Data type: character</p> <p>Data length: 25</p>	<p>Description of the general type of game in question. The Danish Gambling Authority defines these categories.</p> <p><u>Permitted values from Data Domain:</u></p> <p>PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Puljespil PuljespilDanskHest PokerTurnering</p> <p>Only the highlighted value is relevant for this game category.</p>
CashGameSession		
SpilProduktNavn	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The licensee's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo".</p> <p>SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licensee's responsibility to report a logical naming.</p> <p>It should be possible to find the naming in the licensee's gaming system and should be "human-readable".</p>
SpilProduktAbentNetværk	<p>Domain: Tal1</p> <p>Data type: integer</p> <p>Data length: 1</p>	<p>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.</p>
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification of the player. The licensees 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 CPR number, as it is sensitive personal information.</p>
SpilTransaktionIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of a player's poker cash game session. The licensee chooses this ID. The ID could for instance be generated as UUID.</p> <p>The element connects a poker cash transaction with a cancellation for poker cash. Both the original transaction and cancellations are reported In a transac-</p>

		<p>tion structure.</p> <p>The same id can only be used again in a transaction structure, if it is reporting of a cancellation of a reported stake.</p>
SpilKøbDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	Date and time when the player started the poker cash game session (UTC).
SpilFaktiskSlutDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	Actual date and time when the poker cash game session has ended (UTC).
SpilSalgskanal	<p>Domain: Salgskanal</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Through what sales channel the game was provided.</p> <p><u>Permitted values from Data Domain:</u> Forhandler Selvbetjening Internet Mobil Andet</p> <p>Only the highlighted values can be used for poker cash games.</p> <p>“Forhandler” is used for landbased games e.g. bets placed at a shop.</p> <p>“Selvbetjening” is used for bets purchased at a self-service terminal placed in a shop.</p> <p>“Internet” is used for games played through a browser or downloadable client on a pc/laptop etc.</p> <p>“Mobil” is used for games played on a mobile phone/smart phone/tablet no matter if it is browser based or through an application.</p> <p>”Andet” is only used in situations where none of the other values applies.</p>
PokerSessionIndskudSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	The player’s total buyin for the session allocated to the game (not the jackpot).
PokerSessionRake	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to</p>	<p>Total rake for the player in the session excluding allocations for a jackpot.</p> <p>Please see below for contributions to jackpot.</p>

	9.999.999.999.	
PokerSessionGevinstSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>A player's total winnings in a session including stakes.</p> <p>Jackpot wins should not be reported in this attribute. Jackpot winnings are reported in a separate standard records.</p> <p>For details on jackpot reporting please see section about jackpots.</p>
PokerSessionAntalHænder	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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.</p> <p><u>Permitted values from Data Domain:</u> 0 til 999.999.999.999.999.999</p>
ValutaOplysningKode	<p>Domain: Valuta</p> <p>Data type: character</p> <p>Data length: 3</p>	The three-digit ISO-code for the currency in question.
Spilsted		
SpilTerminalIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>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.</p> <p>This information is only required for land based games. The information should not be reported for online games.</p>
SpilHjemmeside	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>The address (URL) on the website, where the game has been played.</p> <p>This information is only required for online games. The information should not be reported for land based games.</p>
TilfældighedGenerator		
TilfældighedGeneratorIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	Identification of (certified) software which translates numbers generated by a RNG.
SpilAnnullering		
SpilAnnullering	<p>Domain: Tal1</p> <p>Data type: integer</p> <p>Data length: 1</p>	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).
Jackpot		
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: 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 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 reporting 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).

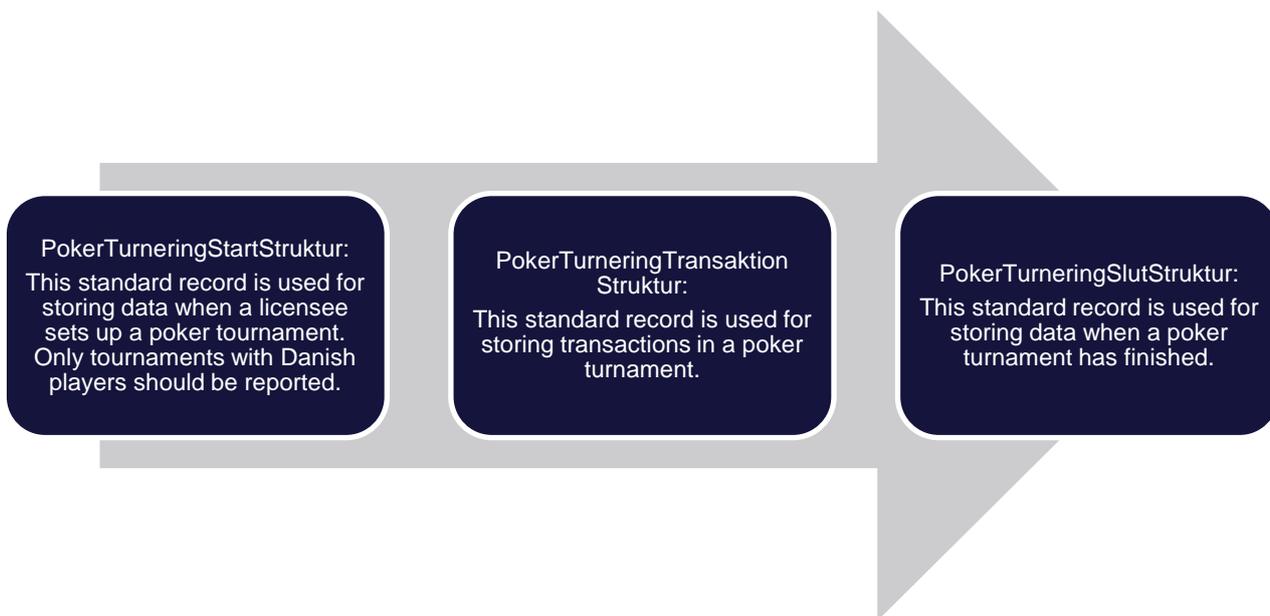
Poker games are divided into cash games and tournaments. In a cash game the player places stakes at a table and can usually stop the game after each hand. In tournaments, players make a buy in and play for a total pool, which is divided between the winners. Please see separate section for poker cash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

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFilIdentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licensee 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	<p>The licensee's Username for collecting and closing tokens from the Tamper Token system.</p> <p>SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licensee. 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.</p>
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	<p>Description of the general type of game in question. The Danish Gambling Authority defines these categories.</p> <p><u>Permitted values from Data Domain:</u> PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Puljespil PuljespilDanskHest</p> <p>Only the highlighted value is relevant for this game category.</p>
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	<p>The licensee's name of the game product. This can for instance be "Texas Hold'em" eller "Omaha Hi/Lo".</p> <p>SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licensee's responsibility to report a logical naming.</p> <p>It should be possible to find the naming in the licensee's gaming system and should be "human-readable".</p>
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	<p>A licensee's SpilProduktNavn for poker tournaments must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation.</p> <p>This attribute connects the start structure, the transactions and the closing structure for each poker tournament.</p> <p>This attribute must therefore be unique for each poker tournament.</p> <p>The SpilProduktIdentifikation can for instance be a combination of the</p>

		<p>SpilProduktNavn, a date and a further definition describing the poker tournament</p> <p>It is the licensee's responsibility to make the naming logic and unique.</p> <p>It should be possible to find the naming partly or in total in the licensee's gaming system. The naming must be "human-readable".</p>
Turneringsinfo		
SpilProduktAbentNetværk	<p>Domain: Tal1</p> <p>Data type: integer</p> <p>Data length: 1</p>	<p>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.</p>
JackpotIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of the jackpot.</p> <p>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 PokerTurneringStart-Strukturen and the JackpotUdløsning-Strukturen, which is reported, when the jackpot has been won.</p>

PokerTurneringTransaktionStruktur

This standard record contains the following information:

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

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

		<p>SpilProduktNavn, a date and a further definition describing the poker tournament</p> <p>It is the licensee's responsibility to make the naming logic and unique.</p> <p>It should be possible to find the naming partly or in total in the licensee's gaming system. The naming must be "human-readable".</p>
TurneringTransaktionInfo		
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification of the player. The licensees 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 CPR number, as it is sensitive personal information.</p>
SpilTransaktionIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of a player's poker tournament transaction. The licensee chooses this ID. The ID could for instance be generated as UUID.</p> <p>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.</p> <p>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.</p>
SpilKøbDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	<p>Date and time when the player made the poker tournament transaction (buyin, addon, rebuy) (UTC).</p>
SpilSalgskanal	<p>Domain: Salgskanal</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Through what sales channel the game was provided.</p> <p><u>Permitted values from Data Domain:</u> Forhandler Selvbetjening Internet Mobil Andet</p> <p>Only the highlighted values can be used for poker tournaments.</p> <p>"Forhandler" is used for landbased games e.g. bets placed at a shop.</p> <p>"Selvbetjening" is used for bets purchased at a self-service terminal placed in a shop.</p> <p>"Internet" is used for games played through a browser or downloadable</p>

