The logo for BETCONSTRUCT, featuring the text "BETCONSTRUCT" in white, uppercase letters on a dark blue rectangular background.

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BetConstruct

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CONTENTS

1	Client Development - Connecting and getting data	1
1.1	Long poll and Websockets	1
1.2	Data	2
1.3	Commanding Swarm	2
1.4	The Big Picture	5
1.5	Sessions	5
1.6	Authentication related commands	7
1.7	User registration	13
1.8	User profile related commands	16
1.9	Balance related commands	34
1.10	Bonus related commands	42
1.11	Casino tournament commands	47
1.12	Other commands	56
1.13	Getting Data	73
2	Client Development - Authenticated Operations (PartnerAPI version)	84
2.1	Logging in and out	84
2.2	Keeping user on-line	85
2.3	Preparing and placing bets	85
3	Data	93
3.1	Hierarchy	93
3.2	Localization	93
3.3	Levels	94
4	Swarm Best Practice	101
4.1	General Notes	101
4.2	Indexed Data	101
4.3	Subscription	101
4.4	Websocket	102
5	Appendix A: Swarm Error Codes	103
5.1	Swarm specific error codes	103
5.2	Backend specific error codes	104
6	Appendix B: Language Codes	113
7	Appendix C: In-Game Events	115
7.1	American Football	115
7.2	Aussie Rules	115
7.3	Badminton	115

7.4	Bandy	115
7.5	Basketball	116
7.6	Beach Volleyball	116
7.7	E-Basketball	116
7.8	E-Football	117
7.9	Football	117
7.10	Futsal	118
7.11	Handball	118
7.12	Ice Hockey	118
7.13	Rugby League	118
7.14	Snooker	119
7.15	Table Tennis	119
7.16	Tennis	119
7.17	Volleyball	120
8	Appendix D: Bet Options	121
8.1	Bet Type values and meaning	121
8.2	Bet Mode values and meaning	121
8.3	Bet result values	122
8.4	Balance History operation values	124
8.5	Bet details status values	124
8.6	Bet outcomes	125
8.7	Event outcomes	125
8.8	Odd type values	125
8.9	Get Deposits status values	125
9	Appendix E: Events per sport and market type	126
10	APPENDIX F: SPORT IDS WITH THE NAME AND ALIAS	173
11	Appendix G: Session Sources	177
12	Copyright	178

CLIENT DEVELOPMENT - CONNECTING AND GETTING DATA

Developing clients for Swarm is easy. In fact, Swarm was designed to take the lion's share of the work on its shoulders, so you don't have to worry about anything other than specifying the data that you need.

This guide is meant to be a reference for client developers. It is written to be technology-agnostic, so whether you're using Javascript or QT, this is the best place to start coding your Swarm client application.

1.1 Long poll and Websockets

All of the data interchange happening between your client application and Swarm must take place via HTTP.

Swarm supports two transport methods over HTTP: Long poll and Websockets.

You have to decide on the HTTP transport you prefer your client application to use, depending on the requirements and technical constraints. It should be noted that when both technologies are available, using Websocket is preferred both because it's more straightforward to program, and because it's easier on the server resources.

Tip: Modern web browsers support both Long poll and Websockets. If the client is a web application, it makes sense for the client to be programmed for both: use Websockets when they are available, and gradually degrade to using Long poll in older browsers.

Swarm provides transport method abstraction to the client in a way that it allows the underlying client logic between Long poll and Websockets to remain pretty much the same (if coded right).

Working via Long polls means that the client should occasionally make a `whats_up()` request to Swarm. Working via Websockets means that all the communication between the client and Swarm will happen through a single Websocket channel.

Note: Swarm supports *Cross-Origin Resource Sharing (CORS)*. Your `OPTIONS` preflight requests will be properly served.

Note: Swarm supports both regular HTTP and secure HTTPS. Using HTTPS is recommended for apparent security advantages. Note that secure websocket connections are specified by protocol `wss://` rather than `ws://`. Swarm endpoint URL will be provided by BetConstruct during integration process.

1.2 Data

Swarm's data interchange format is JSON.

All of the data received from Swarm is formatted as JSON.

All of the commands and parameters sent to Swarm are expected to be JSON as well.

Warning: The JSON format specifies that keys and string values be enclosed in **double** quotes (*"like this"*, and not *'like this'*). Although some liberal parsers do tolerate single quotes, Swarm does not. Always enclose your keys and string values in double quotes.

Tip: Just as whitespace is not significant in JSON, it is not significant for Swarm. To transport less data across network, Swarm strips all whitespace from the data it sends to the client. For the same purpose, it's advised that the client does the same.

Note: For the sake of readability and clarity, all example JSON snippets in this guide are properly formatted and whitespaced.

1.3 Commanding Swarm

Swarm commands are issued either using regular HTTP POST requests (when using Long poll), or through a Websocket channel (see *Long poll and Websockets*).

The general format of the command in both cases is the following:

```
{
  "command": [command],
  "params": {
    [parameter name]: [parameter value]
  }
}
```

Where *[command]* is one of the following:

- request_session** Request a new session
- get** Get data, and optionally subscribe to data changes
- whats_up** Poll for changes to subscriptions (Long poll only)
- unsubscribe** Unsubscribe from an earlier subscription

For commands requiring no parameters, "params" may be omitted entirely:

```
{
  "command": [command]
}
```

The format of the response:

```
{
  "code": 0,
  "data": {
    ...
  },
  "rid": 0,
  "msg": "...",
}
```

Where:

code Error code of response. See *Appendix A: Swarm Error Codes* for list of values.

data Actual data payload returned.

rid Client Request ID. ^{optional}

msg Descriptive message in case of errors. ^{optional}

1.3.1 Client Request IDs

Due to the asynchronous nature of Swarm, using a persistent communication channel like Websocket makes it difficult to map incoming responses from Swarm to their respective requests sent earlier. Consider the following example scenario:

```
// <- RESPONSE
{
  "code": 0,
  "data": {
    "data": {
      "game": {
        "100": {
          "name": "India - Delhi Senior Division (LIVE)"
        }
      }
    }
  }
}

// <- RESPONSE
{
  "code": 0,
  "data": {
    "data": {
      "game": {
        "101": {
          "name": "ISRAEL - YOUTH CUP (LIVE)",
        }
      }
    }
  }
}

// -> REQUEST
{
  "command": "get",
  "params": {
```

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```
    "source": "betting",
    "what": {
      "game": ["name"]
    },
    "where": {
      "game": {"id": 101}
    }
  }
}

// -> REQUEST
{
  "command": "get",
  "params": {
    "source": "betting",
    "what": {
      "game": ["name"]
    },
    "where": {
      "game": {"id": 100}
    }
  }
}
```

The example shows 2 subsequent requests with their respective responses. However, the order by which the responses have arrived is different from the order by which the requests were issued. There is therefore a challenge to properly map each arriving response to the request that yielded it.

To solve this challenge for the client, Swarm accepts an optional parameter named `rid`: Request ID. You can pass along an arbitrary value for a request parameter named `rid`, and be sure that the response to that particular request will contain the value you passed:

```
// <- RESPONSE
{
  "code": 0,
  "rid": 1,
  "data": {
    "data": {
      "game": {
        "101": {
          "name": "India - Delhi Senior Division (LIVE)",
        }
      }
    }
  }
}

// -> REQUEST
{
  "command": "get",
  "rid": 1,
  "params": {
    "source": "betting",
    "what": {
      "game": ["name"]
    },
    "where": {
```

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```

    "game": {"id": 101}
  }
}

```

Note: Data updates for subscriptions never contain a `rid` or will have a value of 0, since they are not a direct response to any issued request. The response to the initial `get` command that subscribed to the data will, however, contain any Request ID passed to it.

1.4 The Big Picture

To outline very briefly, here is the list of steps the typical client does to communicate with Swarm:

1. Request a session
2. Use the session with every subsequent request to get data or to subscribe to data changes
3. Monitor arriving updates for subscribed data, and populate it in the application
4. Unsubscribe from data subscriptions, when the particular set of data is no longer needed
5. In case session is reported dead during any of the regular calls, or when the Websocket connection breaks down, request another session and resubscribe to all the data previously subscribed to

Performing each of these steps is painstakingly easy. In fact, everything outlined in the above steps is achieved by issuing only the commands specified in the section *Commanding Swarm*.

Each of the five steps is covered extensively in the next sections.

1.5 Sessions

Swarm identifies each client by generating sessions and issuing session IDs (SIDs). Sessions are generated upon request by the client. Except for `request_session` itself, every command issued to Swarm requires a SID. This is natural – there is no other way for Swarm to be able to conveniently map the information that it has about your state (subscriptions, preferred language, etc) to your request.

While the general logic of session management is the same, there are subtle differences in how this logic is performed for Websocket and Long poll. These differences are specified in the following sections.

1.5.1 Requesting a Session

Since almost all Swarm commands require a SID, the application must acquire one before issuing further commands. This is done using `request_session()`:

Example request:

```

{
  "command": "request_session",
  "params": {
    "site_id": 1,
    "language": "arm",

```

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```
// optional
"source": 1, // source field
"terminal": 123 // terminal field
"afec": "Art3sd3dsAD21Bn..." // Device fingerprint
}
}
```

`request_session` accepts following parameters:

site_id SiteID (also known as PartnerID) provided to specific partner by BetConstruct.

language Language to return data in. See [Appendix B: Language Codes](#) for list of possible values.

source Session origin/source, integer number to distinguish origin of session. optional See [Appendix G: Session Sources](#) for list of possible values.

terminal Terminal number (ID) where session originates from optional

afec Device fingerprint optional

As can be inferred from the signature of `request_session()`, language and site ID are bound to the session. Therefore, when switching the language, a new session must be acquired.

Example response:

```
{
  ...
  "data": {
    "sid": "424e8ec4-5b6d-42d3-888e-2858b23d35a2",
    "recaptcha_enabled": true,
    "recaptcha_version": 3,
    "site_key": "6LewArAUAAAAAH-42d3-888e-2858b23d35a2"
  }
}
```

where:

sid Assigned Session ID to use for subsequent requests.

recaptcha_enabled Whether recaptcha enabled or not.

recaptcha_version recaptcha version 2 or 3. Session should be authenticated according to Recaptcha's version protocol

site_key Recaptcha's site_key.

Note: When using Websocket, in case the connection is lost, a new session must be requested.

Swarm does not support session recovery or transfer. If the server responds with an *Invalid Session* error, the client must request another session and resubscribe to the existing subscriptions.

1.5.2 Passing the Session ID for Long Poll

Unlike Websocket, where the client has a single persistent channel with Swarm through which it posts requests and receives responses, Long poll requests are independent from each other, and each Swarm request is a separate HTTP request of its own. In order for Swarm to be able to map these requests to their respective sessions, a Session ID must be sent with each request.

Swarm expects that the SID for Long poll requests is sent in an HTTP header named `swarm-session`:

Example header:

```
swarm-session: 424e8ec4-5b6d-42d3-888e-2858b23d35a2
```

Failure to include `swarm-session` in the headers when issuing a command other than `request_session` to Swarm will yield HTTP error *401 Forbidden*.

1.5.3 Passing the Session ID for Websocket

There is no need to pass SID when using Websocket. After requesting a session via a Websocket channel, Swarm will automatically treat future commands coming via that channel as belonging to the requested SID.

1.5.4 Keeping session alive

In case of Websocket connections sessions are kept alive as long as connection is open.

In Long Poll case session will be cleaned up after some timeout in there's no activity over it. So if for some reason you're not issuing any commands for a long time but don't want to lose current SWARM session its possible to keep it alive by issuing `whats_up()` command periodically.

Tip: The default SWARM session timeout setting is 1 min.

1.5.5 Removing a session

It would be a good practice to issue manual session removal when SWARM services are no longer needed.

```
{
  "command": "remove_session"
}
```

1.6 Authentication related commands

So first of all before any user specific operation is done - user should be authenticated.

This is there login commands comes in help. Without it all further commands (for example placing bet) with fail with "Not authenticated" error. There are 2 ways of logging in: using username/password and using user id/auth token (which can be obtained after first login).

1.6.1 Logging in using username and password

Example request:

```
{
  "command": "login",
  "params": {
    "username": "testuser",
    "password": "hispasword"
  }
}
```

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```
}  
}
```

where:

username User ID.

password User password. Plaintext.

g_recaptcha_response Recaptcha V2 verification response ^{optional}

confirmation_code Confirmation code from *Command send_sms_to_phone_number* ^{optional}

encrypted_token False by default . If true, jwe token will be sent in response ^{optional}

Successful response example:

```
{  
  "code": 0,  
  "data": {  
    "auth_token": "test_token_228",  
    "user_id": 228  
  }  
}
```

As you can see `code` indicates success, and `user_id` and `auth_token` are included in response.

Note: you may consider saving received `user_id` and `auth_token` to use them later for logging in without providing a password, see next section for detailed description.

If `encrypted_token` is true, back end will generate jwe token, which will be saved and send to client in response data. It can be used for later authentication in *command_login_encrypted*

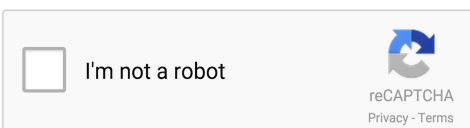
Note: `jwe_token` will be saved for some period. After that period any login request with that token will cause an error and authentication will fail.

Error response example:

```
{  
  "code": 12,  
  "data": "login error (1002)",  
  "msg": "Invalid credentials"  
}
```

`code` and `msg` here are self-descriptive. `data` contains error number forwarded from backend. See *Appendix D: Bet Options* for more information.

After 10 wrong attempts recaptcha verification is required when Recaptcha version is 2.



`g_recaptcha_response` have to be sent with login credentials.

For more information see [Google Recaptcha documentation](#)

Example request:

```
{
  "command": "login",
  "params": {
    "username": "testuser",
    "password": "hispassword"
    "g_recaptcha_response"; "03AOLTBLQNanVLRtFYl6jD-SvgtA2pMQwHPT7..."
  }
}
```

1.6.2 Validate Recaptcha

This command becomes mandatory when recaptcha is enabled and the version is 3 (See *Requesting a Session* response). It should be issued before the requests (actions) we want to validate. They are `validate_session` (in order to be able to make data get commands), `login` (in order to make login command), `register` (in order to make `register_user` command) so far. Session validation process could be get faster, if client cache `site_key` parameter in case of Google's Recaptcha v3 support and pass `g_recaptcha_response` parameter in `request_session` and skip `validate_recaptcha` request on `validate_session` step.

For more information see [Google Recaptcha documentation](#)

Example request:

```
{
  "command": "validate_recaptcha",
  "params": {
    "action": "login",
    "g_recaptcha_response": "03AOLTBLRk-kVWBzSPiKNcIYfsxVTNbevg2qxjZ....."
  }
}
```

where:

action possible values so far `validate_session`, `login`, `register`

g_recaptcha_response Google's recaptcha response parameter.

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": true,
    "result_text": null,
    "details": {},
  }
}
```

1.6.3 Logging in using social networks

Authenticate or register/authenticate the user by social networks.

Possible social networks are `google`, `facebook`, `auth0`.

Example request:

```
{
  "command": "social_network_login",
  "params": {
    "code": 132,
    "social_network_type": "google"
    "social_network_domain": "google.com"
  }
}
```

where:

code Token given by social network api.

social_network_type Type of social network.

social_network_domain Domain of social network.

Successful response example:

```
{
  "code": 0,
  "data": {
    "auth_token": "test_token_228",
    "user_id": 228,
  }
}
```

As you can see `code` indicates success, and `user_id` and `auth_token` are included in response.

Error response example:

```
{
  "code": 12,
  "data": "login error (1002)",
  "msg": "Invalid credentials"
}
```

1.6.4 Command get app id

Get app id from social network

Example request:

```
{
  "command": "get_app_id",
  "params": {
    "social_network_type": "google"
  }
}
```

where:

social_network_type Type of social network.

1.6.5 Logging in using user id and auth token

Example request:

```
{
  "command": "restore_login",
  "params": {
    "user_id": 1111,
    "auth_token": "some-random-authToken-12345678"
  }
}
```

where:

user_id User ID in the system.

auth_token Valid AuthToken for user.

Successful response example:

```
{
  "code": 0,
  "data": {
    "auth_token": "test_token_228",
    "user_id": 228
  }
}
```

As you can see code indicates success, and user_id and auth_token are echoed back.

Error response example:

```
{
  "code": 12,
  "data": "login error (1002)",
  "msg": "Invalid credentials"
}
```

Response is quite the same as when logging in with username/password. code and msg here are self-descriptive. data contains error number forwarded from backend.

1.6.6 Logging in using jwe token

Example request:

```
{
  "command": "login_encrypted",
  "params": {
    "jwe_token": "test.jwe.token",
  }
}
```

where:

jwe_token Valid jwe token for the user generated by back end.

auth_token Valid AuthToken for user. optional

If auth_token provided command will check if token is correct and will restore login by auth token. Otherwise it will check jwe_token. If jwe_token correct and exists then the user will be authenticated by it , else authentication fails.

Successful response example:

```
{
  "code": 0,
  "rid": "15632818141203",
  "data": {
    "user_id": 222,
    "auth_token": "test_token_228",
  }
}
```

As you can see `code` indicates success, and `user_id` and `auth_token` are echoed back.

Error response example:

```
{
  "code": 12,
  "data": "login error (1002)",
  "msg": "Invalid credentials"
}
```

Response is quite the same as when logging in with username/password. `code` and `msg` here are self-descriptive. `data` contains error number forwarded from backend.

1.6.7 Logging out

At some point it might be needed to `logout` current user.

```
{
  "command": "logout",
  "params": {}
}
```

jwe_token Valid jwe token for the user generated by back end ^{optional}

Note: If `jwe_token` is provided, command will delete stored token from back end. It is the same as to call `command_secure_logout`

Logout response:

```
{
  "code": 0,
  "data": null
}
```

1.6.8 Logging out with jwe token

At some point it might be needed to `logout` and at the same time delete stored jwe token for current user to ensure that logout is secure and it is impossible to restore login with given token.

```
{
  "command": "secure_logout",
  "params": {
    "jwe_token": "test.jwe.token"
  }
}
```

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```
}
}
```

jwe_token Valid jwe token for user generated by back end

Logout response:

```
{
  "code": 0,
  "data": null
}
```

1.7 User registration

1.7.1 Creating new user

Example request:

```
{
  "command": "register_user",
  "params": {
    "user_info": {
      "username": "newusername",
      "password": "pass12345",
      "first_name": "First name",
      "middle_name": "Middle name",
      "last_name": "Last name",
      "gender": "M",
      "birth_date": "1964-01-01",
      "lang_code": "arm",
      "max_bet_amount": "2650",
      "max_daily_bet_amount": "50",
      "address": "user address",
      "city": "London",
      "country_code": "AF",
      "email": "myemailaddress@mail.com",
      "phone": "93123456",
      "currency_name": "USD",
      "doc_number": "XX12385",
      "newsletter_subscribe": true,
      "promo_code": "111222",
      "btag": 11222,
      "doc_issued_by": "",
      "doc_issue_date": "2018-03-12T06:02:09.354Z",
      "doc_issue_code": "",
      "province": "",
      "additional_address": "",
      "auto_withdrawal_amount": 50,
      "auto_withdrawal_min_left_amount": 0,
      "is_auto_withdrawal_enabled": false,
      "iban": "some_iban_id",
      "swift_code": "111222",
      "birth_city": "my birth city",
      "birth_department": "my birth department",

```

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```
        "zip_code": "3322",
        "birth_region": "birth region",
        "casino_maximal_daily_bet": 100,
        "casino_maximal_single_bet": 100,
        "session_source": "42",
        "mobile_phone": "+99955566655",
        "subscribe_to_email": true,
        "subscribe_to_sms": true,
        "subscribe_to_bonus": true,
        "nick_name": "luckyBoy",
        "active_time_in_casino": 500,
        "title": "Mr."
    }
}
```

where:

- username** User login. If the username does not set it will be email name optional
- password** User password.
- email** User's email address.
- first_name** First name. optional
- last_name** Last name. optional
- middle_name** Middle name. optional
- gender** Gender ("M" or "F"). optional
- city** City name. optional
- birth_date** Birth date in YYYY-MM-DD format. optional
- address** Postal address. optional
- country_code** 2-letter country code. optional
- phone** User's phone number. optional
- currency_name** Currency 3-letter code.
- doc_number** Identification document number. optional
- lang_code** User preferred language. optional
- max_bet_amount** Set limit to user max bet amount. optional
- max_daily_bet_amount** Set limit to user max daily bet amount. optional
- newsletter_subscribe** Subscribe to newsletter. optional
- subscribe_to_email** Whether user want to get emails with news, promotions, etc (null or true). optional
- subscribe_to_sms** Whether user want to get SMS with news, promotions, etc (null or true). optional
- subscribe_to_bonus** Whether user whant to get notification about bonus (null or true). optional
- promo_code** optional
- btag** optional
- doc_issued_by** optional

doc_issue_date optional
doc_issue_code optional
province optional
additional_address optional
auto_withdrawal_amount optional
auto_withdrawal_min_left_amount optional
is_auto_withdrawal_enabled optional
iban optional
swift_code optional
title optional
birth_city optional
birth_department optional
zip_code optional
birth_region optional
casino_maximal_daily_bet optional
casino_maximal_single_bet optional
session_source optional
mobile_phone optional
nick_name optional
active_time_in_casino optional
title optional
confirmation_code Confirmation code from *Command send_sms_to_phone_number* optional
g_recaptcha_response optional

Note: Most of the fields are self-descriptive and can be configured per partner to be mandatory or not and new fields can be added upon request.

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": "OK",
    "details": {
      "username": "mynewusername",
      "currency_name": "USD",
      "uid": "1174872847",
    }
  }
}
```

Response field `result` indicates registration process success.

Some possible `result` values are:

- OK** Registration was successful.
- 1013** Password is too short.
- 1012** Phone number is not correct.
- 1127** There's already another user with same phone number.
- 1014** Failed to send verification SMS (if phone number SMS verification is enabled for partner).
- 1118** Username already exists.
- 1119** Email already exists.
- 1010** Password cannot be the same as login.
- 1123** There's already another user with same document number.

If recaptcha verification for the registration is enabled for the partner, then `g_recaptcha_response` have to be sent along with registration data mentioned above.

1.7.2 Checking for captcha requirements

Example request:

```
{
  "command": "get_captcha_info",
  "params": {}
}
```

Successful response example:

```
{
  "code": 0,
  "data": {
    "is_enabled": true,
    "type": "google"
  }
}
```

Possible `type` values are:

- google** Google reCAPTCHA
- bet** BetConstruct captcha

1.8 User profile related commands

This chapter describes user profile related commands. Before executing any of those commands user must be logged in using the login command.

1.8.1 Command update_user

Update user info. Login required. update_user parameters are individually set for each partner in Spring platform. Contact with your account manager for this purpose.

Example request:

```
{
  "command": "update_user",
  "params": {
    "user_info": {
      "password": "user_current_password",
      <field1>: <new_field1_value>,
      <field2>: <new_field2_value>,
      .....
    }
  }
}
```

where:

password User current password [mandatory].

<field1>, <new_field1_value> One of the following.

```
{
  "city": "New_name",
  "phone": "+374999999",
  "mobile_phone": +37455555555,
  "address": "nnnnn",
  "maximal_daily_bet": 100,
  "maximal_single_bet": 5000,
  "active_time_in_casino": 48,
  "iban": "AADXCsaR",
  "subscribe_to_email": true,
  "subscribe_to_sms": false,
  "subscribe_to_bonus": true,
  "is_two_factor_authentication_enabled": false
}
```

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "details": {}
  }
}
```

1.8.2 Command update_user_password

Command to update user's password. This command requires the logged in session.

```
{
  "command": "update_user_password",
  "params": {
```

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```

    "password": "CurrentPassword",
    "new_password": "NeWPassword",
    "confirmation_code": "06a296"
  },
  "rid": 10003
}

```

where:

password User's current password.

new_password New password.

confirmation_code Confirmation code from *Command send_sms_to_phone_number* ^{optional}

encrypted_token False by default, if True send an encrypted token for future *login encrypted* calls ^{optional}

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "auth_token":
    ↪ "9e132e8d4e55a3fb35caaa399e68913a26c80fbb11ac332da95fd1afebfb3d4e"
  }
}

```

1.8.3 Command get_user

Returns logged in user's profile. This command requires the logged in session.

Example request:

```

{
  "command": "get_user",
  "params": {
  },
  "rid": 10003
}

```

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "active_time_in_casino": 48,
    "additional_address": "ZxtnTjAL",
    "address": "yJXHceTf",
    "affiliate_id": None,
    "balance": 0.0,
    "birth_date": "1963-05-18",
    "birth_region": None,
    "bonus_balance": 0.0,
    "bonus_money": 0.0,
    "bonus_win_balance": 0.0,

```

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```
"btag": "zNJKYyl",
"casino_balance": 0.0,
"casino_maximal_daily_bet": 21.0,
"casino_maximal_single_bet": 16.0,
"city": "pEjCRLVx",
"client_notifications": None,
"country_code": "TD",
"currency": "AMD",
"doc_issue_code": "nskbGQMe",
"doc_issue_date": "1992-02-25",
"doc_issued_by": "vbmDvBHR",
"doc_number": "kbpGhdgg",
"email": "rhIGooRk@mailinator.com",
"exclude_date": None,
"first_name": "NOYbMFbz",
"frozen_balance": 0.0,
"has_free_bets": False,
"iban": "VRbMKGQo",
"incorrect_fields": None,
"is_tax_applicable": False,
"is_verified": False,
"last_login_date": 1521097755,
"last_name": "SzXTnxFl",
"loyalty_earned_points": 0.0,
"loyalty_exchanged_points": 0.0,
"loyalty_last_earned_points": 0.0,
"loyalty_level_id": 1,
"loyalty_max_exchange_point": 0,
"loyalty_min_exchange_point": 0,
"loyalty_point": 0.0,
"loyalty_point_usage_period": 0,
"maximal_daily_bet": 31.0,
"maximal_single_bet": 17.0,
"middle_name": "xPZntXjQ",
"mobile_phone": "11422648",
"name": "NOYbMFbz",
"phone": "11422648",
"province": "Txqzbzhsz",
"reg_date": "2018-03-15",
"gender": "M",
"sportsbook_profile_id": 1,
"subscribe_to_bonus": True,
"subscribe_to_email": True,
"subscribe_to_sms": True,
"subscribed_to_news": True,
"swift_code": "AGRIFRPI",
"unread_count": 0,
"user_id": 12015887,
"username": "FrUqnSTP",
"zip_code": "ZSPtGhwT",
"authentication_status": 0,
"qr_code_origin": None,
"is_two_factor_authentication_enabled": False,
"wallets": [
  {
    "Currency": "RUB",
    "Balance": 1053.0
```

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```
    },
    {
      "Currency": "USD",
      "Balance": 54.0
    }
  ],
  "supported_currencies": [
    "RUB",
    "USD",
    "TJS"
  ],
}
```

1.8.4 Command `add_user_message`

Add user feedback message. Login required.

Example request:

```
{
  "command": "add_user_message",
  "params": {
    "subject": "Subject of the message",
    "body": "Some Text"
  },
  "rid": 10003
}
```

where:

subject Subject of the message.

body Body of the message.

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "details": {},
    "result_text": null
  }
}
```

1.8.5 Command `user_messages`

Returns user's messages sent to or received from the support service. This command requires the logged in session.

Example request:

```
{
  "command": "user_messages",
  "params": {
    "where" : {
      "type" : 1
    }
  },
  "rid": 10003
}
```

where:

type 0 - incoming messages, 1 - outgoing messages. [optional] - if absent show all types of messages.

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "messages": [
      {
        "body": "Some Text",
        "checked": "0",
        "thread_id": "1777520",
        "date": "1429096530",
        "id": "1254322033",
        "subject": "Subject of the message"
      },
      {
        "body": "Another text",
        "checked": "0",
        "thread_id": "1777508",
        "date": "1429095775",
        "id": "1254306789",
        "subject": "Another subject of the message"
      }
    ]
  }
}
```

1.8.6 Command read_user_message

Marks user message as seen. This command requires the logged in session.

Example request:

```
{
  "command": "read_user_message",
  "params": {"message_id" : 1175376747},
  "rid": 10003
}
```

where:

message_id Message unique id.

Successful response example:


```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "details": {},
    "result_text": null
  }
}
```

1.8.7 Command `user_limits`

Return user limits like maximum deposit amount per single deposit/day/week/month/year. The amounts are in user's currency. This command requires the logged in session.

Example request:

```
{
  "command": "user_limits",
  "params": {
    "type": "deposit"
  },
  "rid": 10003
}
```

where:

type Limit type [Currently supports only “deposit”].

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "details": {
      "max_month_deposit": 1000000.0,
      "max_single_deposit": 1000.0,
      "max_day_deposit": 5000.0,
      "max_week_deposit": 100000.0,
      "max_year_deposit": null
    },
    "result_text": null
  }
}
```

1.8.8 Command `set_user_limits`

Sets user's limits like maximum deposit amount and self-exclusion. This command requires the logged in session.

Example request:

Sets user's maximum deposit amount per single deposit/day/week/month. The amounts are in user's currency.

```
{
  "command": "set_user_limits",
  "params": {
    "type": "deposit",
    "limits": [
      {
        "deposit_limit": 5000,
        "period_type": 2,
        "period": 1
      }
    ]
  },
  "rid": 10003
}
```

where:

deposit_limit Amount of deposit.

period_type time period type (2: Day, 3: Week, 4: Month, 5: Year)

period count of deposits per time period

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "data": {}
  }
}
```

Example request:

Sets user's self-exclusion for a duration of days/weeks/months.

```
{
  "command": "set_user_limits",
  "params": {
    "type": "self-exclusion",
    "limits": {
      "months": 6,
    }
  },
  "rid": 10003
}
```

where:

days time_period - days count

months time_period - months count

years time_period - years count

Note: more extended version is *Command set_client_self_exclusion*

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "data": {},
    "result_text": null
  }
}
```

1.8.9 Command set_preferred_language

Sets user's preferred language. This command requires a logged in session.

Example request:

```
{
  "command": "set_preferred_language",
  "params": {
    "language": "en",
  },
  "rid": 10003
}
```

where:

language preferred language code

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "data": {}
  }
}
```

1.8.10 Command set_client_sport_bet_limit

Sets user's sport bet limits. This command requires the logged in session.

Example request:

```
{
  "command": "set_client_sport_bet_limit",
  "params": {
    "sport_max_daily_bet": 10000,
    "sport_max_weekly_bet": 100000,
    "sport_max_monthly_bet": 1000000,
    "sport_max_single_bet": 1000
  },
}
```

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```

"rid": 10003
}

```

where:

sport_max_daily_bet max daily bet count ^{optional}

sport_max_weekly_bet max weekly bet count ^{optional}

sport_max_monthly_bet max monthly bet count ^{optional}

sport_max_single_bet max single bet count ^{optional}

Successful response example:

```

{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "data": {}
  }
}

```

1.8.11 Command `set_client_casino_bet_limit`

Sets user's casino bet limits. This command requires the logged in session.

Example request:

```

{
  "command": "set_client_casino_bet_limit",
  "params": {
    "casino_max_daily_bet": 1000,
    "casino_max_single_bet": 100
  },
  "rid": 10003
}

```

where:

casino_max_daily_bet max daily bet count ^{optional}

casino_max_single_bet max single bet count ^{optional}

Successful response example:

```

{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "data": {}
  }
}

```

1.8.12 Command `get_client_sport_bet_limit`

Get user's sport bet limits. This command requires the logged in session.

Example request:

```
{
  "command": "get_client_sport_bet_limit",
  "params": {},
  "rid": 10003
}
```

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "details": {
    "SportMaxDailyBet": 10000.0,
    "SportMaxSingleBet": 1000.0,
    "SportMaxWeeklyBet": 1000000.0,
    "SportMaxMonthlyBet": 1000000.0
  }
}
```

1.8.13 Command `get_client_casino_bet_limit`

Get user's casino bet limits. This command requires the logged in session.