		<p>client on a pc/laptop etc.</p> <p>"Mobil" is used for games played on a mobile phone/smart phone/tablet no matter if it is browser based or through an application.</p> <p>"Andet" is only used in situations where none of the other values applies.</p>
PokerKøbType	<p>Domain: PokerKøbType</p> <p>Data type: character</p> <p>Data length: 10</p>	<p>Reporting of the transaction type.</p> <p><u>Permitted values from Data Domain:</u></p> <p>buyin addon rebuy</p>
PokerKøbBeløb	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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.</p> <p>The amount must not include a possible contribution to jackpot. Jackpot contributions is reported in the attribute SpilIndskudJackpot.</p>
PokerKøbFee	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Reporting of the fee, which is charged by the licensee when a player makes a poker tournament transaction (buyin, addon, rebuy).</p> <p>The fee reported in this attribute must not include a possible contribution to a jackpot. Jackpot contributions is reported in the attribute SpilIndskudJackpot.</p>
ValutaOplysningKode	<p>Domain: Valuta</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>The three-digit ISO-code for the currency in question.</p>
Spilsted		
SpilTerminalIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>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.</p> <p>This information is only required for land based games. The information should not be reported for online games.</p>
SpilHjemmeside	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>The address (URL) on the website, where the game has been played.</p> <p>This information is only required for online games. The information should not be reported for land based games.</p>
SpilAnnullering		
SpilAnnullering	<p>Domain: Tal1</p>	<p>Boolean to indicate whether the transaction is a cancellation or not. If it is a can-</p>

	Data type: integer Data length: 1	cellation "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).
Jackpot		
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 PokerTurneringTransaktion-Struktur and JackpotUdløsning-Strukturen, 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 <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFilIdentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying	This attribute is only used, when the licensee needs to report replacement data.

	Data length: 300	In this attribute the SpilFillIdentifikation, 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 licensee's Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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> PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Puljespil PuljespilDanskHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licensee'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 licensee's responsibility to report a logical naming. It should be possible to find the naming in the licensee's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licensee'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

		<p>structure for each poker tournament.</p> <p>This attribute must therefore be unique for each poker tournament.</p> <p>The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn, a date and a further definition describing the poker tournament</p> <p>It is the licensee's responsibility to make the naming logic and unique.</p> <p>It should be possible to find the naming partly or in total in the licensee's gaming system. The naming must be "human-readable".</p>
TurneringsSlutInfo		
SpilProduktFaktiskSlutDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	Actual date and time when the poker tournament finished (UTC).
PokerAntalSpillereTillIndh	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>Number of players who participated in the poker tournament, and who is a customer with the licensee.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
PokerAntalSpillereTotal	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>Total number of players who participated in the poker tournament. This number includes players, who are customer with the licensee and players who are customer with other operators (if the poker tournament has been offered on a network).</p> <p>If the poker tournament is not offered on a network this value will be equal to PokerAntalSpillereTillIndh.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
PokerAntalSpillereKval	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>Number of participating players who have qualified to the poker tournament through other poker tournaments offered by the licensee.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
PokerBuyInTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to</p>	Amount of buyins paid by the licensee's customers for the poker tournament.

	9.999.999.999.	
PokerBuyInTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Total amount of buyins made by all players in the tournament.</p> <p>This amount includes buyins from players, who are customer with the licensee and players who are customer with other operators (if the poker tournament has been offered on a network).</p> <p>If the poker tournament is not offered on a network this value will be equal to PokerBuyInTotal.</p>
PokerFeeTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Total fee charged by the licensee.</p>
PokerFeeTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999</p>	<p>Total fee charged for the tournament.</p> <p>This amount includes fees charged by the licensee and other operators. (if the poker tournament has been offered on a network).</p> <p>If the poker tournament is not offered on a network this value will be equal to PokerFeeTillIndh.</p>
PokerRebuyTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>The total amount of rebuy paid by the licensee's customers throughout the poker tournament.</p>
PokerRebuyTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>The total amount of rebuys made throughout the poker tournament.</p> <p>This amount includes rebuys from players, who are customer with the licensee and players who are customer with other operators (if the poker tournament has been offered on a network).</p> <p>If the poker tournament is not offered on a network this value will be equal to PokerRebuyTillIndh.</p>
PokerAddonTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p>	<p>The total amount of addons paid by the licensee's customers throughout the poker tournament.</p>

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

PokerAddonAntalTillIndh	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>The total number of addons made by the licensee's customers.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
PokerAddonAntalTotal	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>The total number of addons made in the poker tournament.</p> <p>This number includes addons from players, who are customer with the licensee and players who are customer with other operators (if the poker tournament has been offered on a network).</p> <p>If the poker tournament is not offered on a network this value will be equal to PokerAddonAntalTillIndh.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
PokerTilføjetPrizepool	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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.</p> <p>In this attribute It should be indicated how much the licensee and other operators (if the play is provided in a network) have contributed to the prize pool.</p>
PokerGevinstTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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 licensee's customers.</p>
PokerGevinstTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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.</p> <p>If the poker tournament is not offered on a network this value will be equal to PokerGevinstTillIndh.</p>
ValutaOplysningKode	<p>Domain: Valuta</p> <p>Data type: character</p> <p>Data length: 3</p>	<p>The three-digit ISO-code for the currency in question.</p>
TilfældighedGenerator		

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 (Puljespil-TransaktionStruktur). One is used for reporting summarized data when it is no longer possible to place stakes and make cancellations (PuljespilEndOfGameStruktur). And one for reporting winnings when the pool game has ended (PuljespilSlutStruktur).

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

A pool game transaction typically consists of at least one played row. Each row consists of one or more matches, which each represent a result the player has to choose. A match can be anything the licensee 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 licensee 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 rows and a general key. A general row contains what the player has converted to a row of numbers. This is reported in the data element RækkeSpilkombinationer, where each played row is reported on the general form. The winner row 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 row 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 row and the operated rows into something universally understood. The licensee 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 row, and player 3 is playing two rows. The played rows are reported in RækkeSpilkombinationer as follows:

Player 1, row 1: 1,2,3
Player 2, row 1: 1,1,1
Player 3, row 1: 1,3,2
Player 3, row 2: 1,3,3

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

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

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

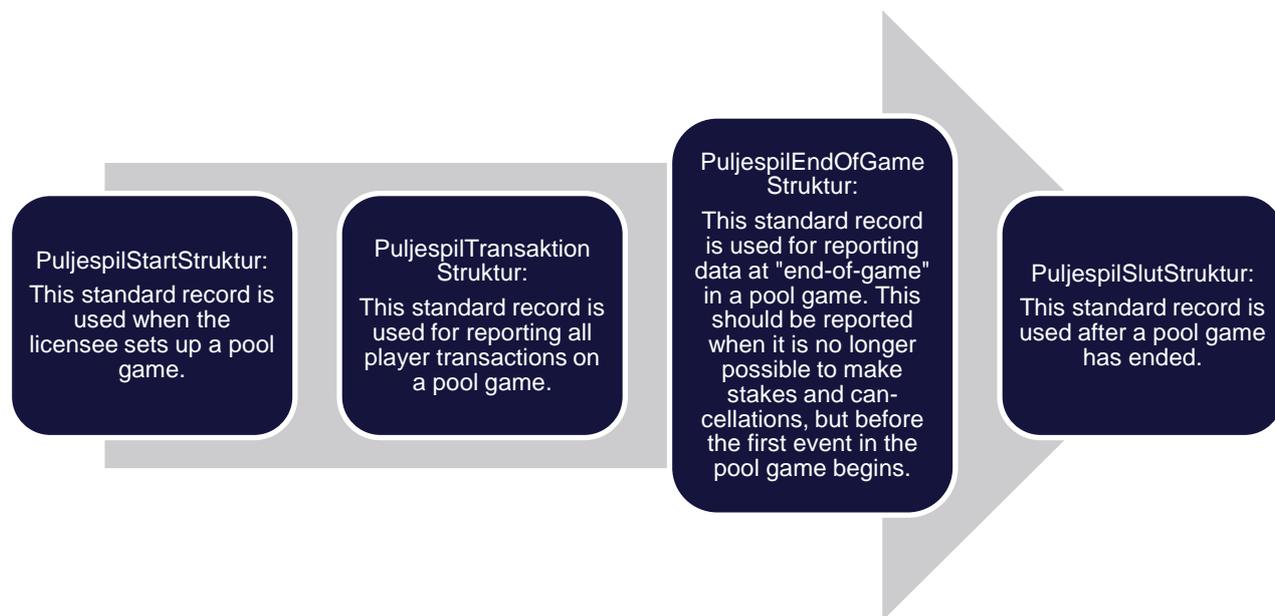
If one wish to see all betting possibilities, it can be put together as follows based on what is reported in PuljespilStartStruktur:

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

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

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

Process for reporting pool games:



PuljespilStartStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFilIdentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licensee 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 licensee's Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licensee'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 licensee's responsibility to report a logical naming. It should be possible to find the naming in the licensee's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licensee'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

		<p>game is only offered once every day.</p> <p>It is the licensee's responsibility to make the naming logic and unique.</p> <p>Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10".</p> <p>It should be possible to find the naming partly or in total in the licensee's gaming system. The naming must be "human-readable".</p>
GenerelPuljeNøgleListe		
PuljespilNøgleKampNummer	<p>Domain: TalHel</p> <p>Data type: number Data length: 18 Data format: ###.###.###.###.###.###</p>	<p>The number of the match in the pool game.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
PuljespilNøgleBeskrivelse	<p>Domain: TekstKort</p> <p>Data type: character Data length: 100</p>	<p>Description in text of a possible match outcome. Example:</p> <p>For the match FCK - Brøndby, it is for example reported "FCK", "draw" or "Brøndby", depending on what is reported in PuljespilNøgleGenerel.</p>
PuljespilNøgleGenerel	<p>Domain: TalHel</p> <p>Data type: number Data length: 18 Data format: ###.###.###.###.###.###</p>	<p>The reporting of a possible outcome on the general form.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
Pulje		
SpilProduktÅbentNetværk	<p>Domain: Tal1</p> <p>Data type: integer Data length: 1</p>	<p>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.</p>
PuljespilGevinstPuljeProcent	<p>Domain: Procent</p> <p>Data type: decimal Data length: 6</p>	<p>The percentage of the total stakes which will be paid out as winnings.</p>
PuljespilAntalResultatPuljer	<p>Domain: TalHel</p> <p>Data type: number Data length: 18 Data format: ###.###.###.###.###.###</p>	<p>Number of results pools.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
PuljespilAntalKampe	<p>Domain: Tal2</p> <p>Data type: integer Data length: 2</p>	<p>Number of matches a player must bet on in order to have formed a row in the pool game.</p>

PuljespilRækkePris	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 price for playing one row in the pool game
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	The three-digit ISO-code for the currency in question.
Resultatpulje		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the various prize pools. The identification must be the number of correct results the player must have to win a prize in each pool. Example: Tips 13 – there are 4 prize pool identifications (13, 12 ,11 and 10)
GevinstPuljeGevinstProcent	Domain: Procent Data type: decimal Data length: 6	The percentage allocated to this prize pool of the total prize pool for the game. 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.	Amount transferred to the prize pools from prior pool games.

PuljespilTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
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Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFilIdentifikation more than once the licensee will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licensee's Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licensee. 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturning KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licensee'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 licensee's responsibility to report

		<p>a logical naming.</p> <p>It should be possible to find the naming in the licensee's gaming system and should be "human-readable".</p>
SpilProduktIdentifikation	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>A licensee's SpilProduktNavn for pool games must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation.</p> <p>This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game.</p> <p>This attribute must therefore be unique for each pool game.</p> <p>The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day.</p> <p>It is the licensee's responsibility to make the naming logic and unique.</p> <p>Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10".</p> <p>It should be possible to find the naming partly or in total in the licensee's gaming system. The naming must be "human-readable".</p>
SpillerOgKupon		
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification of the player. The licensees 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 CPR number, as it is sensitive personal information.</p>
SpilTransaktionIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of a player's pool game transaction. The licensee chooses this ID. Could for instance be generated as UUID.</p> <p>The element connects a pool game transaction with the specification of winners (Vinder) in the PuljespilSlutstruktur.</p> <p>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.</p> <p>The same id can only be used again in a</p>

		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 no matter if it is browser based or through an application. "Andet" is only used in situations where none of the other values applies.
SpilAntalRækker	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	A game may consist of a number of rows, each of them consisting of matches with results options. This field indicates how many rows a player has played. <u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999
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	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.

	9.999.999.999.	
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.
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. 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		
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).
Jackpot		
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.
Spilkombinationer		
RækkeNummer	Domain: TalHel Data type: number Data length: 18	The number of the row in question. <u>Permitted values from Data Domain:</u>

	Data format: ###.###.###.###.###.###	0 to 999.999.999.999.999.999
RækkeSpilkombinationer	Domain: TekstLang Data type: character Data length: 500	Precise information about the combinations played. System games cannot be reported bundled. Each row must be given a row number. The played row 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 compare 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 <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	Data type: character varying Data length: 300	Unique identification of XML-file, which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillidentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licensee needs to report replacement data. In this attribute the SpilFillidentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45	The licensees Username for collecting

	Data type: character Data length: 45	and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licensee'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 licensee's responsibility to report a logical naming. It should be possible to find the naming in the licensee's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licensee'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 licensee's responsibility to make

		<p>the naming logic and unique.</p> <p>Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10".</p> <p>It should be possible to find the naming partly or in total in the licensee's gaming system. The naming must be "human-readable".</p>
Pulje		
PuljespilEndOfGameDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	Date and time when the game is closed, and it is no longer possible to make stakes cancellations (UTC).
PuljespilIndskudSpilTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Total amount of the stakes for all games played with the licensee.</p> <p>This amount should not include stakes allocated to a jackpot.</p>
PuljespilIndskudSpilTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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 licensee's customers and other operator's customers.</p> <p>This amount should not include stakes allocated to a jackpot.</p> <p>If the pool game is not offered on a network, this number will be equal to PuljespilIndskudSpilTillIndh.</p>
PuljespilIndskudJackpotTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	Total amount of the licensee's customer's stakes allocated to a jackpot.
PuljespilIndskudJackpotTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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 licensee's customers and other operator's customers.</p> <p>If the pool game is not offered on a network, this number will be equal to</p>

		PuljespilIndskudJackpotTillIndh.
PuljespilAntalRækkerTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: ###.###.###.###.###.###	Total number of rows played by the licensee's customers. <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 rows played in the pool game. Including both rows played by the licensee's customers and other operators customers. If the pool game is not offered on a network, this number will be equal to PuljespilAntalRækkerTillIndh. <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.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.

PuljespilSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
File information		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillIdentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licensee needs to report replacement data. In this attribute the SpilFillIdentifikation, 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 licensee's Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturnering KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licensee'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 licensee's responsibility to report a logical naming. It should be possible to find the naming in the licensee's gaming system and

		should be "human-readable".
SpilProduktIdentifikation	<p>Domain: TekstKort</p> <p>Data type: character</p> <p>Data length: 100</p>	<p>A licensee's SpilProduktNavn for pool games must be divided further into sub categories with more detail. This specification is called SpilProduktIdentifikation.</p> <p>This attribute connects the start structure, the transactions, the end-of-game, and the closing structure for each pool game.</p> <p>This attribute must therefore be unique for each pool game.</p> <p>The SpilProduktIdentifikation can for instance be a combination of the SpilProduktNavn and a date, if the pool game is only offered once every day.</p> <p>It is the licensee's responsibility to make the naming logic and unique.</p> <p>Example: SpilProduktNavn = "Tips13", and SpilProduktIdentifikation = "Tips13-week10".</p> <p>It should be possible to find the naming partly or in total in the licensee's gaming system. The naming must be "human-readable".</p>
Pulje		
SpilProduktFaktiskSlutDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	Actual date and time that the pool game ends (UTC).
ValutaOplysningKode	<p>Domain: Valuta</p> <p>Data type: character</p> <p>Data length: 3</p>	The three-digit ISO-code for the currency in question.
TilfældighedGenerator		
TilfældighedGeneratorIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	The RNG's unique identification given by the certifying body.
TilfældighedGeneratorSoftwareId	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	Identification of (certified) software which translates numbers generated by a RNG.
GevinstkategorierOgGevinster		
GevinstPuljeIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Identification of the various prize pools. The identification must be the number of correct results the player must have to win a prize in each pool.</p> <p>Example: Tips 13 – there are 4 prize</p>

		pool identifications (13, 12, 11 and 10)
GevinstPuljeAntalGevinsterTillIndh	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>Number of prizes in the prize pool, which have been won by the licensee's customers.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
GevinstPuljeAntalGevinsterTotal	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>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 licensee's customers and other operators customers.</p> <p>If the pool game is not offered on a network, this number will be equal to GevinstPuljeAntalGevinsterTillIndh.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
GevinstPuljeBeløbTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>The amount of money held in the particular prize pool (incl. stakes) for the licensee's customers.</p>
GevinstPuljeBeløbTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>If working in cooperation with another operator, state the total amount of money held in the particular prize pool (incl. stakes) for all customers.</p> <p>If the pool game is not offered on a network, this number will be equal to GevinstPuljeBeløbTillIndh.</p>
GevinstPuljeBeløbPerRække	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>How big the prize is for each correct row.</p> <p>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.</p>
GevinstPuljeTilføjetBeløb	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Amount, not coming directly from stakes or transferred from prior games.</p> <p>This is typically used if the licensee guarantees a certain prize pool, and the stakes + transfer from prior games cannot cover the guarantee.</p>