Example request:

```
{
  "command": "get_client_casino_bet_limit",
  "params": {},
  "rid": 10003
}
```

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "CasinoMaxDailyBet": 10000.0,
      "CasinoMaxSingleBet": 1000.0
    }
  }
}
```

1.8.14 Command `get_player_past_bonuses`

Get player past bonuses. This command requires the logged in session.

Example request:

```
{
  "command": "get_player_past_bonuses",
  "params": {
    "from_date": 1122334455,
    "to_date": 1122336677,
  },
  "rid": 10003
}
```

where:

from_date from date timestamp ^{optional}

to_date to date timestamp ^{optional}

ResultType Result type. Possible values are:

- 1 Not available
- 0 None
- 1 Paid
- 2 Lost
- 3 Canceled
- 4 Expired
- 5 Completed
- 6 Converted

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "details": [
      {
        "Name": "First Deposit Bonus",
        "AcceptanceDate": null,
        "Amount": 10.0,
        "ResultType": 3,
        "ClientCurrency": "AMD",
        "ResultDate": 1540214182,
        "Created": 1539684458
      },
      {
        "Name": "Second Bonus",
        "AcceptanceDate": null,
        "Amount": 110.0,
        "ResultType": 3,
        "ClientCurrency": "AMD",
        "ResultDate": 1540214690,
        "Created": 1540214682
      }
    ]
  }
}
```

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```
    ]
  }
}
```

1.8.15 Command `upload_image`

Uploads users profile image. This command requires the logged in session.

Example request:

```
{
  "command": "upload_image",
  "params": {
    "image_data" : "data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAQoAAA.....",
    "name": "image name",
    "image_type": 7
  },
  "rid": 10003
}
```

where:

image_data Base64 encoded data url.

image_name Image name

image_type Image type. Possible values are:

- 1 Bank Slip
- 2 Document
- 3 Passport
- 4 Drive License
- 5 IBAN
- 6 SocialCardId
- 7 Other ^{default}

Possible formats are: png, jpg, jpeg, pdf, gif

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0
    "result_text": null,
    "details": {}
  }
}
```

1.8.16 Command `get_images`

Get uploaded images

Example request:

```
{
  "command": "get_images",
  "params": {},
  "rid": 10003
}
```

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "code": 0
    "text_code": "0",
    "data": [
      {
        "Name": "image name",
        "CreateDate": "2019-07-31T10:57:43.736+04:00",
        "TypeId": 7,
        "ImageType": "Other",
        "ImageData": "iVBORw0KGgoAAAANSUgAAAVIAAABcCAYAAAA8qD0rAAAgAE...",
        "IsChecked": false,
        "IsDeleted": false,
        "Status": 0,
        "StatusName": "New"
      }
    ]
  }
}
```

where:

status possible values are:

- 0 New
- 1 Verified
- 2 Rejected
- 3 In Progress

image_type possible values are:

- 1 Bank Slip
- 2 Document
- 3 Passport
- 4 Drive License
- 5 IBAN
- 6 SocialCardId
- 7 Other^{default}

1.8.17 Command `set_client_self_exclusion`

Sets user's self-exclusion. This command requires the logged in session.

Example request:

```
{
  "command": "set_client_self_exclusion",
  "params": {
    "exc_type": 6,
    "days": 5,
    "months": 2,
    "years": 1
  }
}
```

where:

Possible `exc_type` values are:

- 1 Timeout - User can't login but for a time period, after the period he can log in normally.
- 2 SelfExclusion - User can't login for a longer period.
- 3 SportsBookTemporaryBlock - User can login, deposit, withdraw but can not do bet for a time period.
- 4 SportsBookBlockForAccountClosure - Only Sportsbook is blocked.
- 5 AccountClosure - User can't login till he contacts customer support.
- 6 BettingBlock - Known as Time-Out, user can login, withdraw, but can not deposit, can not do bet, can not play any game.

days/months/years: time period.

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "data": {}
    }
  }
}
```

1.8.18 Command `get_client_login_history`

Get client login history

Example request:

```
{
  "command": "get_client_login_history",
  "params": {
    "count": 10,
    "from_date": 1539766321,
    "to_date": 1539776321
  }
}
```

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```
}
}
```

where:

count return count records, when count is not specified or more than 100 system will return 100 orders satisfied to condition ^{optional}

from_date From date timestamp, if from_date is not specified or to_date - from_date > 31, system will assign from_date = end_date - 31 ^{optional}

to_date To date timestamp, if to_date is not specified or later then current time, system assigning current time to to_date ^{optional}

days/months/years: time period.

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "data": {}
    }
  }
}
```

1.8.19 Command enable_two_factor_authentication

Enable two factor authentication. In order to disable it client should issue *Command update_user* command passing is_two_factor_authentication_enabled False This command requires the logged in session.

Example request:

```
{
  "command": "enable_two_factor_authentication",
  "params": {}
}
```

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "QRCodeOrigin": "otpaauth://totp/96249307?
↪secret=KJ7BG35ZXBC5X4EUIYI3RCE6PZFCSY2R&issuer="
    }
  }
}
```

where:

QRCodeOrigin QR code origin from which client should retrieve ontime password (TOTP algorithm) and pass to *Command apply_two_factor_authentication_code* as code parameter

1.8.20 Command `apply_two_factor_authentication_code`

Apply two factor authentication code This command requires the logged in session.

Example request:

```
{
  "command": "apply_two_factor_authentication_code",
  "params": {
    "code": 124112,
    "is_device_trusted": true,
    "trust_period": 7,
    "device_fingerprint": "AaleGasd...",
  }
}
```

where:

code on time password code passed from *Command enable_two_factor_authentication*

is_device_trusted mention whether device is trusted or not in order to not verify user-device in next times

trust_period device trust period in days

device_fingerprint device identification id, set the same as afec parameter in *Requesting a Session*

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "AuthenticationStatus": 0
    }
  }
}
```

where:

AuthenticationStatus 0 means two factor authentication performed successfully

1.8.21 Command `reset_password_via_sms`

Reset user password via SMS.

Example request:

```
{
  "command": "reset_password_via_sms",
  "params": {
    "key": "37495232221"
  }
}
```

where:

key username or phone number string (Phone number with the code prefix without + or 00 symbol)

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {}
  }
}
```

1.8.22 Update client gdpr terms

update_client_gdpr_terms parameters are individually set for each partner in Spring platform. Contact with your account manager for this purpose.

Example request:

```
{
  "command": "update_client_gdpr_terms",
  "params": {
    "subscribe_to_internal_message": true,
    "subscribe_to_push_notification": true,
    "subscribe_to_phone_call": false,
    "subscribe_to_email": true,
    "subscribe_to_bonus": true,
    "subscribe_to_sms": false
  }
}
```

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {}
  }
}
```

where:

subscribe_to_internal_message Subscribe to internal message as well in stage of gdpr terms acceptance

subscribe_to_push_notification Subscribe to push notifications as well in stage of gdpr terms acceptance

subscribe_to_phone_call Subscribe to phone call as well in stage of gdpr terms acceptance

subscribe_to_email Subscribe to email notifications as well in stage of gdpr terms acceptance

subscribe_to_bonus Subscribe to bonus notifications as well in stage of gdpr terms acceptance

subscribe_to_sms Subscribe to sms notifications as well in stage of gdpr terms acceptance

1.9 Balance related commands

This chapter describes user's balance specific commands. All commands in this section must be called within logged in user session.

This functional is configurable per partner in Spring platform. Contact with your account manager for this purpose.

1.9.1 Command deposit

Process money deposit.

Example request:

```
{
  "command": "deposit",
  "params": {
    "amount": 20,
    "currency": "GBR",
    "service": "eblontransfer",
    "payer": {
      "customer_id": "5D1780346",
      "customer_password": "passwd"
    }
  },
  "rid": 10003
}
```

where:

amount Amount of deposit.

currency Currency name, used for multiwallet feature optional.

service Service type (skrill, webmoney, moneta, ecocard, qiwi, ...)

payer parameters for specific service.

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0
  }
}
```

1.9.2 Command get_deposits

Example request:

Returns the status for the user's deposit request.

```
{
  "command": "get_deposits",
  "params": {
    "from_date": 1430251200,
```

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```

    "to_date": 1430424000
  },
  "rid": 10003
}

```

where:

from_date optional.

to_date optional.

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    'deposits_requests': {
      'request': [
        "id": 0,
        "amount": 0,
        "name": "string",
        "payment_system_name": "string",
        "status": 0,
        "date": "2018-02-21T13:11:37.243Z"
      ]
    },
    'result_status': 'OK',
    'result_text': None
  }
}

```

where:

status possible values see *Appendix D: Bet Options* section 8.9 Get Deposits operation values.

1.9.3 Command withdraw

Withdraw money from specified service.

Example request:

```

{
  "command": "withdraw",
  "params": {
    "amount": 0.01,
    "currency": "GBR",
    "service": "skrill",
    "payee": {
      "email": "user@mailhost.com",
      "name": "User name"
    }
  },
  "rid": 10003
}

```

where:

amount Amount of deposit.

currency Currency name, used for multiwallet feature optional.

service Service type (skrill, webmoney, moneta, ecocard, qiwi, ...)

payee parameters for specific service.

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "Result": 0
  }
}
```

1.9.4 Command `get_withdrawals`

Returns user pending withdrawal requests.

Example request:

```
{
  "command": "get_withdrawals",
  "params": {
    "from_date": 123123123,
    "to_date": 123123456
  },
  "rid": 10003
}
```

where:

from_date From Date timestamp parameter optional.

to_date To Date timestamp parameter optional.

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "withdrawal_requests": {
      "request": [
        {
          "date": "2014-04-29 11:51:01",
          "status": "1",
          "amount": "0.0216",
          "id": "851805764",
          "name": ""
        },
        {
          "date": "2015-02-09 14:50:31",
          "status": "0",
          "amount": "0.1",
          "id": "1164222533",

```

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```

        "name": ""
      }
    ],
  },
}

```

1.9.5 Command `withdraw_cancel`

Cancels pending withdrawal request.

Example request:

```

{
  "command": "withdraw_cancel",
  "params": {
    "id": 12345
  },
  "rid": 10003
}

```

where:

id pending withdrawal id.

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result" : 0
  }
}

```

1.9.6 Command `payment_services`

Return available payment services for current site/user-currency.

Example request:

```

{
  "command": "payment_services",
  "params": {
    "detailed": true
  }
  "rid": 10003
}

```

where:

detailed if true, provide detailed information per payment service ^{optional} default is false

Response:


```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "deposit": [
      "skrill",
      "moneybookers",
      "skrillltap",
      "moneybookersltap",
      "webmoney",
      "moneta",
      "moneta.ru",
      "wirecard",
      "netellernew",
      "astropay",
      "yandex",
      "ecocard",
      "ukash",
      "DengiOnline_LiqPay",
      "DengiOnline_EasyPay"
    ],
    "withdraw": [
      "skrill",
      "moneybookers",
      "skrillltap",
      "moneybookersltap",
      "webmoney",
      "moneta",
      "moneta.ru",
      "netellernew",
      "astropay",
      "yandex",
      "ecocard"
    ]
  }
}
```

1.9.7 Command `balance_history`

Returns logged in user's balance history, e.g. deposit/withdraw transactions.

Example request:

```
{
  "command": "balance_history",
  "params": {
    "where": {
      "from_date": 1430251200,
      "to_date": 1430424000,
      "type": 1
    },
    "product": "Casino"
  },
  "rid": 10003
}
```

where:

from_date From Date timestamp parameter.

to_date To Date timestamp parameter.

product Product type “Sport” or “Casino” ^{optional} default one is “Sport”.

type Operation types ^{optional}, possible values see *Appendix D: Bet Options* section 8.4

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "history": [
      {
        "amount": 67.0,
        "bet_id": 220964075,
        "transaction_id": 459460628,
        "operation": 1,
        "operation_name": "Increasing the winning",
        "balance": 8398.0,
        "date_time": 1476557879,
        "game": "SportsBook",
        "product_category": 1
      },
      {
        "amount": -50.0,
        "bet_id": 220930174,
        "transaction_id": 459392000,
        "operation": 0,
        "operation_name": "Bet",
        "balance": 8331.0,
        "date_time": 1476557136,
        "game": "SportsBook",
        "product_category": 1
      }
    ]
  }
}
```

where

operation possible values see *Appendix D: Bet Options* section 8.4 Balance History operation values.

1.9.8 Command add_wallet

Add Wallet for specified currency

Example request:

```
{
  "command": "add_wallet",
  "params": {
    "currency": "GEL"
  },
  "rid": 10003
}
```

where:

currency Wallet currency.

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null
  }
}
```

1.9.9 Command `remove_wallet`

Remove Wallet for specified currency

Example request:

```
{
  "command": "remove_wallet",
  "params": {
    "currency": "GEL"
  },
  "rid": 10003
}
```

where:

currency Wallet currency.

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null
  }
}
```

1.9.10 Command `wallet_to_wallet_transfer`

Transfer money between wallets, in case of partner multi-currency support. Contact to your account manager for more details.

Example request:

```
{
  "command": "wallet_to_wallet_transfer",
  "params": {
    "from_wallet": "GEL",
    "to_wallet": "USD",
    "amount": "10"
  },
}
```

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```

"rid": 10003
}

```

where:

from_wallet From Wallet, short currency string name

to_wallet To Wallet, short currency string name

amount Amount to transfer

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null
  }
}

```

1.9.11 Command `get_deposit_change_limit_request`

Get deposit change limit request.

Example request:

```

{
  "command": "get_deposit_change_limit_request",
  "params": {},
  "rid": 10003
}

```

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "ChangeTime": 1545728835, // UTC timestamp (indicates then limit change_
↪request will be applied.)
      "MaxSingleDeposit": null, // null when client don't want to change limit_
↪for that period.
      "MaxDailyDeposit": 25, // means that when request applied value of_
↪MaxDailyDeposit should became to 25
      "MaxWeeklyDeposit": null,
      "MaxMonthlyDeposit": null,
      "MaxYearlyDeposit": null
    }
  }
}

```

1.10 Bonus related commands

This chapter includes commands related to promo bonuses available in Spring Platform. Bonuses are enabled per partner by setting appropriate configurations in the Spring platform. Contact with your account manager for this purpose.

1.10.1 Command `get_bonus_details`

Get client bonus details. Login required.

Example request:

```
{
  "command": "get_bonus_details",
  "params": {
    "free_bonuses" : true
  }
}
```

where:

free_bonuses if true: get sportsbook wagering available bonuses, if false: get casino available bonuses.
Default value is false ^{optional}

Successful response example:

```
{
  "code":0,
  "data":{
    "bonuses":[
      {
        "id":41279,
        "partner_bonus_id":217,
        "source":0,
        "name":"Bonus name",
        "description":"Bonus detailed description",
        "start_date":1475442000,
        "end_date":1475528400,
        "client_bonus_expiration_date":14761080,
        "expiration_days":7,
        "expiration_date": 1475778400,
        "wagering_factor":0, //how many times bonus must be recycled to get real_
↪money
        "can_accept":false, // whether user can claim the bonus or not
        "bonus_type":6, //SportBonus = 1,WageringBonus = 2,ManualBonus = 3,
↪CashBonus = 4,FreeSpin = 5,FreeBet = 6,BonusMoney = 7,ClientWageringBonusResponse =_
↪8
        "amount":2000.0,
        "acceptance_type":2, // 0: not claimed, 1: claimed but have not made_
↪deposit, 2: deposit
        "result_type":0
        "money_requirements": {
          "eur": "currency_id": "EUR",
          "max_amount": 150.0,
          "min_amount": 50.0
        }
        "bonus_type": 2,
```

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```

        "can_accept": False,
        "deposit_wagering_factor": 50,
        "external_id": 92
    },
    ...
]
}
}

```

1.10.2 Command `get_freebets_for_betslip`

Get available freebets for particular combined betslip. Call the command when “has_free_bets”:true, field exists in user *profile*!!! Login required.

Example request:

```

{
  "command": "get_freebets_for_betslip",
  "params": {
    "type": 1,
    "source": "1",
    "is_offer": 0,
    "mode": 0,
    "each_way": false,
    "bets": [
      {
        "event_id": 129455310,
        "price": 2.3
      }
    ],
    "is_live": true
  },
}

```

where:

params should be same data model as in `do_bet` command

Successful response example:

```

{
  "code": 0,
  "data": {
    "result": 0,
    "details": [
      {
        "$id": "1",
        "id": 42386,
        "acceptance_type": 2,
        "acceptance_date": "2016-10-05T12:34:50.95+04:00",
        "client_id": 11525981,
        "count": 1,
        "partner_bonus_id": 221,
        "result_type": 0,
        "name": "test_name",
        "description": "test_description",

```

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```
    "expiration_days":7,
    "start_date":"2016-10-03T20:00:00+00:00",
    "end_date":"2016-10-29T20:00:00+00:00",
    "is_visible_to_all":false,
    "amount":100.0,
    "client_bonus_expiration_date":"2016-10-12T12:34:34.45+04:00",
    "bonus_type":6,
    "partner_id":32
    "source":0
  }
]
},
}
```

1.10.3 Command claim_bonus

Process claim request for particular bonus (can_accept should be true in get_bonus_details). Login required.

Example request:

```
{
  "command": "claim_bonus",
  "params": {
    "bonus_id" : 60
  }
}
```

where:

bonus_id Bonus id.

Successful response example:

```
{
  "code":0,
  "data":{
    "result": 0,
    "result_text": null
  }
}
```

1.10.4 Command get_client_claimable_bonuses_count

Get client claimable bonuses count. Login required.

Example request:

```
{
  "command": "get_client_claimable_bonuses_count",
  "params": {}
}
```

Successful response example:

```
{
  "code":0,
  "data":{
    "result": 0,
    "result_text": null
  }
}
```

1.10.5 Command `get_client_claimable_deposit_bonuses`

Get client claimable deposit bonuses. Login required.

Example request:

```
{
  "command": "get_client_claimable_deposit_bonuses",
  "params": {}
}
```

Successful response example:

```
{
  "code":0,
  "data":{
    "result": 0,
    "result_text": null
  }
}
```

1.10.6 Command `cancel_bonus`

Process cancel request for particular bonus (acceptance_type should be 1 in `get_bonus_details`). Login required.

Example request:

```
{
  "command": "cancel_bonus",
  "params": {
    "bonus_id" : 60
  }
}
```

where:

bonus_id Bonus id.

Successful response example:

```
{
  "code":0,
  "data":{
    "result": 0,
    "result_text": null
  }
}
```


1.10.7 Command `get_sport_bonus_rules`

Get sport accumulator bonus rules for the partner.

Example request:

```
{
  "command": "get_sport_bonus_rules",
  "params": {},
  "rid": 10003
}
```

Successful response example:

```
{
  "code": 0,
  "rid": "10003",
  "data": {
    "result": 0,
    "result_text": null,
    "details": [
      {
        "BetType": 2,
        "Basis": 1,
        "AmountPercent": 5.0,
        "ExactLosing": 0,
        "MinOdds": 1.2,
        "MinimumSelections": 5,
        "MinBetOdds": null,
        "IgnoreLowOddSelection": true
      }
    ]
  }
}
```

Please note the parameter values may vary depends on bonus creation rules.

1.10.8 Command `get_client_bonus_balance_history`

Get Client bonus balance history.

Example request:

```
{
  "command": "get_client_bonus_balance_history",
  "params": {
    "from_date": 1430251200,
    "to_date": 1430424000,
    "operation_type": 1,
    "product": "Casino"
  },
  "rid": 10003
}
```

where:

from_date From Date timestamp parameter.

to_date To Date timestamp parameter.

product Product type “Sport” or “Casino” ^{optional} default one is “Sport”.

operation_type Operation types ^{optional}, possible values see *Appendix D: Bet Options* section 8.4

Successful response example:

```
{
  "code": 0,
  "rid": "10003",
  "data": {
    "result": 0,
    "result_text": null,
    "details": [
      {
        "Amount": -2.0,
        "DocumentId": 16538346281,
        "TransactionId": 35257970192,
        "DocumentTypeId": 0,
        "DocumentTypeName": "Bet",
        "Balance": 0.0,
        "Created": 1588751016,
        "Game": "SportsBook",
        "PaymentSystemId": null,
        "PaymentSystemName": null,
        "ProductCategoryId": 1,
        "Product": "Betting",
        "BuddyId": null,
        "BuddyLogin": null
      }
    ]
  }
}
```

Please note the parameter values may vary depends on bonus creation rules.

1.11 Casino tournament commands

This chapter includes casino tournaments commands.

1.11.1 Command `get_tournament_list`

Gets the list of tournaments

Example request:

```
{
  "command": "get_tournament_list",
  "params": {
    "tournament_id": 1,
    "tournament_id_list": [1, 2],
    "registration_status": 1,
    "registration_started": true,
    "stage": 1,
    "from_date": "2017-02-02T16:21:50.9678111+04:00",
    "to_date": "2018-02-02T16:21:50.9678111+04:00",
    "type_id": 1,
  }
}
```

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```

    "stage_list": [1, 2],
  },
  "rid": 10003
}

```

where:

tournament_id Id of tournament definition

tournament_id_list ID list of tournament definitions ^{optional}

registration_status Registration Status(*player participated = 1, player not participated = 2*) ^{optional}

registration_started Registration Started flag for filtering (*started = true, not started = false*) ^{optional}

stage Tournament stage(*Canceled=-1, Finished = 1, Running = 2, Future=3*) ^{optional}

from_date Start date for filtering by stage ^{optional}

to_date End date for filtering by stage ^{optional}

type_id Tournament type (*Classic=1, TicketBased=2*) ^{optional}

stage_list List of types for filtering by stage (see stage for the options)

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": [
      {
        "Id": 1,
        "PartnerId": 2,
        "Name": "sample string 3",
        "Description": "sample string 4",
        "TypeId": 5,
        "CurrencyId": "sample string 6",
        "StartDate": "2017-02-02T16:21:51.0098137+04:00",
        "EndDate": "2018-02-02T16:21:51.0098137+04:00",
        "RegistrationStartDate": "2018-02-02T16:21:51.0098137+04:00",
        "RegistrationEndDate": "2018-02-02T16:21:51.0098137+04:00",
        "State": 10,
        "Stage": 11,
        "MinStartingNumberOfPlayers": 1,
        "MinRounds": 1,
        "MaxRounds": 1,
        "MinBet": 1.0,
        "MaxBet": 1.0,
        "JoinedPlayersCount": 12,
        "RegistrationAmount": 13.0,
        "PrizeFund": 14.0,
        "GameIdList": [
          1,
          2
        ],
        "IsParticipated": true,
        "JoinDate": "2018-02-02T16:21:51.0108145+04:00",
        "PrizeStructure": [

```

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```

    {
      "Id": 1,
      "PlaceNumber": 1,
      "PrizePercent": 2.0,
      "RangeItemId": 1
    },
    {
      "Id": 1,
      "PlaceNumber": 1,
      "PrizePercent": 2.0,
      "RangeItemId": 1
    }
  ],
  "TopPlayerList": {
    "TopPlayerList": [
      {
        "TourPlayerId": 1,
        "PlayerId": 2,
        "ExternalId": 3,
        "Amount": 5.0,
        "Place": 1,
        "WinnedException": 6.0
      },
      {
        "TourPlayerId": 1,
        "PlayerId": 2,
        "ExternalId": 3,
        "Amount": 5.0,
        "Place": 1,
        "WinnedException": 6.0
      }
    ],
    "CurrentPlayer": {
      "TourPlayerId": 1,
      "PlayerId": 2,
      "ExternalId": 3,
      "Amount": 5.0,
      "Place": 1,
      "WinnedException": 6.0
    }
  },
  "CurrentPlayerStats": {
    "TourPlayerId": 1,
    "PlayerId": 2,
    "ExternalId": 3,
    "Amount": 5.0,
    "Place": 1,
    "WinnedException": 6.0
  },
  "LobbyBannerImages": [
    {
      "LangId": "sample string 1",
      "Images": [
        {
          "Name": "sample string 1",
          "ImageEncoded": "sample string 2",
          "ImageUrl": "sample string 3"
        }
      ]
    }
  ]
}

```

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```
    },
    {
      "Name": "sample string 1",
      "ImageEncoded": "sample string 2",
      "ImageUrl": "sample string 3"
    }
  ]
},
{
  "LangId": "sample string 1",
  "Images": [
    {
      "Name": "sample string 1",
      "ImageEncoded": "sample string 2",
      "ImageUrl": "sample string 3"
    },
    {
      "Name": "sample string 1",
      "ImageEncoded": "sample string 2",
      "ImageUrl": "sample string 3"
    }
  ]
}
],
"DetailsBannerImages": [
  {
    "LangId": "sample string 1",
    "Images": [
      {
        "Name": "sample string 1",
        "ImageEncoded": "sample string 2",
        "ImageUrl": "sample string 3"
      },
      {
        "Name": "sample string 1",
        "ImageEncoded": "sample string 2",
        "ImageUrl": "sample string 3"
      }
    ]
  },
  {
    "LangId": "sample string 1",
    "Images": [
      {
        "Name": "sample string 1",
        "ImageEncoded": "sample string 2",
        "ImageUrl": "sample string 3"
      },
      {
        "Name": "sample string 1",
        "ImageEncoded": "sample string 2",
        "ImageUrl": "sample string 3"
      }
    ]
  }
],
"TranslationList": [
```

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```

        {
            "TournamentTemplateId": 1,
            "LangId": "sample string 2",
            "Name": "sample string 3",
            "Description": "sample string 4"
        },
        {
            "TournamentTemplateId": 1,
            "LangId": "sample string 2",
            "Name": "sample string 3",
            "Description": "sample string 4"
        },
        ...
    ],
    "result_text": null,
    "details": null
}
]
}

```

1.11.2 Command get_tournament

Gets the tournament

Example Request:

```

{
  "command": "get_tournament",
  "params": {
    "tournament_id": 1,
    "tournament_id_list": [1, 2],
    "registration_status": 1,
    "registration_started": true,
    "stage": 1,
    "from_date": 1539766321,
    "to_date": 1539776321,
    "type_id": 1,
    "stage_list": [1, 2],
  },
  "rid": 10003
}

```

where:

tournament_id Id of tournament definition

tournament_id_list ID list of tournament definitions ^{optional}

registration_status Registration Status(*player participated = 1, player not participated = 2*) ^{optional}

registration_started Registration Started flag for filtering (*started = true, not started = false*) ^{optional}

stage Tournament stage(*Canceled=-1, Finished = 1, Running = 2, Future=3*) ^{optional}

from_date Start date for filtering by stage ^{optional}

to_date End date for filtering by stage ^{optional}

type_id Tournament type (*Classic=1, TicketBased=2*) optional

stage_list List of types for filtering by stage (see stage for the options)

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": {
      "Id": 1,
      "PartnerId": 2,
      "Name": "sample string 3",
      "Description": "sample string 4",
      "TypeId": 5,
      "CurrencyId": "sample string 6",
      "StartDate": "2017-02-02T17:38:36.9842292+04:00",
      "EndDate": "2018-02-02T17:38:36.9842292+04:00",
      "RegistrationStartDate": "2018-02-02T17:38:36.9842292+04:00",
      "RegistrationEndDate": "2018-02-03T17:38:36.9842292+04:00",
      "State": 10,
      "Stage": 11,
      "MinStartingNumberOfPlayers": 1,
      "MinRounds": 1,
      "MaxRounds": 1,
      "MinBet": 1.0,
      "MaxBet": 1.0,
      "JoinedPlayersCount": 12,
      "RegistrationAmount": 13.0,
      "PrizeFund": 14.0,
      "GameIdList": [
        1,
        2
      ],
      ...
    },
    "result_text": null,
    "details": null
  }
}
```

1.11.3 Command `get_top_player_list`

Gets top players list for tournament with current player. Login required.

Example request:

```
{
  "command": "get_top_player_list",
  "params": {
    "game_id": 1
  },
  "rid": 10003
}
```

where:

game_id Game id

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": {
      "TopPlayerList": [
        {
          "TourPlayerId": 1,
          "PlayerId": 2,
          "ExternalId": 3,
          "Amount": 5.0,
          "Place": 1,
          "WinnedException": 6.0
        },
        ...
      ],
      "CurrentPlayer": {
        "TourPlayerId": 1,
        "PlayerId": 2,
        "ExternalId": 3,
        "Amount": 5.0,
        "Place": 1,
        "WinnedException": 6.0
      }
    },
    "result_text": null,
    "details": null
  }
}

```

1.11.4 Command join_to_tournament

Sends join to tournament request. Login required.

Example request:

```

{
  "command": "join_to_tournament",
  "params": {
    "tournament_id": 1
  },
  "rid": 10003
}

```

where:

tournament_id Tournament id

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": {

```

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```
        "TournamentId": 1,  
        "PlayerId": 2,  
        "Amount": 1.0  
    },  
    "result_text": null,  
    "details": null  
}
```

1.11.5 Command check_tournament_game

Check if game is tournament game. Login required.

Example request:

```
{  
  "command": "check_tournament_game",  
  "params": {  
    "game_id": 1  
  },  
  "rid": 10003  
}
```

where:

game_id Game id

Successful response example:

```
{  
  "rid": 10003,  
  "code": 0,  
  "data": {  
    "result": true  
    "result_text": null,  
    "details": null  
  }  
}
```

1.11.6 Command get_tournament_stats

Gets the list of tournament stats.

Example request:

```
{  
  "command": "get_tournament_stats",  
  "params": {  
    "tournament_id": 1,  
    "tournament_id_list": [1, 2],  
    "registration_status": 1,  
    "registration_started": true,  
    "stage": 1,  
    "from_date": 1539766321,  
    "to_date": 1539776321,  
  }  
}
```

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```

    "type_id": 1,
    "stage_list": [1, 2],
  },
  "rid": 10003
}

```

where:

tournament_id Id of tournament definition

tournament_id_list ID list of tournament definitions:sup:optional

registration_status Registration Status(*player participated = 1, player not participated = 2*) optional

registration_started Registration Started flag for filtering (*started = true, not started = false*) optional

stage Tournament stage(*Canceled=-1, Finished = 1, Running = 2, Future=3*) optional

from_date Start date for filtering by stage optional

to_date End date for filtering by stage optional

type_id Tournament type (*Classic=1, TicketBased=2*) optional

stage_list List of types for filtering by stage (see stage for the options)

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": [
      {
        "Id": 1,
        "JoinedPlayersCount": 2,
        "PrizeFund": 3.0,
        "TopPlayerList": {
          "TopPlayerList": [
            {
              "TourPlayerId": 1,
              "PlayerId": 2,
              "ExternalId": 3,
              "Amount": 5.0,
              "Place": 1,
              "WinnedException": 6.0
            },
            {
              "TourPlayerId": 1,
              "PlayerId": 2,
              "ExternalId": 3,
              "Amount": 5.0,
              "Place": 1,
              "WinnedException": 6.0
            }
          ]
        }
      ],
      "CurrentPlayer": {
        "TourPlayerId": 1,
        "PlayerId": 2,
        "ExternalId": 3,

```

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```
        "Amount": 5.0,  
        "Place": 1,  
        "WinnedException": 6.0  
      }  
    },  
    ...  
  ]  
  "result_text": null,  
  "details": null  
}
```

1.12 Other commands

This chapter includes commands not related to any of other chapter.

1.12.1 Command `user_feedback`

Adds a feedback message from logged in user.

Example request:

```
{  
  "command": "user_feedback",  
  "params": {  
    "email": "example@mailhost.com",  
    "body": "some feedback",  
  },  
  "rid": 10003  
}
```

where:

email User email optional

body Feedback body

Successful response example:

```
{  
  "rid": 10003,  
  "code": 0,  
  "data": {  
    "result": 0  
  }  
}
```

1.12.2 Command `forgot_password`

Reset user password. After success response appropriate email is sent to client with the reset link. Email template is configured from back office tool (contact with your account manager for more details).

Example request:

```
{
  "command": "forgot_password",
  "params": {
    "email": "myemailaddress@mail.com"
  },
  "rid": 10003
}
```

where:

email User email

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "details": {},
    "result_text": null
  }
}
```

1.12.3 Command reset_password

Reset user password with reset_code from email reset_link sent for forgot_password.

Example request:

```
{
  "command": "reset_password",
  "params": {
    "new_password": "MyNewPassword",
    "reset_code": "nOivPBmytkzQ7FNASpE"
  },
  "rid": 10003,
}
```

where:

new_password New password

reset_code Reset code

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": null
  }
}
```

1.12.4 Command verify_user

Verify user email with the verification code sent from verification email link.

Example request:

```
{
  "command": "verify_user",
  "params": {
    "verification_code": "nOivPBmytkzQ7FNASpE"
  },
  "rid": 10003,
}
```

where:

verification_code User email verification code from email verification link

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": null
  }
}
```

1.12.5 Command get_result_games

Returns results for the games that match the provided values

Example request:

```
{
  "command": "get_result_games",
  "params": {
    "from_date": 1539766321,
    "to_date": 1539776321,
    "sport_type": 0,
    "sport_id": 844,
    "region_id": 65537,
    "competition_id": 89378912,
    "game_id": 14253423123,
    "season_id": 13244,
    "live": 0
  },
  "rid": 10003
}
```

where:

from_date From date optional

to_date To date optional

sport_type Sport type optional

sport_id Sport Id optional
region_id Region Id optional
competition_id Competition Id optional
game_id Game Id optional
live Is game live optional
season_id Season Id optional

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "games": {
      "game": [
        {
          "competition_name": "Football. Austria - VFV-Cup",
          "scores1": "1:0",
          "game_name": "FC Höchst - Golm FC Schruns",
          "scores": "2:1",
          "date": "2015-05-05 20:30:00",
          "game_id": "1281431520",
          "odd": "0",
          "sport_id": "844"
        }
      ]
    }
  }
}
```

1.12.6 Command get_results

Returns results for the game with the provided `game_id`

Example request:

```
{
  "command": "get_results",
  "params": {
    "game_id": 1275634450
  }
}
```

where:

game_id Game id

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "lines": {
```

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```

        "line": [
            {
                "line_name": "Total Goals: Even/Odd",
                "events": {
                    "event_name": "Match Total: Even"
                }
            },
            {
                "line_name": "Asian Handicap (-1)",
                "events": {
                    "event_name": "Asian Handicap 2(1)"
                }
            }
        ]
    }
}

```

1.12.7 Command partner.configs

Returns partner configuration specific fields

Example request:

```

{
  "command": "get",
  "params": {
    "source": "partner.config",
    "what": {"partner": []}
  }
}

```

Successful response example:

```

{
  "code": 0,
  "data": {
    "partner": {
      "4": {
        "partner_id": 4,
        "is_cashout_prematch": 0,
        "is_cashout_live": 0,
        "currency": "USD"
      }
    }
  }
}

```

where:

partner_id Partner Id

is_cashout_prematch If 1 then prematch CashOut functionality enabled for partner, 0 otherwise

is_cashout_live If 1 then live CashOut functionality enabled for partner, 0 otherwise

currency Default currency set for partner

1.12.8 Command Accept terms and conditions

Before user's first deposit he needs to accept terms and conditions to be able to deposit.

This functional is configurable per partner in Spring platform. Contact with your account manager for this purpose. Login required.

Example request:

```
{
  "command": "accept_terms_conditions",
  "params": {}
}
```

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "details": {}
  }
}
```

1.12.9 Command Reject terms and conditions

Command to reject terms and conditions. Login required.

Example request:

```
{
  "command": "reject_terms_conditions",
  "params": {
    "version": "123"
  }
}
```

where:

version Terms and conditions version. 0 is default ^{optional}

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
    "details": {}
  }
}
```

1.12.10 Command cashOut

Process Bet's CashOut. Client needs to call the command for particular bet if "cash_out" field exist in "bet_history" call.

Example request:


```
{
  "command": "cashout",
  "params": {
    "bet_id": 838198,
    "price": 45,
    "mode": 1,
    "partial_price": 20
  },
  "rid": 10003
}
```

where:

bet_id Bet id

price Price

mode Accept Type [default 0, higher 1, any 2] optional

partial_price Partial price for partial cashout case optional

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": "Ok",
    "details": {
      "price": 45.0
    }
  }
}
```

1.12.11 Command `calculate_cashout_amount`

Calculate cashout amount

Example request:

```
{
  "command": "calculate_cashout_amount",
  "params": {
    "bet_ids": [199450],
  },
  "rid": 10003
}
```

where:

bet_ids Bet ids list

Successful response example:

```
{
  "code": 0,
  "data": {
    "result": 0,
  }
}
```

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```

    "result_text": null,
    "details": [
      {
        "Id": 199450,
        "CashoutAmount": 27.0
      }
    ]
  },
  "rid": 10003
}

```

1.12.12 Command set_bet_auto_cashout

Process Bet autocashout. Set autocashout with specified amount/partial_amount on cashoutable bet

Example request:

```

{
  "command": "set_bet_auto_cashout",
  "params": {
    "bet_id": 838198,
    "min_amount": 45,
    "partial_amount": 30
  },
  "rid": 10003
}

```

where:

bet_id Bet id

min_amount Minimum amount (*It should be more than actual cashout amount and less then win amount*)

partial_amount Partial amount (*It should be more than actual cashout amount and less then win amount*)
optional

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {}
  }
}

```

1.12.13 Command get_bet_auto_cashout

Get details about autocashouted bet.

Example request:

```
{
  "command": "get_bet_auto_cashout",
  "params": {
    "bet_id": 838198,
  },
  "rid": 10003
}
```

where:

bet_id Bet id

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "bet_id": 838198,
      "min_amount": 45,
      "partial_amount": 30
    }
  }
}
```

where:

bet_id Bet id

min_amount Minimum amount

partial_amount Partial amount ^{optional}

1.12.14 Command `cancel_bet_auto_cashout`

Cancel autocashout on bet

Example request:

```
{
  "command": "cancel_bet_auto_cashout",
  "params": {
    "bet_id": 838198,
  },
  "rid": 10003
}
```

where:

bet_id Bet id

Successful response example:

```
{
  "rid": 10003,
  "code": 0,
```

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```

    "data": {
      "result": 0,
      "result_text": null,
      "details": {}
    }
  }
}

```

1.12.15 Command `get_available_language_codes`

Get currently available language codes

Example request:

```

{
  "command": "get_available_language_codes",
  "params": {},
  "rid": 10003
}

```

Successful response example:

```

{
  "rid": 10003,
  "code": 0,
  "data": {
    "language_codes": [
      "eng",
      "ger",
      "fra",
      "spa"
    ]
  }
}

```

1.12.16 Command `check_bet_status`

Check user's bet status with ticket number or bet id. This command does not require the logged in session, but should be checked with the Google's recaptcha

Example request:

```

{
  "command": "check_bet_status",
  "params": {
    "ticket_number": 181107012440002,
    "g_recaptcha_response": "92E704BE4B00AE54B34C823D90E..."
  },
  "rid": 10003
}

```

where:

bet_id Bet id optional

ticket_number Ticket number optional

g_recaptcha_response Google's recaptcha response string

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "AcceptTypeId": 0,
      "Barcode": 3262652758,
      "BetDocumentId": 4918572987,
      "Amount": 1,
      "BonusAmount": 0,
      "CalcDate": "2018-11-07T16:57:31.729Z",
      "CashDeskId": 1244,
      "CashoutAmount": null,
      "ClientId": null,
      "ClientLogin": null,
      "Created": "2018-11-07T09:12:26.903Z",
      "CurrencyId": "UAH",
      "DrawNumber": null,
      "Id": 326265275,
      "InputMethod": 1,
      "IsCredit": false,
      "IsLive": false,
      "IsLucky": false,
      "IsPlayerBetting": false,
      "IsSuperBet": false,
      "MemberId": null,
      "Number": 181107012440002,
      "OldBetId": null,
      "PaidCashdeskId": null,
      "PaidDate": null,
      "PossibleTaxAmount": 0,
      "PossibleWin": 1.82,
      "Price": 1.82,
      "PromoType": null,
      "SelectionList": [],
      "StateId": 3,
      "StateName": "Lost",
      "SystemMinCount": null,
      "TaxAmount": null,
      "TypeId": 1,
      "TypeName": "Single",
      "WinAmount": 0
    }
  }
}
```

1.12.17 Command `send_sms_to_phone_number`

Send an sms to phone number for login, registration, update_user_password.

Example request:

```
{
  "command": "send_sms_to_phone_number",
  "params": {
    "action_type": 1,
    "phone_number": "37495959595"
  },
  "rid": 10003
}
```

where:

action_type Registration = 1, Login = 2, PasswordChange = 3

phone_number Phone number with country code prefix without +

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {}
  }
}
```

after successful response, client should send confirmation code with the **confirmation_code** parameter for respectively login, register_user, update_user_password requests

1.12.18 Command send_sms_with_username

Send an sms to phone number for provided username for login, registration, update_user_password. Same as *Command send_sms_to_phone_number*

Example request:

```
{
  "command": "send_sms_with_username",
  "params": {
    "login": "my_username"
  },
  "rid": 10003
}
```

where:

login Username

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {}
  }
}
```

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```
}  
}
```

1.12.19 Command `get_partner_banks`

Get partner bank information

Example request:

```
{  
  "command": "get_partner_banks",  
  "params": {  
    "region_id": 1,  
    "country_code": "KR"  
  },  
  "rid": 10003  
}
```

where:

region_id Region Id optional

country_code Country 2 letter code (ISO 3166-1 alpha-2) optional

Successful response example:

```
{  
  "code": 0,  
  "rid": 10003,  
  "data": {  
    "result": 0,  
    "result_text": null,  
    "details": [  
      {  
        "Id": 1,  
        "PartnerId": 1019,  
        "BankId": "111111111",  
        "NameId": "1111bank",  
        "RegionId": 126,  
        "Order": 1  
      },  
      {  
        "Id": 2,  
        "PartnerId": 1019,  
        "BankId": "222222222",  
        "NameId": "2222bank",  
        "RegionId": 126,  
        "Order": 2  
      },  
      {  
        "Id": 3,  
        "PartnerId": 1019,  
        "BankId": "333333333",  
        "NameId": "3333bank",  
        "RegionId": 126,  
        "Order": 3  
      }  
    ]  
  }  
}
```

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```

    }
  ]
}
}

```

1.12.20 Command notify_me

Notify something to client at x timestamp or after x seconds. Can be used for reality checking functionality

Example request:

```

{
  "command": "notify_me",
  "params": {
    "what": "notify me this string",
    "at": 1548930100,
    "after": 60
  },
  "rid": 10003
}

```

where:

what what to notify

at at this timestamp, cannot be chained with at parameter ^{optional}

after notify after seconds, cannot be chained with at parameter ^{optional}

Successful response example:

```

{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "notification_subid": 2314053222244391272
  }
}

```

1.12.21 Command get_match_scores

Get match scores for provided match id list

Example request:

```

{
  "command": "get_match_scores",
  "params": {
    "match_id_list": [13987763, 13987910]
  },
  "rid": 10003
}

```

where:

match_id_list Match Id list

Successful response example:

```
{
  "code": 0,
  "rid": 10003,
  "data": {
    "result": 0,
    "result_text": null,
    "details": [
      {
        "match_id": 13987763,
        "score": "0:1 (0:1)"
      },
      {
        "match_id": 13987910,
        "score": "1:1 (1:1)"
      }
    ]
  }
}
```

1.12.22 Command partner_streams

Returns current partner stream configurations.

Example request:

```
{
  "command": "get",
  "params": {
    "source": "notifications",
    "what": {
      "partner_streams": []
    }
  }
}
```

Successful response example:

```
{
  "code": 0,
  "rid": "158626320446410",
  "data": {
    "subid": "2149952095245498322",
    "data": {
      "stream_configs": {
        "16202898": [
          {
            "provider_id": 26,
            "video_id": "1959151"
          }
        ]
      }
    }
  }
}
```

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```
}
}
```

where:

16202898 Is the game ID.

provider_id Is the provider id which further should be passed to `video_url` (*Command video_url*) command as provider parameter.

video_id Is the video id which should be passed further to `video_url` (*Command video_url*) command as video_id parameter.

1.12.23 Command video_url

Returns stream url by provided video id and provider id.

Example request:

```
{
  "command": "video_url",
  "rid": "158634950771068",
  "params": {
    "video_id": "16209602",
    "provider": 31,
  }
}
```

Successful response example:

```
{
  "code": 0,
  "data": "some long video url",
  "rid": "158634950771068"
}
```

where:

video_id Video ID.

provider Video provider ^{optional}.

stream_type Stream type. Default value is null ^{optional}. Possible formats are rtmp, dash-manifest, hls, hls-manifest, embed

1.12.24 Command book_bet

Book a bet for provided selections, the command params structure is the same as `do_bet`

Example request:

```
{
  "command": "book_bet",
  "params": {
    "type": 1,
    "amount": 100,
  }
}
```

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```

    "bets": [{"event_id": 1300102415, "price": 1001.0}]
  }
}

```

Successful response example:

```

{
  "code": 0,
  "rid": "158626320446410",
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "number": 173029686
    }
  }
}

```

1.12.25 Command get_events_by_booking_id

Get events by provided booking number

Example request:

```

{
  "command": "get_events_by_booking_id",
  "params": {
    "booking_id": 173029686
  }
}

```

Successful response example:

```

{
  "code": 0,
  "rid": "158626320446410",
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "id": 173029686,
      "amount": 100.0,
      "bet_type": 1,
      "system_min_count": null,
      "input_method": 1,
      "selection_ids": [
        1300102415
      ],
      "match_ids": null,
      "selections": [
        {
          "selection_id": 1300102415,
          "market_id": 399426040,
          "match_id": 16079737,
          "competition_id": 18272510,

```

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```

        "sport_id": 90
      }
    ]
  }
}

```

1.12.26 Command `get_boosted_selections`

get boosted selections for partner

Example request:

```

{
  "command": "get_boosted_selections",
  "params": {
    "match_ids": [
      16302012,
      15486632,
      14045065
    ]
  },
  "rid": 10003
}

```

where:

match_ids Match Id list ^{optional}

Successful response example:

```

{
  "result": 0,
  "result_text": null,
  "details": {
    16302012: [
      {
        "Id": 1391003679,
        "MarketId": 428447138,
        "Name": "W2",
        "MarketName": "Match Result",
        "MatchId": 16302012
      },
      ...
    ]
  },
  "rid": 10003
}

```

1.13 Getting Data

Getting data is what Swarm is all about. It is also what Swarm excels at. In a way, Swarm could be described as a giant dynamic datastore. Like in ordinary database systems, you submit queries that it responds to with the resulting dataset. What makes Swarm different is that you won't have to poll the same query over again to get the dataset changes – you

simply *subscribe* to the query, and any changes to the resulting dataset over time are automatically pushed to you. You only have to worry about properly populating the changes in your application.

Data in Swarm is organized into collections. These collections are referred to as *sources*. There are presently 3 sources in Swarm to get data from: *betting*, *user*, *messages*. **betting** contains all the betting data. **user** contains information about the authorized user. **messages** contains information about user messages.

A single record of data in Swarm is called a *node*. The nodes under *betting* are categorized into 6 hierarchic levels:

1. sport
2. region
3. competition
4. game
5. market
6. event

There is no hierarchic levels under *user* and *messages* sources only one level for each

user

1. profile

messages

1. messages

So, a node may be a sport node, or a competition node, or a profile node, or any of the other levels node. Each node has a set of *fields*. Obviously, the fields of data contained in a node of one level is very different from the fields of data contained in a node of a different level. Below is a comparison of sample data between a sport node and an event node.

Sport node:

```
{
  "id": 844,
  "name": "Soccer",
  "alias": "soccer",
  "order": 1
}
```

Event node:

```
{
  "id": 683678180,
  "name": "Handicap 1",
  "base": "1.5",
  "price": "1.57",
  "type": "Handicap1",
  "order": 3
}
```

The complete specification of data fields can be found in [Data](#).

1.13.1 The get Command

The command for getting any data in Swarm is `get ()`:

Example request:

```
{
  "command": "get",
  "params": {
    "source": "betting",
    "what": {"sport": []},
    "where": {},
    "subscribe": false
  }
}
```

The example above queries all sport nodes without any filtering conditions.

get is declarative in nature. Instead of specifying *how* to fetch the data, you specify *what* data you are interested in – **get** ensures that you get it. Mastering the declarative syntax of **get** queries is therefore one of the cornerstones of working with Swarm efficiently.

get accepts 4 parameters:

- source** Collection source
- what** Data to select
- where** Conditions to filter the selected data optional
- subscribe** Subscribe to the query optional

source

source defines the collection source to fetch data from. It can have one of the following values:

- betting** Information about all sports, competitions, games, and other betting data
- user** Information about the logged in user
- messages** Information about messages for logged in user

See also:

[Data](#)

For extensive specification of data collections and the data they contain, see [Data](#).

what

what specifies the data to get out of the collection specified in *source*.

General syntax:

```
{
  "level": selector
}
```

level Level name

selector One of three possible field specifiers to select from the *level*

Selector syntax:

- `[]`: All fields for the nodes
- `['field_one', 'field_two', ...]`: Specific fields for the nodes

- '@count': Number of matching nodes rather than nodes themselves

Note: If multiple levels are selected, Swarm automatically joins their data together.

where

where defines the filter to apply to the selected data. It is an optional parameter.

General syntax:

```
{
  "level": {
    "field": criteria
  }
}
```

level Level name

field Field name for the given *level* to filter for

criteria Criteria for *field* value to be filtered with. Criteria can be either *simple* or *complex*.

Simple criteria syntax:

```
{
  "level": {
    "field": value
  }
}
```

value Match against *value* using simple, type-significant direct comparison

Complex criteria syntax:

```
{
  "level": {
    "field": {
      "operator": operand
    }
  }
}
```

operator Operator to filter the *field* value with

operand Argument for the operator

Swarm supports the following operators:

- '@in': Match the field against any value in the operand
 - *Operand*: [value1, value2, ...]
- '@nin': Match the field to be **not equal** to any value in the operand or to be absent from node
 - *Operand*: [value1, value2, ...]
- '@like': Match a translated string against the value in the operand for given language
 - *Operand*: {'language': 'string value'}

Note: @like operator supports multi language syntax as well like

```
“@like”: {"arm": "real", "eng": "real", ...}}
```

- '@is': It's like operator “@like” but compares equality instead of matching.
 - *Operand:* {'language': 'string value'}
-

Note: @is operator supports multi language syntax as well like

```
“@is”: {"arm": "real", "eng": "real", ...}}
```

Note: Only @is and @like operators can be used for localized fields and only for search purposes

- '@regex': Match the field against regular expression specified in operand value.
 - *Operand:* 'regular_expression'
-

Note: PERL compatible regular expression (PCRE) syntax is used and matching is performed from the beginning of field value.

- '@now': Match timestamp field against current time.
 - *Operand:* 'range_expression'
-

Note:

- @now operator can be used only on timestamp fields (*currently only “start_ts” in “game”*).
- Range expression must be a closed range defined with @gt, @gte, @lt, @lte operators.
- @now operator accepts only a map with upper and lower ranges, i.e. **both** "@gt (e) " and "@lt (e) " keys are required:

```
{"@now" : {"@gt": 0, "@lt": 3600}}
```

- Range should be valid "@gt (e) " value should be lower than "@lt (e) " value.
- In case only one of range boundaries is needed, the other one can be just set to a large enough number. e.g. games which are not started yet:

```
{"@gt": 0, "@lte": 999999999}
```

- '@gt': Match the field against any value greater than the operand value
 - *Operand:* value
 - '@lt': Match the field against any value lower than the operand value
 - *Operand:* value
 - '@gte': Match the field against any value equal to or greater than the operand value
 - *Operand:* value
-

- '@lte': Match the field against any value equal to or lower than the operand value
 - *Operand*: value
- '@limit': Limit the number of selected nodes
 - *Operand*: value

Note: Limit value cannot be more than 100

- '@node_limit': Limit the number of selected nodes per parent node
 - *Operand*: value
- 'nested-field-name': Name of the nested field of complex node field to match against given value or expression
 - *Operand*: value or expression

Note:

- Nested fields in *what* are **not allowed** e.g.

```
"game": ["stats.score1"]
```

- Nested fields in *where* are **not allowed**, e.g.

```
"game" : {"stats.score1": {"@gte": 1}}
```

or

```
"game": {"stats" : {"score": {"@gte" : 1}}}
```

- If a nested field contains a list (e.g. *game.live_events*) and there's any change in one of list elements the whole list is sent in update packet
- If a nested field (**any level**) contains a map and there's a change in map element(s), only the changed map element(s) will be sent in update.

Logical operations syntax:

```
{  
  "level": {  
    "operator": operand  
  }  
}
```

operator Operation to apply to specified filter in *operand* field

operand Corresponding filter expression

- '@or': Perform logical OR comparison on supplied array of two or more expressions and match the nodes that satisfy at least one of the expressions
 - *Operand*: [{ <expression1> }, { <expression2> }, ...]
 - example: { event: { @or: [{ price: { @lt: 20 } }, { price: 100 }] } }
- '@and': Perform logical AND comparison on supplied array of two or more expressions and match the nodes that satisfy all expressions

– *Operand*: [{ <expression1> }, { <expression2> }, ...]

Note: In order to get upper levels even if objects matching filter are missing in lower levels, you need to use OuterJoin syntax.

To use Outer Join instead of regular join, replace regular square brackets ([. . .]) with double square brackets ([[. . .]]) when specifying the selector.

e.g. you may need to get a game along with certain markets but it's not necessary for the markets to exist in the game (requested markets could miss from the game during the request, and come later with updates).