GevinstPuljeOverførselUltimo	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	Amount transferred from prize pools to future pool games.
Resultatgrundlag		
PuljespilVinderRække	<p>Domain: TekstLang</p> <p>Data type: character</p> <p>Data length: 500</p>	<p>Precise information about the winning row.</p> <p>The winning row must be reported on the general form in a list with a comma separating each match in the row, e.g "1,12,2,8" or "01,12,02,08"</p> <p>This attribute must be reported the same way, as the RækkeSpilkombinationer in the transaction structure (Puljespil-TransaktionStruktur), so The Danish Gambling Authority can compare the two attributes).</p>
Vinder		
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	Identification of the player. The licensees 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 CPR number, as it is sensitive personal information.
SpilTransaktionIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of a player's pool game transaction. The licensee chooses this ID. Could for instance be generated as UUID.</p> <p>The element connects a pool game transaction with the specification of winners (Vinder) in the PuljespilSlutstruktur.</p> <p>The same id can only be used again in a transaction structure, if it is a cancellation of a reported transaction.</p>
RækkeNummer	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p> <p>Data format: ###.###.###.###.###.###</p>	<p>The number of the row, which contains the winning combination.</p> <p><u>Permitted values from Data Domain:</u> 0 to 999.999.999.999.999.999</p>
SpilGevinstSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the</p>	The prize that the player wins on the row with the winning combination.

	length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	
SpilGevinstJackpot	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.	Share of the prizes from the game paid out from a jackpot.

Manager game

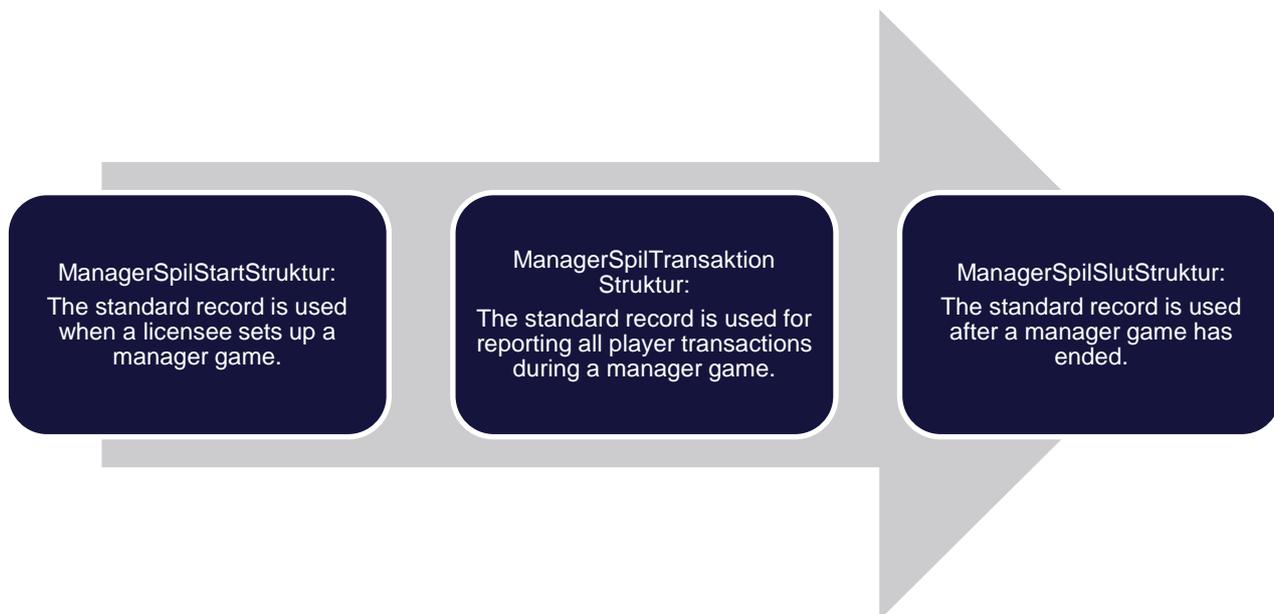
Reporting of manager games is done by using three different standard records: The first is used for reporting at the beginning of a game (ManagerSpilStartStruktur), the second is used for reporting player transactions such as buy in and cancellations (ManagerSpilTransaktionStruktur) and the third is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

This standard record contains the following information:

Attribute	Format - requirements	Description
File information		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillidentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licensee needs to report replacement data. In this attribute the SpilFillidentifikation, 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	<p>The licensee's Username for collecting and closing tokens from the Tamper Token system.</p> <p>SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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.</p>
SpilKategoriNavn	Domain: SpilKategoriNavn Data type: character Data length: 25	<p>Description of the general type of game in question. The Danish Gambling Authority defines these categories.</p> <p><u>Permitted values from Data Domain:</u> Managerspil Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest PokerTurnering</p> <p>Only the highlighted value is relevant for this game category.</p>
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	<p>The licensee's name of the game product. This can for instance be "Tour Manager".</p> <p>SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licensee's responsibility to report a logical naming.</p> <p>It should be possible to find the naming in the licensee's gaming system and should be "human-readable".</p>
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	<p>A licensee'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.</p> <p>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.</p> <p>Example:</p>

		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 <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillidentifikation more than once the licensee will be instructed to report new data.
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	Domain: Tekst45 Data type: character Data length: 45	The licensees Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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	Description of the general type of game in question. The Danish Gambling Au-

	Data length: 25	<p>thority defines these categories.</p> <p><u>Permitted values from Data Domain:</u> Managerspil Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest PokerTurnering</p> <p>Only the highlighted value is relevant for this game category.</p>
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	<p>The licensee's name of the game product. This can for instance be "Tour Manager".</p> <p>SpilProduktNavn is a sub grouping of The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is the licensee's responsibility to report a logical naming.</p> <p>It should be possible to find the naming in the licensee's gaming system and should be "human-readable".</p>
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	<p>A licensee'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.</p> <p>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.</p> <p>Example: SpilProduktNavn = "Tour Manager", and SpilProduktIdentifikation = "Tour Manager 2015".</p>
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	<p>Identification of the player. The licensees 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 CPR number, as it is sensitive personal information.</p>

SpilTransaktionIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Unique identification of a player's manager game transaction. The licensee 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 no matter if it is browser based or through an application. "Andet" is only used in situations where none of the other values applies.
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. <u>Permitted values from Data Domain:</u> Tilmelding TilkøbTilPulje
ManagerspilKøbBeløb	Domain: BeløbPositivNegativ10Decimaler10	The size of a purchase is reported as an amount.

	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.	
ManagerspilKøbFee	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 which the licensee has claimed as fee or commission for the purchase of the game. Is only reported if the licensee claims a separate fee or commission. If the licensee does not claim fee or commission for the participation in the game, null is reported.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.
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. 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		
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).

ManagerspilSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
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Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFilIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFilIdentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Data type: character varying Data length: 300	This attribute is only used, when the licensee 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 licensees Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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 PokerTurnering

		Only the highlighted value is relevant for this game category.
SpilProduktNavn	Domain: Tekst45 Data type: character Data length: 45	The licensee'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 licensee's responsibility to report a logical naming. It should be possible to find the naming in the licensee's gaming system and should be "human-readable".
SpilProduktIdentifikation	Domain: TekstKort Data type: character Data length: 100	A licensee'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 licensee 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: 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 stakes paid to the licensee at registration in the manager game.

ManagerspilTilmeldingBeløbTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	Total amount of stakes paid to all operators at registration in the manager game. Is used when the play is operated in a network. The amount should not include any fees.
ManagerspilTilmeldingFeeTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Total fee or commission for all players at the licensee in the manager game.</p> <p>Is only reported if the licensee claims a separate fee or commission (stakes minus prize is not reported). If the licensee does not claim fee or commission for the participation in the game, nil Is reported.</p>
ManagerspilTilmeldingFeeTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Total fee or commission for all players at all operators in the manager game. Is used when the play is operated in a network.</p> <p>Is only reported if the licensee claims a separate fee or commission (stakes minus prize is not reported). If the licensee does not claim fee or commission for the participation in the game, null Is reported.</p>
ManagerspilTilkøbPuljeBeløbTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	Total stakes in the form of acquisitions to the pool at the licensee in the manager game.
ManagerspilTilkøbPuljeBeløbTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	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.
ManagerspilTilkøbPuljeFeeTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p>	Total fee or commission from acquisitions to the pool for the licensee in the

	<p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>manager game.</p> <p>Is only reported if the licensee claims a separate fee or commission (stakes minus prize is not reported). If the licensee does not claim fee or commission for the participation in the game, null is reported.</p>
ManagerspilTilkøbPuljeFeeTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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.</p> <p>Is only reported if the licensee claims a separate fee or commission (stakes minus prize is not reported). If the licensee does not claim fee or commission for the participation in the game, null is reported.</p>
ManagerspilTilføjetPrizepool	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Total amount which is added to the prize pool by the licensee. If played in network the total amount which is added by all operators must be reported.</p>
ManagerspilGevinstTillIndh	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>The total prize in the prize pool (incl. stakes) at the licensee in the manager game.</p>
ManagerspilGevinstTotal	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>The total prize in the prize pool (incl. stakes) for all operators in the manager game. Is used if played in a network.</p>
ManagerspilTilbagebetalingProcent	<p>Domain: Procent</p> <p>Data type: decimal</p> <p>Data length: 6</p>	<p>The repayment percentage rate for the manager game.</p>
ValutaOplysningKode	<p>Domain: Valuta</p> <p>Data type: character</p>	<p>The three-digit ISO-code for the currency in question.</p>

	Data length: 3	
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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 datamodel used by the monopoly for pool betting on horse racing before the liberalization 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 in the game structurally replaces horses.

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 one (see the description below). This possibility is, however, suspended at least until February 1st 2018.

“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 cancellations thereof (“HestDKTransaktionStruktur” / “HesteagtigTransaktionStruktur”), and finally one for reporting a summary of the game, including information winnings – sent after the conclusion of the game (“HestDKSlutStruktur” / “HesteagtigSlutStruktur”).

Keys connecting structures for HestDK/Hesteagtig:

1. HestDKEventIdentifikation/ HesteagtigEventIdentifikation connects eventstartstruktur with eventslutstruktur and connects to start-, transaktion- og 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”.

Structure	Description
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HestDKEventStartStruktur/ HesteagtigEventStartStruktur	The structure is generated each time a new “HestDK” or “Hesteagtig” events is initiated and thereby enables players to place stakes. An event is a predefined group of races held at a specific course on a specific day.
HestDKStartStruktur/ HesteagtigStartStruktur	This structure were logically to be reported just right after a licence holder has initiated a “HestDK” / “Hesteagtig” game. However, due to the issue of reserve horses, it is allowed to report this later – but no later than 04:00 (UTC) the day after the game has come to an end.
HestDKTransaktionStruktur/ HesteagtigTransaktionStruktur	This structure is used for the reporting of each transaction during “HestDK”/”Hesteagtig”. Transactions must be reported no later than five minutes after they are made.
HestDKSlutStruktur/ HesteagtigSlutStruktur	This structure is used for reporting the summary of a “HestDK” / ”Hesteagtig” game. The structure must be reported no later than 04:00 (UTC) the day after the game has come to an end.
HestDKEventSlutStruktur/ HesteagtigEventSlutStruktur	This structure is used for the reporting of the summary of an event. That is; all races have finished and all winning bets have been identified. This structure must be delivered no later than 04:00 (UTC) the day after conclusion of the event.

As an alternative to reporting separated “StartStruktur”, “SlutStruktur”, “EventStartStruktur” and “EventSlutStruktur” all the 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 <u>Permitted values from Data Domain:</u> v2

SpilFillidentifikation	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 SpilFillidentifikation 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 SpilFillidentifikation 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturning KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest HestDK Hesteagtig

		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 <u>Permitted values from Data Domain:</u> v2

SpilFillidentifikation	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 Spil-Fillidentifikation 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 SpilFillidentifikation 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturning KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest HestDK Hesteagtig Only the highlighted values are relevant for this game category.
HestDKKategoriNavn/	Domain: HestDKKategoriNavn/	Indication of which type of game

HesteagtigKategoriNavn	HesteagtigKategoriNavn Data type: character Data length: 10	the record concerns. <u>Permitted values from Data Domain:</u> Vinder Plads Trio Tvilling Komb DD V4 V5 V64 V65 V75 V86 Swinger Placepot
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 MIN=1, MAX=unlimited		
PuljespilNøgleNummer	Domain: TalHel Data type: number Data length: 18	This attribute is dependent on the of the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
PuljespilNøgleBeskrivelse	Domain: TekstKort Data type: character Data length: 100	This attribute is dependent on the of the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
PuljespilNøgleValideTal	Domain: TekstLang Data type: character Data length: 500	This attribute is dependent on the of the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.

HestDKLøbNummer/ HesteagtigLøbNummer	Domain: TalHel Data type: number Data length: 18	The number of the race in the event.
HestDKReservehesteAutomatisk/ HesteagtigReservehesteAutomatisk MIN=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 Data type: datetime	Expected date and time of settlement of the game (UTC).
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.
GevinstPuljeListe MAX= Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the of 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 of the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.

<p>GevinstPuljeGaranti</p> <p>MIN=0</p>	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>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.</p>
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HestDKTransaktionStruktur/HesteagtigTransaktionStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
Filinformation		
SpilFilVersion	<p>Domain: SpilFilVersion</p> <p>Data type: character</p> <p>Data length: 10</p>	<p>Specification of the standard record version</p> <p><u>Permitted values from Data Domain:</u> v2</p>
SpilFilIdentifikation	<p>Domain: Tekst300</p> <p>Data type: character varying</p> <p>Data length: 300</p>	<p>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).</p> <p>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.</p>
TilladelsesindehaverOgSpil		
SpilCertifikatIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The licence holder's username for collecting and closing tokens from the Tamper Token system.</p> <p>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.</p>
SpilKategoriNavn	<p>Domain: SpilKategoriNavn</p> <p>Data type: character</p> <p>Data length: 25</p>	<p>Description of the general type of game in question. The Danish Gambling Authority defines these categories.</p> <p><u>Permitted values from Data Domain:</u></p> <p>Puljespil PuljespilDanskHest PokerCashGame</p>

		<p>Pokerturning KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest HestDK Hesteagtig</p> <p>Only the highlighted values are relevant for this game category.</p>
HestDKKategoriNavn/ HesteagtigKategoriNavn	<p>Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn</p> <p>Data type: character Data length: 10</p>	<p>Indication of which type of game the record concerns.</p> <p><u>Permitted values from Data Domain:</u></p> <p>Vinder Plads Trio Tvilling Komb DD V4 V5 V64 V65 V75 V86 Swinger Placepot</p>
HestDKEventIdentifikation/ HesteagtigEventIdentifikation	<p>Domain: Tekst30</p> <p>Data type: character varying Data length: 30</p>	<p>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.</p>
SpilProduktIdentifikation	<p>Domain: TekstKort</p> <p>Data type: character Data length: 100</p>	<p>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.</p>
SpillerOgKupon		
SpillerInformationIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p>	<p>Identification of the player. The licence holders define this independently, but it</p>

	Data length: 45	must be unique for each of their players. It can for instance be a customer or player number. It cannot be a Danish CPR 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. <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 no matter if it is browser based or through an application. "Andet" is only used in situations where none of the above values applies.
SpilAntalRækker	Domain: TalHel	The number of combinations the player has betted on. In Danish be aware not to

	Data type: number Data length: 18 Data format: #####	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. <u>Permitted values from Data Domain:</u> 0 to 9999999999999999
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 (including the value of a free bet, when applicable).
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 possible 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 price pools and the player has chosen only to play for the top price pool. Otherwise "0". <u>Permitted values from Data Domain:</u> 1 0
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.
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. This information is only required for land based games. The information should not be reported for online games.
SpilHjemmeside	Domain: TekstKort	The address (URL) on the website,

	Data type: character Data length: 100	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 MIN=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 Min=0 Max= Unlimited		
PuljespilNøgleNummer	Domain: TalHel Data type: number Data length: 18	This attribute is dependent on the of 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 MAX= Unlimited		
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 bet will win, an the value 2 denotes those that will be second etc.). For "tvilling", it does not matter

		<p>which of the two horses (RækkeSpilkombinationer) is indicated in association with "rækkenummer" 1 and "rækkenummer" 2. I.e.:</p> <p>"rækkenummer" :1, "RækkeSpilkombinationer": 3 "rækkenummer" :2, "RækkeSpilkombinationer": 5 Represents the same combination as: "rækkenummer" :1, "RækkeSpilkombinationer": 5 "rækkenummer" :2, "RækkeSpilkombinationer": 3</p> <p>Thus for "tvilling" both 3,5 and 5,3 must be listed as wins in "PuljespilVinderRække" in "slutstruktur").</p> <p>Furthermore, 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.</p>
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 I.e. be the four horses that the play bet will be number 2 in a "trio" or the four horses to win the second race of a V5 game.