Here is the request example.

```
{
  "command": "get",
  "params": {
    "source": "betting",
    "what": {
      "region": [
        "alias"
      ],
      "game": [["id"]],
      "event": [
        "price",
        "name"
      ],
      "market": [
        "type",
        "name"
      ]
    },
    "where": {
      "competition": {
        "id": 1876
      },
      "game": {
        "type": {"@in": [0, 2]}
      },
      "market": {
        "type": {
          "@in": [
            "PLXP2"
          ]
        }
      }
    }
  },
  "subscribe": true
},
"rid": "149034286596220"
}
```

Response example.

```
{
  "code": 0,
  "data": {
    "data": {
```

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```
"region": {
  "90001": {
    "alias": "Germany",
    "competition": {
      "1876": {
        "game": {
          "6466832": {
            "id": 6466832,
            "market": {}
          },
          "6466836": {
            "id": 6466836,
            "market": {
              "67456618": {
                "event": {
                  "192921253": {
                    "name": "W1",
                    "price": 1.91
                  },
                  "192921254": {
                    "name": "X",
                    "price": 3.39
                  },
                  "192921255": {
                    "name": "W2",
                    "price": 4.25
                  }
                }
              },
              "name": "Match Result",
              "type": "P1XP2"
            }
          }
        },
        "6466863": {
          "id": 6466863,
          "market": {
            "67460019": {
              "event": {
                "192930009": {
                  "name": "W1",
                  "price": 1.49
                },
                "192930010": {
                  "name": "X",
                  "price": 4.64
                },
                "192930011": {
                  "name": "W2",
                  "price": 5.97
                }
              }
            },
            "name": "Match Result",
            "type": "P1XP2"
          }
        }
      }
    }
  }
},
```

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```

        "name": "DFB Pokal"
      }
    }
  },
  "subid": "-8527063395460829076"
}

```

As you can see in the response there are 3 games matching the provided credentials: 6466832, 6466836 and 6466863.

Games 6466836 and 6466863 have market with type *PIXP2*.

But as you can see in response there is also a game 6466832, which does not have this type of market yet it's still present in the response thanks to *outer join* (`"game": [{"id"}]`).

1.13.2 Subscribing and receiving updates

Subscribing to the query means that if any changes happen to the result of the query, those changes will automatically be pushed to your session. In case of Websocket, the changes will just arrive via the Websocket connection. In case of Long poll, a `whats_up()` request will fetch the changes.

Example request:

```

{
  "command": "whats_up"
}

```

If `subscribe` was set to `false`, or omitted, the initial `get()` query would simply return the dataset without further updates of changes to that particular query.

If `subscribe` was set to `true`, the query response would also contain subscription ID (`subid`) value along with dataset.

```

{
  ...
  "data": {
    "data": {
      "sport": {
        ...
      }
    },
    "subid": "5727868067050970589"
  }
}

```

Subscription ID is used for:

1. unsubscribing from specific query (`unsubscribe()`).
2. identifying specific query data in `whats_up()` response.

Example `whats_up` response which contains updates on several subscriptions:

```

{
  "code": 0,

```

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```

"rid": 0,
"data": {
  "1593298234837013460": { // Subscription 1
    "sport": {
      "844": { ... } // changed or new node
    }
  },
  "-86405724519794324": { // Subscription 2
    "region": {
      "65537": null // removed node
    }
  },
  "5727868067050970589": { // Subscription 3
    "event": {
      "923782145": {
        "price": 5.35 // changed field
      }
    }
  }
}
}

```

Note: Update assumes data on added/changed/removed fields and nodes. Removed data will have value of `null` for field/node/level.

1.13.3 Unsubscribing from query updates

When query data updates are no longer needed, `unsubscribe()` command should be called specifying original query Subscription ID.

Example request:

```

{
  "command": "unsubscribe",
  "params": {
    "subid": "5727868067050970589"
  }
}

```

where:

subid Subscription id

1.13.4 Bulk unsubscribing from query updates

When some queries data updates are no longer needed, `unsubscribe_bulk()` command should be called specifying original query Subscriptions ID.

Example request:

```

{
  "command": "unsubscribe_bulk",
  "params": {

```

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```
    "subids": ["5727868067050970589", "5727868067050970590", ...]  
  }  
}
```

CLIENT DEVELOPMENT - AUTHENTICATED OPERATIONS (PARTNERAPI VERSION)

This section of documentation is created for partners which have implemented PartnerAPI integration (according to “Spring Partner API integration” documentation). User management (accounts and wallets) is done at partner side in this case, although SWARM provides unified API for placing bets regardless of that.

2.1 Logging in and out

So first of all before any user specific operation is done - user should be authenticated. In PartnerAPI case this is done by Partner at their website, but SWARM should be notified about that so session requested earlier with `request_session` command is marked as authenticated.

This is where `restore_login` command comes in help. Without it all further commands (for example placing bet) will fail with “Not authenticated” error.

Example request:

```
{
  "command": "restore_login",
  "params": {
    "user_id": 11111,
    "auth_token": "some-random-authToken-12345678"
  }
}
```

where:

user_id User ID in Partner system. Will be validated to match `user_id` in `GetClientDetails` response.

auth_token Valid AuthToken for user.

Note: `restore_login` command will result in `GetClientDetails` to `OperatorBE` and on successful call SWARM session will be marked as authenticated and will allow further operations.

Successful response example:

```
{
  "code": 0,
  "data": {
    "auth_token": "test_token_228",

```

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```

    "user_id": 228
  }
}

```

As you can see `code` indicates success, and `user_id` and `auth_token` are echoed back.

Error response example:

```

{
  "code": 12,
  "rid": "0",
  "msg": "Invalid credentials",
  "data": {
    "status": 1002,
    "details": "WrongClientToken"
  }
}

```

`code` and `msg` here are self-descriptive. `data` contains error number forwarded from backend. See [Appendix D: Bet Options](#) for more information.

At some point it might be needed to `logout` current user.

Example of logout request:

```

{
  "command": "logout"
}

```

It doesn't receive any parameter and will just clear authentication information from current user's SWARM session.

2.2 Keeping user on-line

This part is very specific for PartnerAPI integration. Since `AuthToken` has an expiration time and when user is idle there should be some request which extends `AuthToken` lifetime. Otherwise PartnerAPI will consider user offline.

`get_balance` command will result in `GetClientBalance` to `OperatorBE` and on successful call SWARM session will be marked as authenticated and user balance will be returned.

`GetClientBalance` request is made by client application every 30-60 seconds to keep user on-line.

To simulate this behavior in SWARM please issue following command periodically:

```

{
  "command": "get_balance"
}

```

2.3 Preparing and placing bets

Once user is authenticated he's eligible for placing bets. `event` node (with its `id` and `price` fields) is used as a betting unit (odd).

Placing bet is a process of composing betslip which includes:

- stake amount (entered by user)

- bet type (selected by user)
- single or multiple odds (selected by user) (consisting of event id and price)
- odd change mode (bet mode) (selected by user)

Once this information is ready its time to proceed to main betting process.

2.3.1 Placing bet

Placing bet is done by issuing `do_bet` command.

Example of `do_bet` request:

```
{
  "command": "do_bet",
  "params": {
    "type": 1,
    "mode": 0,
    "amount": 50.0,
    "bonus_id": 112233 //optional
    "odd_type": 0, //optional
    "old_bet_id": 1000 //optional
    "uid": 1111 // optional
    "bets":[
      {
        "event_id": 929407026,
        "price": 2.1
      }
      // ...
    ]
  }
}
```

where:

type Bet type (see [Appendix D: Bet Options](#) for list of possible values)

mode Mode - odd change mode (see [Appendix D: Bet Options](#) for list of possible values)

amount Stake amount

bonus_id Bonus id (in case when client want to place bonus bet) ^{optional}

odd_type Odd type ^{optional} (see [Appendix D: Bet Options](#) for list of possible values)

uid Unique identifier for each request to overcome duplicate bets

bets List of bet event_ids and prices.

old_bet_id This parameter is used for edit bet feature, provide old bet id with the new modified `do_bet` request. (*Edit bet feature is enabled only for cashoutable markets*) ^{optional}

For single/ordinar stakes `bets` list will contain a single item. For other stakes - it is supposed to be a list of multiple items. For system stakes - additional `sys_bet` parameter is sent along with `do_bet` command.

```
{
  "command": "do_bet",
  "params": {
    "type": 3, // System bet
    "mode": 0,
```

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```

    "amount": 50.0,
    "bets": [ // User selected 3 odds
      {
        "event_id": 929407026,
        "price": 2.1
      },
      {
        "event_id": 929407027,
        "price": 2.2
      },
      {
        "event_id": 929407028,
        "price": 2.3
      }
    ],
    "sys_bet": 2 // User expects 2 of 3 variants to win (2/3)
  }
}

```

where:

sys_bet Number of odds variants to win

Example of rejected bet response:

```

{
  "code": 0,
  "data": {
    "result": "1800",
    "details": [
      {
        "event_id": "929407026",
        "status": "OK",
        // some optional event details
        "price": 1.1, // latest event price
        "old_price": 1.2, // previous event price
        "new_event_id": 1234567, // in case event basis has changed - new_
↪event ID
        "new_basis": 3, // - and new basis
      }
    ]
  }
}

```

where:

result Reason (error code) of bet rejection (see [Appendix D: Bet Options](#) for list of values)

details Details on specific odd. For example if odd price has changed for specific event - it will contain CHANGE_ODD value. (see [Appendix D: Bet Options](#) for list of values)

Example of accepted bet response:

```

{
  "code": 0,
  "data": {
    "result": "OK",
    "details": {

```

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```

    "bet_id": 12345678
  }
}

```

where:

result (see [Appendix D: Bet Options](#) for list of successful values)

details shows resulting Bet ID.

Note: For placing multiple ordinary bets - each `do_bet` request should be sent independently.

Note: Bet outcomes will be reported back to PartnerAPI OperatorBE via `BetResulted` calls.

Note: Bet price with -1 value can be passed to `sp` events. Event is considered `sp` if `sp_enabled` parameter is 1.

2.3.2 Booking bet

Booking bet is done by issuing `book_bet` command.

Example of `book_bet` request:

```

{
  "command": "book_bet",
  "params": {
    "type": 1,
    "source": "1",
    "amount": 100,
    "bets": [
      {
        "event_id": 197327425,
        "amount": 0.1
      }
      //...
    ]
  }
}

```

where:

type Bet type (see [Appendix D: Bet Options](#) for list of possible values)

source source, integer number to distinguish origin ^{optional}

amount Stake amount

bonus_id Bonus id (in case when client want to place bonus bet) ^{optional}

bets List of bet event_ids and prices.

For single/ordinary stakes `bets` list will contain a single item. For other stakes - it is supposed to be a list of multiple items. For system stakes - additional `sys_bet` parameter is sent along with `book_bet` command.

```

{
  "command": "book_bet",
  "params": {
    "type": 3,
    "source": "1",
    "amount": 0.1,
    "bets": [
      {
        "event_id": 197327397
      },
      {
        "event_id": 197470026
      }
    ],
    "sys_bet": 2
  }
}

```

where:

sys_bet Number of odds variants to win

Example of accepted bet response:

```

{
  "code": 0,
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "number": 977586
    }
  }
}

```

where:

result (see *Appendix D: Bet Options* for list of successful values)

details shows resulting Bet ID.

Note: For placing multiple ordinary bets - each `book_bet` request should be sent independently.

Note: Bet outcomes will be reported back to PartnerAPI OperatorBE via MoneyDeposits calls.

2.3.3 Getting limits

In some situation before placing bet it is necessary to get and display maximum bet/win limit set on specific odd.

Example of `get_max_bet` request:

```

{
  "command": "get_max_bet",
  "params": {

```

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```

"events": [
  1403105903,
  1403130348,
  1402661719
],
"type": 3,
"sys_min_count": 2,
"each_way": true,
},
"rid": "158883022192943"
}

```

where:

type Bet type.

sys_min_count system minimum count (for example if sys_min_count: 2 and events count is 3, user expects 2 of 3 variants to win (2/3)).

events List of events to return limit for. For an ordinal bet - its a single event list. For other bet types (for example express bets) - its a list of events and the return value is limit for total stake amount.

each_way If true, calculate the max bet with each way

Example of get_max_bet response:

```

{
  "code": 0,
  "rid": "158883022192943",
  "data": {
    "result": 0,
    "result_text": null,
    "details": {
      "amount": 17021.3,
      "unit_stake": 8900.2 // optional
    }
  }
}

```

Note: get_max_bet considers the following limits and returns minimal value of:

- limit set for user (if any)
- limit set on specific game (if any)
- global partner limit for live/prematch games

2.3.4 Bet History

To fetch and display user's bet history issue bet_history command. It will return list of user's bets along with outcome/original event information.

Example of bet_history request:

```

{
  "command": "bet_history",

```

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```

"params":{
  "where":{
    // use case 1
    "from_date":1401566400,
    "to_date":1404158400,
    "outcome":0,
    "bet_type":1
    "bet_id": 910891367
    "cashoutable": true,
    "only_counts": true
  }
}

```

where:

where optional list of filters to apply. if left empty - it will return user's recent bets without any filtering.

- `from_date` and `to_date` - UTC timestamps, allowing to filter bet history by date range
- `outcome` - filters by bet outcome (see [Appendix D: Bet Options](#) for list of values)
- `bet_type` - filters by bet type
- `bet_id` - return specified bet's information only
- `cashoutable` - return cashoutable bets
- `only_counts` - return count of bets which is applied to the filter

Example of `bet_history` response:

```

{
  "code":0,
  "data":{
    "bets":[
      // List of bets
      {
        "id":"910891367", // Bet ID
        "date_time":"1404296442", // Bet date (UTC timestamp)
        "type":"1", // Bet Type
        "amount":"0.2", // Bet amount
        "currency":"USD", // Bet currency
        "k":"1.23", // Bet price/coefficient
        "outcome":"3", // Bet outcome (see Appendix D)
        "payout":"0.25", // Payout amount
        "events":[ // Additional information about event user has placed on
          "cash_out":45.0, // CashOut amount by which client can cashOut the
↪bet (optional)
          {
            "id":"910860797",
            "sport_id":"848"
            "sport_name":"Tennis",
            "competition_name":"Italy - ATP Challenger Todi - Clay (LIVE)
↪",
            "game_id":"910636857",
            "game_name":"Taro Daniel - Flavio Cipolla",
            "game_info":"0 : 0",
            "game_information":"<GameInfo passTeam=\"team2\"
↪currentGameState=\"finished\" Field=\"0\" shirt1Color=\"ffffff\" short1Color=\"
↪\"000000\" shirt2Color=\"ffffff\" short2Color=\"000000\" score1=\"2\" score2=\"1\"
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↪addInfo=\"\" />",

```

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```
        "game_start_date": "2014-07-02 09:30:00",
        "team1": "Taro Daniel",
        "team2": "Flavio Cipolla",
        "is_live": "1",
        "basis": "",
        "event_name": "W1",
        "event_info": "0 : 0, (4:1) 15:15*; ",
        "name_first_number": "",
        "name_last_number": "",
        "outcome": "3", // Event outcome (see Appendix D)
        "coefficient": "1.23",
    }
}
},
// ...
]
}
}
```

3.1 Hierarchy

Swarm data is hierarchic in nature. A single unit of data is a *node* organized into 2 top-level collections (*sources*), and various 2nd-tier *levels*:

- **betting: All betting-related data**
 - *sport*
 - *region*
 - *competition*
 - *game*
 - *market*
 - *event*
- **user: All user-related data**
 - *profile*
- **messages: All user-messages related data**
 - *messages*
- **currency: All currency-related data**
 - *currency*
- **partner.config: All partner-related config data**
 - *partner.config*

All names in the list above are self-explanatory enough to make description redundant.

Each of the levels has its own set of attributes shared by all nodes under that level. There are also two attributes which are shared across all levels and sources: **id** and **order**. First represents the ID of the node, and is unique across the entire data set. Second represents the order of the node in a list for the purpose of sorting. Every node has an `id`, but not all nodes have `order`.

3.2 Localization

Texts in Swarm are returned in the language specified in `request_session` command.

3.3 Levels

3.3.1 sport

name ^{localized} Name of the sport

alias Alias

order Order

type Type of the sport. Possible values:

0: Electronic **1:** Virtual **2:** General **4:** Racing **5:** Fighting

3.3.2 region

name ^{localized} Name of the region

alias Alias

order Order

3.3.3 competition

name ^{localized} Name of the competition

order ^{optional} Order

3.3.4 game

type Type of the game. Possible values:

0: Prematch **1:** Live **2:** Future Live

start_ts Timestamp of the start of the game

is_started Whether or not the game is started

is_blocked Whether or not the game is blocked

events_count Number of events in the game

team1_name ^{localized} Name of the first team playing in the game

team2_name ^{localized optional} Name of the second team playing in the game

team1_id Unique ID of team1

team2_id Unique ID of team2

game_number Secondary alias ID of the game for aesthetic purposes

text_info ^{optional live} Text-only single line game info line

info ^{optional live object} Additional information about the game

current_game_state Current state of the game

current_game_time Current time of the game

field Type of the game field

shirt1_color RGB color of the shirt of the first team
short1_color RGB color of the shorts of the first team
shirt2_color RGB color of the shirt of the second team
short2_color RGB color of the shorts of the second team
score1 Score of the first team
score2 Score of the second team
add_info Additional information about the game
horse_xml ^{object} Read [horse racing docs](#) for detailed documentation.