HestDKSlutStruktur/HesteagtigSlutStruktur

This standard record contains the following information:

Attribute	Format - requirements	Description
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Filinformation		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	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 SpilFillidentifikation 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 SpilFillidentifikation 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturning KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest HestDK Hesteagtig Only the highlighted values are rele-

		vant for this game category.
HestDKKategoriNavn/ HesteagtigKategoriNavn	Domain: HestDKKategoriNavn/ HesteagtigKategoriNavn Data type: character Data length: 10	Indication of which type of game the record concerns. <u>Permitted values from Data Domain:</u> Vinder Plads Trio Tvilling Komb DD V4 V5 V64 V65 V75 V86 Swinger Placepot
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".
HestDKAntalRækkerTillIndh/ HesteagtigAntalRækkerTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: #####	Number of unit stakes (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.

		Permitted values from Data Domain: 0 to 999.999.999.999.999.999
HestDKGevinstPuljeBeløb/ HesteagtigGevinstPuljeBeløb	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 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 costumers of the Licence holder) and must include any amount transferred to the prize pool from prior games and any amount added to the pool. Any amount transferred from the price pool to another pool must be subtracted before reporting the sum.
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.
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.
HestDKSpilProduktFaktiskSlutDatoTid/ HesteagtigSpilProduktFaktiskSlutDatoTid	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	The three-digit ISO-code for the currency in question.
ResultatHestDKListe MAX= Unbounded		
GevinstPuljeIdentifikation	Domain: Tekst45 Data type: character Data length: 45	This attribute is dependent on the of the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
GevinstPuljeAntalGevinsterTillIndh	Domain: TalHel Data type: number Data length: 18 Data format: #####	Number of prizes in the particular price pool that is won by costumers of the licence holder. The number must be calculated in accordance with the implicit unit stakes.
GevinstPuljeBeløbTillIndh	Domain: BeløbPositivNegativ10Decimaler10 Data type: decimal A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999	The amount of money in the particular prize pool (incl. stakes) won by the costumers of the licence holder.

	to 9.999.999.999.	
GevinstPuljeBeløbPerRække	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.	Winnings per winning combination (including the stake). This should be reported with respect to the underlying the implicit unit stake.
GevinstPuljeTilføjetBeløb MIN=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 added to the particular price pool by the licence holder, which is not a transfer from another price pool. This is typically relevant when the licence holder has guaranteed a minimum pool size.
GevinstPuljeOverførselPrimo MIN=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 that is transferred to any price pool from a previous pool game.
GevinstPuljeOverførselUltimo MIN=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 that is transferred from any price pool in the current pool game to any price pool of a future pool game.
Resultatgrundlag MAX=245		
PuljespilVinderRække	Domain: TekstLang Data type: character Data length: 500	This attribute is dependent on the of the HestDKKategoriNavn/ HesteagtigKategoriNavn. See specifications below.
Vinder MIN=0 MAX= Unlimited		
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 CPR 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	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	The part of the total prizes in the game that originates from the game (including money from stakes, excluding any jackpot).
UdgåendeHeste MIN=0 MAX= Unbounded		
PuljespilNøgleNummer	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p>	<p>This attribute is dependent on the of the HestDKKategoriNavn/HesteagtigKategoriNavn.</p> <p>See specifications below.</p>
HestDKLøbNummer/ HesteagtigLøbNummer	<p>Domain: TalHel</p> <p>Data type: number</p> <p>Data length: 18</p>	The number that that identifies the particular race within the event.
HestDKUdgåendeHeste/ HesteagtigUdgåendeHeste	<p>Domain: TekstLang</p> <p>Data type: character</p> <p>Data length: 500</p>	<p>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</p>

HestDKEventSlutStruktur/HesteagtigEventSlutStruktur

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

SpilFillIdentifikation	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 SpilFillIdentifikation 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 SpilFillIdentifikation 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> Puljespil PuljespilDanskHest PokerCashGame Pokerturning KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Managerspil Fastoddsspil FastoddsspilBetexchange FastoddsspilDanskHest FastoddsspilBeXDkHest HestDK Hesteagtig 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 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 non-cancelled stakes within one event.
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. But these ”totalstruktur”s are suspended at least until February 1st 2018.

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	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>

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	
GevinstPuljeIdentification	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkominationer" (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	Plads1	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
2	Plads2	Kommasepareret liste med numre på heste i løbet	Specifikt løbsnummer 1-20
3	Plads3	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	
GevinstPuljeIdentification	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 stakes from losing bets only that are shared equally between the winning "horses".

Raket ("the Rocket" – automatical 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	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>
2	NummerTo	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>
3	NummerTre	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>

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	
GevinstPuljeIdentification	GevinstPuljeBeskrivelse
1	Præmiepulje 1

"Rækkespilkominationer" (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>

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	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>
2	NummerTo	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>

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).

Komb (short for combination – winner and runner up predicted in the correct order)

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

GenerelSpilNøgle			
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer
1	Vinder	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>
2	NummerTo	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>

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. "Komb" is dependent upon ordering. Example: Horse 1 wins, Horse 2 is the runner up. 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>

```

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	VinderAfdeling1	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>
2	VinderAfdeling2	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>

. 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

"Rækkespilkompositioner" (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				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	ReservehesteAutomatisk
1	VinderAfdeling1	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
2	VinderAfdeling2	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
3	VinderAfdeling3	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
4	VinderAfdeling4	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>

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	
GevinstPuljeIdentification	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				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	ReservehesteAutomatisk
1	VinderAfdeling1	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
2	VinderAfdeling2	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
3	VinderAfdeling3	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
4	VinderAfdeling4	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
5	VinderAfdeling5	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>

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	Præmiepulje1

"Rækkespilkominationer" (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				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	ReservehesteAutomatisk
1	VinderAfdeling1	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
2	VinderAfdeling2	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
3	VinderAfdeling3	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
4	VinderAfdeling4	<i>kommasepareret liste med numre</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>

		<i>på heste i løbet</i>		
5	VinderAfdeling5	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
6	VinderAfdeling6	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>

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, 5af6Rigtige: five of six correct, 4af6Rigtige: four of six correct)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje1-Alle6Rigtige
2	Præmiepulje2-5af6Rigtige
3	Præmiepulje3-4af6Rigtige

"Rækkespilkominationer" (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.

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				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	ReservehesteAutomatisk
1	VinderAfdeling1	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
2	VinderAfdeling2	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
3	VinderAfdeling3	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
4	VinderAfdeling4	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
5	VinderAfdeling5	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
6	VinderAfdeling6	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. 5af6Rigtige: five of six correct)

GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje 1-Alle6Rigtige
2	Præmiepulje 2-5af6Rigtige

"Rækkespilcombinationer" (combinations) – see "Reporting of combinations in a system". "PuljespilVinderRække": The winning combinations and dead heats must be reported as for V4 – with six numbers instead of four.

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

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

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

GenerelSpilNøgle

GenerelSpilNøgle				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	ReservehesteAutomatisk
1	VinderAfdeling1	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
2	VinderAfdeling2	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
3	VinderAfdeling3	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
4	VinderAfdeling4	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
5	VinderAfdeling5	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
6	VinderAfdeling6	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>
7	VinderAfdeling7	<i>kommasepareret liste med numre på heste i løbet</i>	<i>specifikt løbsnummer 1-20</i>	<i>kommasepareret liste</i>

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, Alle7rigtige: all seven correct, 6af7Rigtige: six of seven correct, 5af7Rigtige: five of seven correct)

ResultatTalSpil	
GevinstPuljeIdentification	GevinstPuljeBeskrivelse
1	Præmiepulje1-Alle7Rigtige
2	Præmiepulje2-6af7Rigtige
3	Præmiepulje3-5af7Rigtige

"Rækkespilkominationer" (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.

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				
NøgleNummer	NøgleBeskrivelse	ValideTal	LøbNummer	ReserhesteAutomatisk
1	VinderAfdeling1	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
2	VinderAfdeling2	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
3	VinderAfdeling3	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
4	VinderAfdeling4	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
5	VinderAfdeling5	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
6	VinderAfdeling6	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
7	VinderAfdeling7	kommasepareret liste med numre på heste i løbet	specifikt løbsnummer 1-20	kommasepareret liste
8	VinderAfdeling8	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, Alle7rigtige: all seven correct. 6af7Rigtige: six of seven correct, 5af7Rigtige: five of seven correct)

ResultatTalSpil	
GevinstPuljeIdentifikation	GevinstPuljeBeskrivelse
1	Præmiepulje1-Alle8Rigtige
2	Præmiepulje2-7af8Rigtige
3	Præmiepulje3-6af8Rigtige

"Rækkespilkompositioner" (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.

Håndtering af tilbagebetaling

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

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

</ResultatGrundlag>
</ResultatGrundlagListe>

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

Scaling down of V5 and V4.

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 it then transpires 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 – such 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>
```