RacingId Racing id

HorceCXml Url to XML file

HorceBXml Url to XML file

stats ^{optional live map} Additional statistics about the game

key: Type of stat

value: ^{object}

team1: Value of the stat for team 1

team2: Value of the stat for team 2

add_info Extra information about the stat

live_events ^{optional live array} In-game chronological events for live games

event_type Type of event

team Team the event applies to. Possible values:

team1: Team 1 **team2**: Team 2

add_info Extra information about the event, for example time of the event

is_feed_available if scout information feed is available (see *last_event*)

last_event ^{optional live} Last in-game event info (as reported by scouts)

type type of event. see [Appendix C: In-Game Events](#) for list of values

more fields here which are mostly self-descriptive

express_min_len ^{optional} if value is 1 - no bet chaining is allowed for this game

exclude_ids ^{optional} list of games which cannot be chained with this game bets

tv_type ^{optional} if game video stream is available - ID of video provider

video_id ^{optional} if game video stream is available - video stream ID

video_id2 ^{optional} if game video stream is available - alternative video stream ID

promoted ^{optional} if game is marked as “popular”, configured from backoffice

descr ^{optional prematch} Additional game description

comp_country Competition country

team1country Team1 country

team2country Team2 country

five if corresponding game is already created in Future Live (upcoming) list

visible_in_prematch ^{optional live} is live game has to be shown in prematch also

is_stat_available Provided to inform whether statistical information is available for the game or not. Statistics api is whole another one, so you need to integrate the api in order to get statistical info. Contact with your account manager for more questions.

show_type ^{optional} In order to distinguish the game whether it is outright game or not. Possible value: "OUTRIGHT"

3.3.5 market

name ^{localized} Name of the market

type ^{optional} Type of the market.

order Order

base ^{optional} Base of the market

col_count Number of columns to represent this market

express_id ^{optional} Grouping for restriction of express betting. Markets with the same *express_id* cannot be chained together

group_id ^{optional prematch} ID of the market group

group_name ^{localized optional prematch} Name of the market group

cashout ^{optional} Event sets for this market support cashOut

optimal ^{optional} If true market considered as optimal for same type markets, for example for Totals coefficient are most close

extra_info ^{optional} Extra information for Horse Racing markets

- EachWayPlace* The place count for EW
- EachWayK* EW place odd
- EarlyPrices* true - Current prices are Early Prices false - Current prices are Show Prices (Board Prices) null - Only SP is available

3.3.6 event

name: ^{localized} Name of the event

order Order

type ^{optional} Type of the event.see [Appendix E: Events per sport and market type](#) for list of values per sport and market

price Price

base ^{optional} Base of the event

sp_enabled ^{optional} If start price (SP) is enabled for event

ew_allowed ^{optional} if EachWay betting is enabled for event

extra_info ^{optional} Extra information for Horse Racing events

- IsNonRunner* The horse ia a non runner
- IsEarlyPrice* The same as the market EarlyPrices

PriceHistory Last 3 price history (Price - history price, TS - unix timestamp of the price change)

3.3.7 profile

id User id

name Full name of the user

last_name Last name of the user

first_name First name of the user

middle_name Middle name of the user

gender Single-letter gender of the user

email Email address of the user

username Username

phone Phone

mobile_phone Mobile phone

super_bet Super bet

casino_promo Casino promo

address Address of the user

currency Three-letter name of the currency

bonus_id Bonus ID

reg_date Registration date of the user

last_read_message ^{optional} Date of the last read message

doc_number ^{optional} Doc number

reg_info_incomplete Is registration information incomplete

exclude_date ^{optional} Exclude date

currency_rate Currency rate

unread_count Count of unread messages

games Games

birth_date Birth date of the user

balance Balance

unique_id Seven-letter unique ID of the user

has_free_bets Whether free bets are enabled for user or not.

subscribe_to_email Is subscribed to email

subscribe_to_sms Is subscribed to sms

subscribe_to_bonus Is subscribed to bonus

casino_balance Casino balance

country_code Country short code

province Province

iban Iban

active_step Active verification step

active_step_state State for verification step

subscribed_to_news Is subscribed to news

bonus_balance Bonus balance

frozen_balance Frozen balance

bonus_win_balance Bonus win balance

city City

loyalty_point Loyalty point

loyalty_earned_points Loyalty earned points

loyalty_exchanged_points Loyalty exchanged points

loyalty_level_id Loyalty level id

loyalty_point_usage_period Loyalty point usage period

loyalty_min_exchange_point Loyalty minimum exchange point

loyalty_max_exchange_point Loyalty maximum exchange point

affiliate_id Affiliate id

is_verified Is verified

incorrect_fields fields which are marketed as incorrect in moderation level

active_time_in_casino Last active time in casino

last_login_date Last login date

swift_code Swift code

counter_offer_min_amount Counter offer minimum amount

is_tax_applicable Is taxes applicable to the user

zip_code Zip code

additional_address Additional address

btag Btag

birth_region Birth region

supported_currencies supported currencies in case of multi-currency

wallets Information about amounts per wallet in case of multi-currency

title additional title like Mr. Mrs. or Ms.

unplayable_balance player unplayable balance

language User preferred language

exclude_type profile exclusion types, possible values

- 1 Timeout
- 2 Self Exclusion
- 3 SportsBook Temporary Block

4 SportsBook Block For Account Closure

5 Account Closure

6 Betting Block

7 Betting Block UK

client should issue command logout after receiving one of [1, 2, 4, 7] exclude_type

3.3.8 messages

subject Message subject

body Message body

3.3.9 currency

name Currency name

rounding Round currency value after floating point

rate Currency rate according to euro

3.3.10 partner.config

partner_id Partner id

currency Partner currency

is_cashout_live Is cashout available on live

is_cashout_prematch is cashout available on prematch

max_selections_in_multiple_bet Maximum selections in multiple bet for the partner

max_odd_for_multiple_bet Maximum odd for multiple bet for the partner

cashout_percentage Partner cashout percentage

maximum_odd_for_cashout Maximum odd for cashout

is_counter_offer_available Is counter offer available

sports_book_profile_ids List of Sportsbook profile ids

odds_raised_percent Odds raised percent

minimum_offer_amount Minimum offer amount

min_bet_stakes Minimum bet stakes

user_password_min_length User Password minimum length

is_superbet_on_live Is superbet available on live

is_superbet_on_prematch Is superbet available on prematch

price_decimals Count of digits after point in decimal numbers

multiple_price_decimals Count of digits after point in decimal numbers on multibets

price_round_method Method to round price. Possible values:

0 Cut

1 RoundUp

two_factor_enabled is two factor enabled or not

is_trial Is Trial or not

single_login Is single login or not

supported_currencies List of supported currencies.

multiple_possiblewin_round_method How to calculate the possible win of the multiple bet. Possible values:

0 Cut

1 RoundUp

SWARM BEST PRACTICE

4.1 General Notes

During the integration process, you need to use `https://eu-swarm-test.betconstruct.com`, `wss://eu-swarm-test.betconstruct.com` api endpoints.

- Do not use SWARM for back-end to back-end connection, client must be a front-end application.
- **By using SWARM API you agree that**
 - SWARM engineers may review front-end implementation
 - You admit any changes suggested

After engineer's review BetConstruct will provide the production SWARM url customized for you.

Attention: If the following practices aren't followed the integration may be inefficient and automatically blocked !!!

4.2 Indexed Data

- Getting data with indexed fields is more efficient.

The following fields are indexed

- “id” on all levels
- “type” on game level

4.3 Subscription

- Use subscriptions when data needs to be kept up to date
- Avoid repeated polling in such cases
- Only subscribe to what is shown on the screen at the moment
- Unsubscribe when data goes out of visibility scope

4.4 Websocket

- Prefer websocket over longpoll
- Use only one WebSocket connection

APPENDIX A: SWARM ERROR CODES

5.1 Swarm specific error codes

This section describes swarm specific error code values/meanings which is coming with “**code**” value on each response:

- 1 - Bad request,
- 2 - Invalid command,
- 3 - Service Unavailable,
- 5 - Session not found,
- 6 - Subscription not found,
- 7 - Not subscribed,
- 10 - Invalid level,
- 11 - Invalid field,
- 12 - Invalid credentials,
- 13 - Invalid tree mode,
- 14 - Query syntax is invalid,
- 15 - Invalid regular expression,
- 16 - Invalid source,
- 17 - Unsupported format exception,
- 18 - File size exception,
- 20 - Insufficient balance,
- 21 - Operation not allowed,
- 22 - Limit reached,
- 23 - Temporary unavailable,
- 24 - Abusive content,
- 25 - Birth_date should be provided,
- 26 - invalid promo code,
- 27 - recaptcha verification needed,
- 28 - Token has expired,

29 - recaptcha has not verified,
30 - Geo restricted,
50 - Payment services is unavailable,
99 - No response from drone,
301 - Moved permanently,

5.2 Backend specific error codes

This section describes error codes coming from backend usually with “**result**” field in “**data**” node

1000 - InternalError,
1001 - ClientNotFound,
1002 - InvalidUsernamePassword,
1003 - UserBlocked,
1004 - PartnerApiUserDismissed,
1005 - IncorrectOldPassword,
1118 - DuplicateLogin,
1119 - DuplicateEmail,
1120 - DuplicateNickName,
1121 - DuplicateRootNode,
1122 - DuplicatePersonalId,
1123 - DuplicateDocNumber,
1124 - AmountRangeDoesNotValidRange,
1125 - BetTypeError,
1126 - BetNotFoundError,
1127 - DuplicatePhone,
2000 - AccountNotFound,
2001 - ArgumentError,
2002 - BetshopNotFound,
2003 - BetStateError,
2004 - CanNotDeleteNodeWithChildren,
2005 - CashDeskNotFound,
2006 - CashDeskNotRegistered,
2007 - CurrencyMismatch,
2008 - ClientExcluded,
2009 - ClientLocked,
2200 - ClientBetStakeLimitError,

2011 - DbEntityValidationException,
2012 - DbUpdateConcurrencyException,
2013 - DocumentAlreadyInitialized,
2014 - DocumentInvalidAction,
2015 - DocumentNotInitialized,
2016 - DocumentNotFound,
2017 - DocumentTypeError,
2018 - EmailShouldNotBeEmpty,
2072 - ExpiredResetCode,
2020 - FirstNameShouldNotBeEmpty,
2021 - GameAlreadyExists,
2022 - GameNotExist,
2023 - IncorrectRequest,
2024 - InvalidEmail,
2025 - InvalidFilter,
2026 - InvalidNodeId,
2027 - InvalidTreeId,
2028 - InvalidPaymentSystem,
2029 - InputValuesMismatch,
2030 - IsLiveFlagMismatch,
2031 - LastNameShouldNotBeEmpty,
2032 - MatchAccessError,
2033 - MarketSuspended,
2034 - MatchNotFound,
2035 - MatchStateNotFound,
2036 - MatchSuspended,
2037 - MaxDailyBetAmountError,
2038 - MaxSingleBetAmountError,
2039 - MinDepositRequestSum,
2040 - MaxWithdrawalRequestsCount,
2041 - MaxWithdrawalRequestSum,
2042 - MarketTypeGroupNotFound,
2043 - MinWithdrawalRequestSum,
2044 - NodeWithGivenTypeAndSequenceAlreadyExists,
2045 - NoRootNodeInSportResultTemplate,
2046 - NotAllowed,

2047 - NotAuthorized,
2048 - WrongRegion,
2049 - NickNameAlreadySet,
2050 - OneMarketTypeGroup,
2051 - PartnerApiAccNotActivated,
2052 - PartnerApiClientBalanceError,
2053 - PartnerApiClientLimitError,
2054 - PartnerApiEmptyMethod,
2055 - PartnerApiEmptyRequestBody,
2056 - PartnerApiMaxAllowableLimit,
2057 - PartnerApiMinAllowableLimit,
2058 - PartnerApiPassTokenError,
2059 - PartnerApiTimeStampExpired,
2060 - PartnerApiTokenExpired,
2061 - PartnerApiUserBlocked,
2062 - PartnerApiWrongHash,
2063 - PartnerApiWrongLoginEmail,
2064 - PartnerApiWrongAccess,
2065 - PartnerNotFound,
2066 - PartnerCommercialFeeNotFound,
2067 - PartnerApiSpecific,
1021 - PasswordShouldBeDifferent,
2068 - PermissionNotFound,
2069 - RegionNotFound,
2070 - RequestNotAllowed,
2071 - RequestStateError,
2072 - ResetCodeExpired,
2073 - RoleNotFound,
2074 - SamePasswordAndLogin,
2075 - SelectionNotFound,
2076 - SelectionsCountMismatch,
2077 - SelectionSuspended,
2078 - SportMismatch,
2079 - ShiftDoesNotExists,
2080 - SportNotSupported,
2081 - TeamAlreadyExists,

2082 - TransactionAlreadyExists,
2083 - TransactionAlreadyOpen,
2400 - TransactionAmountError,
2085 - TranslationAlreadyExists,
2086 - TranslationNotFound,
2088 - UserPasswordMustBeLonger,
2089 - UserPasswordRegExpNotValid,
2090 - OperationAlreadyProcessed,
2091 - PasswordExpired,
2092 - UserWasNotFound,
2093 - UserNameAlreadyExist,
2094 - MatchStartTimeHasPassed,
2095 - WithdrawalRequestDocumentNotFound,
1002 - WrongClientToken,
2097 - WrongClassifierGroupID,
2098 - WrongCurrencyCode,
2099 - WrongInputParameters,
3000 - WrongLoginAttempts,
3001 - NotSupportedCurrency,
3002 - WrongOldPassword,
3003 - WrongTransactionId,
3004 - InvalidToken,
3005 - TokenAlreadyExists,
3006 - InvalidPaymentSystemOperation,
3007 - InvalidPaymentSystemCommission,
3008 - ImageUploadFailed,
3009 - IncorrectClientRequest,
1800 - BetSelectionChanged,
3011 - IsNotAnImage,
3012 - CantCreateDirectory,
3013 - InvalidAgent,
3014 - InvalidAgentSystem,
3015 - NegativeAmount,
3016 - WrongAgentGroup,
3017 - WrongAgentGroupValue,
3018 - InvalidAgentGroupItem,

3019 - BetSelectionsCombindedError,
2403 - PendingWithdrawalRequests,
2404 - CashOutNotAllowed,
2405 - BonusNotFound,
2406 - PartnerBonusNotFound,
2407 - ClientHasActiveBonus,
2408 - InvalidClientVerificationStep,
2409 - PartnerSettingNotAllowThisTypeOfSelfExclusion,
2410 - InvalidSelfExclusionType,
2411 - InvalidClientLimitType,
2412 - InvalidClientBonus,
2413 - ClientRestrictedForAction,
2414 - SelectionSinglesOnly,
2415 - PartnerNotSupportedTestClient,
2416 - PartnerNotUsingLoyaltyProgram,
2417 - PointExchangeRangeExceed,
2418 - ClientNotUsingLoyaltyProgram,
2419 - PartnerLimitAmountExceed,
2420 - ClientHasAcceptedBonus,
2421 - PartnerApiError,
2422 - TeamNotFound,
2423 - InvalidClientVerificationStepState,
2424 - PartnerSportsBookCurrencySetting,
2425 - ClientBetMinStakeLimitError,
2426 - MaxDepositRequestSum,
2427 - EmailWrongHash,
2428 - ClientAlreadySelfExcluded,
2429 - TransactionAmountExceedsFrozenMoney,
2430 - WrongHash,
2431 - PartnerMismatch,
2432 - MatchNotVisible,
2433 - LoyaltyLevelNotFount,
2434 - MaxWithdrawalAmount,
2435 - InvalidShopItem,
2436 - SelectionSuspendedBeforeStartTime,
2437 - BonusNotAllowedForSuperbet,

2438 - LockTimeout,
2439 - InvalidClaimOptionTemplate,
2440 - PartialCashOutAmountError,
2441 - ClientLimitChangePeriod,
2442 - PlayerNotAllowedToRegisterOnWebsite,
2443 - NotEnoughPoint,
2444 - PartnerBonusMarkedDeleted,
2445 - BonusEngineError,
2446 - MaxDepositAmount,
2447 - ClientExcludedNotAllowedRange,
2448 - CashOutNotAllowedMaximumOdd,
2449 - MarketNotVisible,
2450 - BonusCanNotBeAccepted,
2451 - RequiredFieldsMissing,
2452 - CounterOfferNotAvailable,
2453 - ObjectNotFound,
2454 - InvalidDepositWithDrawBetshop,
2455 - OperationInProgress,
2456 - EmailTypeNotFound,
2457 - CaptchaRequired,
2458 - OperationRestrictedForCurrency,
2459 - ClientAgeRestriction,
2460 - CounterOfferWrongPrice,
2461 - CounterOfferUnavailableForMarketType,
2462 - ClientVerificationStepExpired,
2463 - MessageNotFound,
2464 - NotSeparateWalletForPartner,
2465 - CashDeskIsBlocked,
2466 - BetSelectionsCanNotBeNullOrEmpty,
2467 - NotAllowedLicenseSelfExcluded,
2468 - AmountChanged,
2469 - InvalidPromoCode,
2470 - PartnerNotSupportSMS,
2471 - PromoCodeAlreadyApplied,
2472 - ConfirmationCodeCannotBeEmpty,
2473 - PhoneNumberCannotBeEmpty,