The handling of "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 rows 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 row1*row2*row3*row4*row5*row6 – 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 like this in standard records, 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 annulments 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 rows corresponds to combinations that can never result in a winning (example: {4,6,4} is impossible, since horse 4 cannot finish 1st and 3rd in the same race).

2.4.20 General issues with "AntalRækker" in different structures

In "slutstruktur" the amount bet at the license holder (IndskudSpilTillIndh) and the number of combinations (AntalRækkerTillIndh) are stated. Here "antal rækker" (number of combinations) shall be understood with respect to a specific unit stake per combination (calculable from "IndskudSpilTillIndh" divided by "AntalRækkerTillIndh"). It is for this unit stake that the "GevinstPuljeBeløbPerRække" (winnings per combination) 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 such that this is ensured (example: if the gambler can bet both dkk 2 or dkk 5 per combination, the unit stake cannot be more than 1 dkk.) 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 have to be weighted according to if the play was only 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 1 dkk 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 0.50 dkk).

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 dkk10 and the gambler

bets 200 dkk in total on 2 "horses", "antal rækker" is reported as "2" and "indsats" as "200" (rather than asking the license holder to report both horses ten times each).

In "startstruktur" the "gevinstpuljeprocent" (percentage og 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).

Jackpot

Reporting of jackpots is done by using the standard record JackpotUdløsningStruktur, which should be reported whenever a jackpot has been won.

A jackpot is an extra game in which players take part if they play other games. A classic example is slot machines connected to a progressive jackpot. A player can only win the jackpot by getting access to the jackpot through playing another game.

Examples:

A jackpot can for instance 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 one and loses the game will win the jackpot.

The jackpot is also known from slot machines, which can be connected to a progressive jackpot pool, which can be won from a number of slot machines. Each slot machine connected to the progressive jackpot contributes to the jackpot pool. The jackpot can be won from a slot machine offered by a licensee or from a slot machine offered by other operators connected to the progressive jackpot through a network.

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 period of 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
File information		
SpilFilVersion	Domain: SpilFilVersion Data type: character Data length: 10	Specification of the standard record version <u>Permitted values from Data Domain:</u> v2
SpilFillidentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillidentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licensee needs to report replacement data. In this attribute the SpilFillidentifikation, of the file containing an error, must be reported. Please see section about replacement data for details.
TilladelsesindehaverOgSpil		

SpilCertifikatIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>The licensee's Username for collecting and closing tokens from the Tamper Token system.</p> <p>SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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.</p>
SpilKategoriNavn	<p>Domain: SpilKategoriNavn</p> <p>Data type: character</p> <p>Data length: 25</p>	<p>Description of the general type of game in question. The Danish Gambling Authority defines these categories.</p> <p><u>Permitted values from Data Domain:</u></p> <p>Managerspil Puljespil PuljespilDanskHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDkHest PokerTurnering</p>
Jackpot		
JackpotIdentifikation	<p>Domain: Tekst45</p> <p>Data type: character</p> <p>Data length: 45</p>	<p>Unique identification of the jackpot.</p> <p>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.</p>
JackpotDatoTid	<p>Domain: DatoTid</p> <p>Data type: datetime</p>	<p>Date and time when the jackpot has been triggered/won. (UTC).</p>
JackpotTotalGevinst	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Total payout from the jackpot won by one or more players.</p>
JackpotKommissionRake	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p>	<p>Share of the jackpot which the licensee has claimed as commission or rake.</p>

	A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.	
ValutaOplysningKode	Domain: Valuta Data type: character Data length: 3	The three-digit ISO-code for the currency in question.
Spiller		
SpillerInformationIdentifikation	Domain: Tekst45 Data type: character Data length: 45	Identification of the player. The licensees 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 CPR number, as it is sensitive personal information. If the jackpot is won by a customer from another operator on a network, and the licensee does not have an identification on this customer, then this attribute should be reported with the value "notcustomer".
JackpotGevinst	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.	Share of the jackpot which a given player wins.

End Of Day

This standard record contains summarized game data from the licensee. 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 licensee must generate one report for each currency used by Danish players during each day. The report must be generated from the licensee's gaming system or another system belonging to the licensee, 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 licensee's 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.

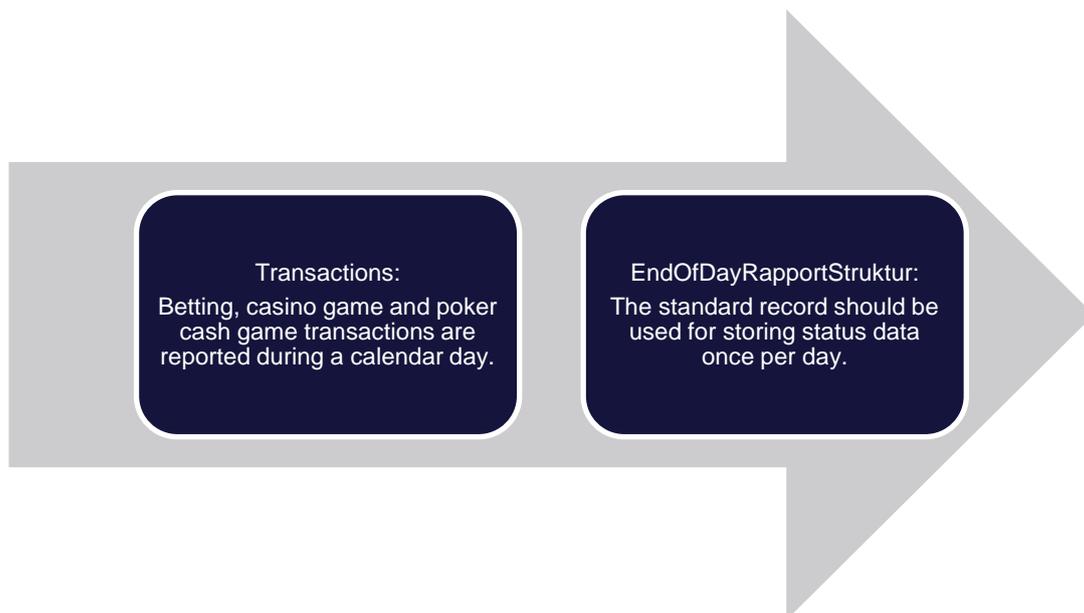
Rapportering af pokercash i End Of Day rapporten:

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 <u>Permitted values from Data Domain:</u>

		v2
SpilFillIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	Unique identification of XML-file which the licensee reports to their SAFE. The licensee 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 licensee uses the same SpilFillIdentifikation more than once the licensee will be instructed to report new data.
SpilFilErstatningIdentifikation	Domain: Tekst300 Data type: character varying Data length: 300	This attribute is only used, when the licensee needs to report replacement data. In this attribute the SpilFillIdentifikation, 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 licensees Username for collecting and closing tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to Safeld of a SAFE for a Licensee. 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	The three-digit ISO-code for the currency in question.
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. <u>Permitted values from Data Domain:</u> Fastoddsspil FastoddsspilBetexchange FastoddsSpilDanskHest FastoddsspilBeXDKHest PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer Bingospil Puljespil

		<p>PuljespilDanskHest Managerspil PokerTurnering</p> <p>Only the highlighted value is relevant for this game category.</p>
EndOfDayRapportAntalSpil	<p>Domain: Antal</p> <p>Data type: number</p> <p>Data length: 12</p>	The number of games of the game category in question played in during the day.
EndOfDayRapportIndskudSpil	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	Entry fees for games (not jackpot) during the day for the game category in question.
EndOfDayRapportIndskudJackpot	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	Entry fees for jackpot (not games) during the day for the game category in question.
EndOfDayRapportGevinster	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Prizes won (incl stakes) in the game category in question during the day.</p> <p>For casino games, poker cash games and online betting there is typically conjunction between won prizes, and prizes which have been paid out.</p> <p>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.</p> <p>Winnings from jackpots should not be reported in this attribute.</p> <p>Please see separate section for reporting jackpots.</p>
EndOfDayRapportKommissionRake	<p>Domain: BeløbPositivNegativ10Decimaler10</p> <p>Data type: decimal</p> <p>A positive or negative value with the length 10 and 10 decimals within the interval: - 9.999.999.999 to 9.999.999.999.</p>	<p>Claimed commission or rake in the game category in question during the day.</p> <p>This attribute must only include commission, and is not stakes minus prizes. It must only be reported, if a specific commission from the stakes is being claimed.</p>

	9.999.999.999.	Commission could be e.g.in peer-to-peer games, where two customers are playing against each other, and the licensee claims a commission for the game. The value of this attribute cannot be negative.
--	----------------	---

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	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Antal FastOddsTransaktionStruktur.SpilTransaktionIdentifikation without cancellation (or FastOddsTransaktionStruktur.SpilAnnullering = 0).</p> <p>B = Antal FastOddsTransaktionStruktur.SpilTransaktionIdentifikation with FastOddsTransaktionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilKøbDatoTid.</p> <p>B: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportIndskudSpil	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum FastOddsTransaktionStruktur.SpilIndskud without cancellation (or FastOddsTransaktionStruktur.SpilAnnullering = 0).</p> <p>B = Sum FastOddsTransaktionStruktur.SpilIndskud with FastOddsTransaktionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilKøbDatoTid.</p> <p>B: EndOfDayRapportDato = FastOddsTransaktionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportIndskud-	Always reported as 0 (zero) for fixed odds games

	Jackpot	since jackpot is normally not used in connection with fixed odds games.
	EndOfDayRapportGevinster	<p><u>Result = A</u></p> <p>Calculated as:</p> <p>A = Sum FastOddsSlutStruktur.SpilGevinst.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = FastOddsSlutStruktur.SpilFaktiskSlutDatoTid.</p> <p>Please see separate section on handling of resettlements.</p>
	EndOfDayRapportKommissionRake	<p><u>Result = A</u></p> <p>Calculated as:</p> <p>A = Sum FastOddsSlutStruktur. SpilKommission.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = FastOddsSlutStruktur.SpilFaktiskSlutDatoTid.</p> <p>Please see separate section on handling of resettlements.</p>
Fastoddsspil Betexchange	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	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Antal PokerCashGamePrSessionStruktur.PokerSessionAntalHænder without cancellation (or PokerCashGamePrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Antal PokerCashGamePrSessionStruktur.PokerSessionAntalHænder with PokerCashGamePrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilFaktiskSlutDatoTid.</p>

		B: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilAnnulleringDatoTid.
	EndOfDayRapportIndskudSpil	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum PokerCashGamePrSessionStruktur.PokerSessionIndskudSpil without cancellation (or PokerCashGamePrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Sum PokerCashGamePrSessionStruktur.PokerSessionIndskudSpil with PokerCashGamePrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportIndskudJackpot	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum PokerCashGamePrSessionStruktur.PokerSessionIndskudJackpot without cancellation (or PokerCashGamePrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Sum PokerCashGamePrSessionStruktur.PokerSessionIndskudJackpot with PokerCashGamePrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportGevinster	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum PokerCashGamePrSessionStruktur.PokerSessionGevinstSpil without cancellation (or PokerCashGamePrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Sum PokerCashGamePrSessionStruktur.PokerSessionGevinstSpil with PokerCashGamePrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for</p>

		<p>dates:</p> <p>A: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportKommissionRake	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum PokerCashGamePrSessionStruktur.PokerSessionRake without cancellation (or PokerCashGamePrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Sum PokerCashGamePrSessionStruktur.PokerSessionRake with PokerCashGamePrSessionStruktur.SpilAnnullering = 1. Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = PokerCashGamePrSessionStruktur.SpilAnnulleringDatoTid.</p>
KasinospilSinglePlayer (reporting by KasinospilPrSessionStruktur)	EndOfDayRapportAntalSpil	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Antal KasinospilPrSessionStruktur.KasinospilAntalTræk without cancellation (or KasinospilPrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Antal KasinospilPrSessionStruktur.KasinospilAntalTræk with KasinospilPrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportIndskudSpil	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum KasinospilPrSessionStruktur.KasinospilIndskudSpil without cancellation (or KasinospilPrTraekStruktur.SpilAnnullering = 0).</p> <p>B = Sum KasinospilPrSessionStruktur.KasinospilIndskudSpil with KasinospilPrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for</p>

		<p>dates:</p> <p>A: EndOfDayRapportDato = KasinoSpilPrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = KasinoSpilPrSessionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportIndskud-Jackpot	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum KasinoSpilPrSessionStruktur.KasinoSpilIndskudJackpot without cancellation (or KasinoSpilPrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Sum KasinoSpilPrSessionStruktur.KasinoSpilIndskudJackpot with KasinoSpilPrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = KasinoSpilPrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = KasinoSpilPrSessionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportGevinster	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum KasinoSpilPrSessionStruktur.KasinoSpilGevinstSpil without cancellation (or KasinoSpilPrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Sum KasinoSpilPrSessionStruktur.KasinoSpilGevinstSpil with KasinoSpilPrSessionStruktur.SpilAnnullering = 1.</p> <p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = KasinoSpilPrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = KasinoSpilPrSessionStruktur.SpilAnnulleringDatoTid.</p>
	EndOfDayRapportKommissionRake	<p><u>Result = A - B</u></p> <p>Calculated as:</p> <p>A = Sum KasinoSpilPrSessionStruktur.KasinoSpilKommission without cancellation (or KasinoSpilPrSessionStruktur.SpilAnnullering = 0).</p> <p>B = Sum KasinoSpilPrSessionStruktur.KasinoSpilKommission with KasinoSpilPrSessionStruktur.SpilAnnullering = 1.</p>

		<p>Data is chosen based on the following rules for dates:</p> <p>A: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilFaktiskSlutDatoTid.</p> <p>B: EndOfDayRapportDato = KasinospilPrSessionStruktur.SpilAnnulleringDatoTid.</p>
KasinospilMultiPlayer (reporting by KasinospilPrSessionStruktur)	EndOfDayRapportAntalSpil	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportIndskudSpil	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportIndskudJackpot	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportGevinster	Same as KasinospilSinglePlayer reported using KasinospilPrSessionStruktur.
	EndOfDayRapportKommissionRake	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 licensees 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 licensees. 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 is 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	<p>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.</p> <p>See further details in the sec-</p>	<ul style="list-style-type: none"> • FastOddsTransaktionStruktur • KasinospilPrSessionStruktur • ManagerSpilTransaktionStruktur • PokerCashGamePrSessionStruktur • PokerTurneringTransaktionStruktur • PuljespilTransaktionStruktur

Bet-resettlement	Changes for FastOddsSlutStruktur used for betting is handled as bet-resettlement. This means that the licensee must send a new FastOddsSlutStruktur with the difference in winnings. See further details in the section on be-resettlement.	<ul style="list-style-type: none"> • 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.	<ul style="list-style-type: none"> • PuljespilStartStruktur • PuljespilEndOfGameStruktur • PuljespilSlutStruktur • PokerTurneringStartStruktur • PokerTurneringSlutStruktur • ManagerSpilStartStruktur • ManagerspilSlutStruktur • EndOfDayRapportStruktur • 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 licensee may not overwrite a transaction but only cancel it.

Cancellation is performed by filling out the relevant transaction structure with exactly the same information as originally reported, but also setting the attribute SpilAnnullering to 1 and report a value for SpilAnnulleringDatoTid. 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 licensee 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 licensee 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.

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 licensee must report the difference in winnings in a new FastOddsSlutStruktur.

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

The Danish Gambling Authority will use the attribute SpilTransaktionIdentifikation to connect the different wins for the player on the game and summarize the wins to calculate the total win for the player on this game. It is important that the licensee 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 licensee uses bet-resettlement. If the licensee 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 licensee has found a reason for using the attribute for replacement data (SpilFilErstatningIdentifikation). This information should include both specifications on what data the licensee wants to change and a description of the reason the licensee 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 licensee 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 licensee'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 licensee 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 licensee 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 licensee on a case by case basis.

Other errors

If The Danish Gambling Authority or the licensee 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 licensee.

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

The licensee must not delete incorrect data from their SAFE.