2474 - InvalidVerificationCode,
2475 - CounterOfferMinAmountError,
2476 - CodeExpired,
2477 - FreeBetTokenUsed,
2478 - SelectionMultipleCount,
2479 - ModelErrors,
2480 - InvalidSwiftCode,
2481 - CodeAlreadyUsed,
2482 - PhoneNumberOrContentAreInvalid,
2483 - PhoneNumberIsBlackListed,
2484 - DuplicateIBAN,
2485 - CounterOfferUnavailable,
2486 - DuplicateRFID,
2487 - CounterOfferUnavailableForSport,
2488 - NotallowedPasswordContainsName,
2489 - TerminalTicketAlreadyPaid,
2490 - TerminalTicketNotFound,
2491 - LinkedMatches,
2492 - CounterOfferError,
2493 - InvalidIPAddress,
2494 - MatchNotBooked,
2495 - ClientHasNoAccessToBonus,
2496 - RestrictedIPAddress,
2497 - MaxWeeklyBetAmountError,
2498 - PartnerRestrictedCountry,
2499 - MaxMonthlyBetAmountError,
2500 - ReportNotFound,
2501 - InvalidRelatedPartner,
2502 - CashDeskIsDeleted,
2503 - BirthDateRequired,
2504 - InvalidSwitchingType,
2505 - DateRangeNotValid,
2506 - LimitChangeRequestAlreadyExists,
2507 - LimitByPeriodError,
2508 - PersonalIdRequired,
2509 - BetAmountError,

2510 - BetValidationError,
2511 - MaxYearlyBetAmountError,
2512 - PartnerBlocked,
2513 - TwoFactorAuthenticationIsNotEnabled,
2514 - InvalidDeviceFingerprint,
2515 - InvalidDevice,
2516 - InvalidClientTwoFactorAuthenticationCode,
2517 - ClientNotVerified,
2518 - MatchNotFinished,
2519 - EachWayIsNotAvailable,
2520 - WrongCombination,
2521 - BetAlreadyCalculated,
2522 - InvalidClientVerificationArgs,
2523 - InvalidClientVerificationStepCode,
2524 - PlayerAlreadyHasAccountInTheSameLicensePartner,
2525 - ClientVerificationFailed,
2526 - InvalidParameters,
2527 - ClientWalletDoesNotExist,
2528 - ImageDataNotFound,
2529 - SuperBetNotAvailable,
2530 - PasswordHasBeenUsedPreviously,
2531 - PriceWasChanged,
2532 - PasswordConfirmationError,
2533 - ClientMustBeVerifiedToAccessBonus,
2534 - PhoneNumberIsNotSet,
2535 - SMSProviderError,
2536 - RegularExpressionNotmatching,
2537 - LimitChangeRequestAlreadyProcessed,
2538 - WithdrawalNotAllowedUnplayedAmount,
2539 - MarketTypeNotAvailableforBetBuilder,
2540 - BetGiftNotFound,
2541 - NotallowedPasswordContainsEmail,
2542 - ImageDownloadFailed,
2543 - InvalidBirthDate,
2544 - NotAllowedPasswordContainsUserName,
2545 - ClientVerificationStepNotFound,

2546 - PartnerApiConfigurationIsMissing,

2547 - MaxWithdrawalAmountPerDay,

2548 - MarginIsMissing,

APPENDIX B: LANGUAGE CODES

eng - English,
ger - German,
fra - French,
spa - Spanish,
ita - Italian,
por - Portuguese,
gre - Modern Greek (1453-),
rus - Russian,
lit - Lithuanian,
lav - Latvian,
arm - Armenian,
geo - Georgian,
arb - Arabic,
far - Persian,
fas - Persian,
per - Persian,
tur - Turkish,
chn - Chinese,
zho - Chinese,
est - Estonian,
ind - Indonesian,
kor - Korean,
msa - Malay (macrolanguage),
pol - Polish,
ron - Romanian,
srp - Serbian,
ukr - Ukrainian,

bgr - Bulgarian,
nor - Norwegian,
nld - Dutch,
cze - Czech,
slo - Slovak,
slk - Slovak,
kur - Kurdish,
slv - Slovenian,
heb - Hebrew,
jpn - Japanese,
aze - Azerbaijani,
fin - Finnish,
swe - Swedish,
swa - Swahili (macrolanguage),
tha - Thai,
mkd - Macedonian,
kaz - Kazakh,
alb - Albanian,
hrv - Croatian,
nob - Norwegian Bokmål,
uzb - Uzbek,
hin - Hindi,
amh - Amharic,

Note: If language code is not supported, it will fallback to English.

ask BetConstruct for more information.

APPENDIX C: IN-GAME EVENTS

7.1 American Football

Name	Id
Point	1
Period	15
Penalty	600
Free Kick	601
Safety	602

7.2 Aussie Rules

Name	Id
Period	12
Timeout	199
Point	327

7.3 Badminton

Name	Id
Set	12
Period	13
Point	14

7.4 Bandy

Name	Id
Goal	1
Period	8

7.5 Basketball

Name	Id
Period	22
Inning	23
Point	24
Period	15
Timeout	199
Foul	320
Free Throw	321
Missed Free Throw	325
Attack	326
1 Point	327
2 Points	328
3 Points	329

7.6 Beach Volleyball

Name	Id
Period	12
Point	14
Ball In Play	100
FaultScored	102
FaultMissed	103
Timeout	199

7.7 E-Basketball

Name	Id
Period	10
Timeout	199
Foul	320
Free 3 Throws	324
Missed Free Throw	325
Attack	326
Point	327

7.8 E-Football

Name	Id
Goal	1
Red Card	2
Yellow Card	3
Corner	4
Penalty	5
Substitution	6
Period	10
BallSafe	20
DangerousAttack	21
KickOff	22
GoalKick	23
FreeKick	24
ThrowIn	25
ShotOffTarget	26
ShotOnTarget	27
Offside	28
GoalkeeperSave	29
ShotBlocked	30
NotStarted	100
Finished	108
Attack	326

7.9 Football

Name	Id
Goal	1
Red Card	2
Yellow Card	3
Corner	3
Penalty	5
Substitution	6
Period	10
Foul	11
BallSafe	20
DangerousAttack	21
KickOff	22
GoalKick	23
FreeKick	24
ThrowIn	25
ShotOffTarget	26
ShotOnTarget	27
Offside	28
GoalkeeperSave	29
ShotBlocked	30
Finished	108
Attack	326

7.10 Futsal

Name	Id
Red Card	1
Yellow Card	2
Corner	4

7.11 Handball

Name	Id
Period	12
Timeout	199
Throw In	500
Throw Out	501
Goal Keeper Throw	502
Free Throw	503
Seven Meter Throw	504
Penalty Scored	505
Penalty Missed	506

7.12 Ice Hockey

Name	Id
Goal	1
Period	10
Finished	11
Timer Status	410
Suspension	420
Suspension Over	421

7.13 Rugby League

Name	Id
Point	1
Period	10
Point	1
Period	10

7.14 Snooker

Name	Id
Point	1
Period	11

7.15 Table Tennis

Name	Id
Period	10
Timeout	199
Point	205
Ball In Play	206
Service Fault	207

7.16 Tennis

Name	Id
Period	1
Timeout	199
Point	205
Ball In Play	206
Service Fault	207
DoubleFault	208
Ace	209
InjuryBreak	210
RainDelay	211
Challenge	212
Final Set	213
Let First	214
Retired	215
Walkover	216
Game	217
Set	218

7.17 Volleyball

Name	Id
Period	12
Set	13
Point	14
Fault	15
Ball In Play	100
FaultScored	102
FaultMissed	103
Timeout	199

Note: more sports event information to come.

APPENDIX D: BET OPTIONS

8.1 Bet Type values and meaning

Bet type is used to specify what kind of stakes are done by user:

1	Single
2	Multiple
3	System
4	Chain
5	Trixie
6	Yankee
7	PermedYankee
8	SuperYankee
9	Heinz
10	SuperHeinz
11	Goliath
12	Patent
13	PermedPatent
14	Lucky15
15	Lucky31
16	Lucky63
17	Alphabet
40	StraightForecast
41	ReverseForecast
42	CombinationForecast
43	StraightTricast
44	CombinationTricast

8.2 Bet Mode values and meaning

Bet Mode is used to change betting mode for the client and could be one of the following:

-1	Super bet mode
0	Accept bet ONLY if odd has not been changed
1	Accept bet if odd has not been changed OR if odd has been increased
2	Accept bet with ANY odd changes

8.3 Bet result values

Code	Description
OK	Accepted
ONHOLD	Accepted, but placed on hold for review
500-999	Forwarded error code from Operator's PartnerAPI backend
1000	Internal Error
1001	User not found
1002	Wrong Login/Password
1003	User blocked
1004	User dismissed
1023	User is not verified via email
1099	Fork exception
1100	Game is already started
1102	Game start time is already past
1103	Bet editing time is already past
1104	Bet is payed
1105	Bet status not fixed
1106	Bet lose
1107	Bet is online
1108	Wrong value for coefficient
1109	Wrong value for amount (in case of system bet - amount is less than minimum allowed)
1112	Request is already paid!
1113	Request is already stored!
1124	Amount is not in valid range
1125	Bet type error
1126	Bet declined by SKKS
1150	You yet are not allowed to bet on the given event yet
1170	Card lot blocked
1171	Scratch card already activated
1172	Scratch card blocked
1174	Wrong scratch card currency (not supported for user currency)
1200	Wrong value exception
1273	Wrong scratch card number
1300	Double value exception
1400	Double event exception
1500	Limit exception
1550	The sum exceeds maximum allowable limit
1560	The sum is less than minimum allowable limit
1600	There is going the correction of coefficient.
1700	Wrong access exception
1800	Odds is changed from %s to %s
1900	The events can be included only in the express
2000	Odds restriction exception
2007	Currency mismatch
2008	Client excluded
2009	Client locked
2033	Market suspended
2036	Game suspended
2048	Wrong region

Continued on next page

Table 1 – continued from previous page

Code	Description
2051	Partner api access not activated
2052	Partner api Client Balance Error
2053	Partner api client limit error
2054	Partner api empty method
2055	Partner api empty request body
2056	Partner api max allowable limit
2057	Partner api min allowable limit
2058	Partner api PassToken error
2059	Partner api timestamp expired
2060	Partner api token expired
2061	Partner api user blocked
2062	Partner api wrong hash
2063	Partner api wrong login email
2064	Partner api wrong access
2065	Partner not found
2066	Partner commercial fee not found
2075	Selection not found
2076	Selection count mismatch
2077	Event suspended
2078	Sport mismatch
2080	Sport not supported for the partner
2100	Payment restriction exception
2200	Client limit exception
2421	Partner api error
2424	Partner sportsbook currency setting error
2425	Client bet stake min limit error
2098	Wrong currency code
3001	Currency not supported
3015	Negative amount
3019	Bet selections cannot be chained together
2405	Bonus not found
2406	Partner bonus not found
2407	Client has active bonus
2412	Invalid client bonus
2413	Client restricted for action
2414	The events can be included only in the ordinar
2415	Partner not supported test client
2416	Partner not using loyalty program
2417	Point exchange range exceed
2418	Client not using loyalty program
2419	Partner limit amount exceed
2420	Client has accepted bonus
2421	Partner api error
2422	Team not found
2423	Invalid client verification step state
2424	Partner sports book currency setting
2425	Client bet min stake limit error
2426	Max deposit request sum
2427	Email wrong hash

Continued on next page

Table 1 – continued from previous page

Code	Description
2428	Client already self excluded
2429	Transaction amount exceeds frozen money
2430	Wrong hash
2431	PartnerMismatch
2432	MatchNotVisible
2433	LoyaltyLevelNotFount

8.4 Balance History operation values

Code	Description
0	New Bets
1	Winning Bets
2	Returned Bet
3	Deposit
4	Card Deposit
5	Bonus
6	Bonus Bet
7	Commission
8	Withdrawal
9	Correction Up
302	Correction Down
10	Deposit by payment system
12	Withdrawal request
13	Authorized Withdrawal
14	Withdrawal denied
15	Withdrawal paid
23	In the process of revision
24	Removed for recalculation
29	Free Bet Bonus received
30	Wagering Bonus received
31	Transfer from Gaming Wallet
32	Transfer to Gaming Wallet
37	Declined Superbet
39	Bet on hold
40	Bet cashout

8.5 Bet details status values

Code	Description
OK	No problems on specific odd
CHANGE_ODD	Odd value (price) has been changed
EVENT_LOCKED	Event is locked
LIMIT_ERROR	Event limit exceeded
BASIS_CHANGED	Event basis has changed
GAME_STARTED	Game is already started

8.6 Bet outcomes

Value	Bet Outcome
0	Not Resulted
1	Lost
2	Returned (void)
3	Won
5	CashedOut

8.7 Event outcomes

Value	Event Outcome
0	Not Resulted
1	Lost
2	Returned
3	Won
5	Won Return
6	Lost Return
7	Place

8.8 Odd type values

Value	Odd type
0	Decimal
1	Fractional
2	American
3	HongKong
4	Malay
5	Indo

8.9 Get Deposits status values

Code	Description
-2	Rejected
-1	Cancelled
0	New
1	Allowed
2	Pending
3	Paid

APPENDIX E: EVENTS PER SPORT AND MARKET TYPE

Sport	MarketType	Event
American Football	Advantage(Betsonpoints)	Home 1-6 points advantage
American Football	Advantage(Betsonpoints)	Home 7-12 points advantage
American Football	Advantage(Betsonpoints)	Home 13-18 points advantage
American Football	Advantage(Betsonpoints)	Home 19-24 points advantage
American Football	Advantage(Betsonpoints)	Home 25-30 points advantage
American Football	Advantage(Betsonpoints)	Home 31-36 points advantage
American Football	Advantage(Betsonpoints)	Home 37-42 points advantage
American Football	Advantage(Betsonpoints)	Home 43-48 points advantage
American Football	Advantage(Betsonpoints)	Home 49 and more points advantage
American Football	Advantage(Betsonpoints)	Draw
American Football	Advantage(Betsonpoints)	Away 1-6 points advantage
American Football	Advantage(Betsonpoints)	Away 7-12 points advantage
American Football	Advantage(Betsonpoints)	Away 13-18 points advantage
American Football	Advantage(Betsonpoints)	Away 19-24 points advantage
American Football	Advantage(Betsonpoints)	Away 25-30 points advantage
American Football	Advantage(Betsonpoints)	Away 31-36 points advantage
American Football	Advantage(Betsonpoints)	Away 37-42 points advantage
American Football	Advantage(Betsonpoints)	Away 43-48 points advantage
American Football	Advantage(Betsonpoints)	Away 49 and more points advantage
American Football	AwayTeamTotalPoints	Over
American Football	AwayTeamTotalPoints	Under
American Football	HalfAwayTeamTotal2Way	Over
American Football	HalfAwayTeamTotal2Way	Under
American Football	HalfHandicap	Home ({-h})
American Football	HalfHandicap	Away ({h})
American Football	HalfHomeTeamTotal2Way	Over
American Football	HalfHomeTeamTotal2Way	Under
American Football	HalfOddEvenTotal	Even
American Football	HalfOddEvenTotal	Odd
American Football	HalfTotal	Over
American Football	HalfTotal	Under
American Football	HalfTotalTouchdowns	Over
American Football	HalfTotalTouchdowns	Under
American Football	HalfWinner	W1
American Football	HalfWinner	W2

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
American Football	HalfWinner(3Way)	W1
American Football	HalfWinner(3Way)	X
American Football	HalfWinner(3Way)	W2
American Football	HighestScoringQuarter	1
American Football	HighestScoringQuarter	2
American Football	HighestScoringQuarter	3
American Football	HighestScoringQuarter	4
American Football	HomeTeamTotalPoints	Over
American Football	HomeTeamTotalPoints	Under
American Football	LastTeamtoScore	Home
American Football	LastTeamtoScore	Away
American Football	MatchHandicap	Home ({-h})
American Football	MatchHandicap	Away ({h})
American Football	MatchOddEvenTotal	Even
American Football	MatchOddEvenTotal	Odd
American Football	MatchTotal	Over
American Football	MatchTotal	Under
American Football	MatchWinner	W1
American Football	MatchWinner	W2
American Football	Overtime	Yes
American Football	Overtime	No
American Football	QuarterAwayTeamTotal2Way	Over
American Football	QuarterAwayTeamTotal2Way	Under
American Football	QuarterFieldGoal	Yes
American Football	QuarterFieldGoal	No
American Football	QuarterHandicap	Home ({-h})
American Football	QuarterHandicap	Away ({h})
American Football	QuarterHomeTeamTotal2Way	Over
American Football	QuarterHomeTeamTotal2Way	Under
American Football	QuarterOddEvenTotal	Even
American Football	QuarterOddEvenTotal	Odd
American Football	QuarterTotal	Over
American Football	QuarterTotal	Under
American Football	QuarterTouchdown	Yes
American Football	QuarterTouchdown	No
American Football	QuarterWinner	W1
American Football	QuarterWinner	W2
American Football	QuarterWinner(3Way)	W1
American Football	QuarterWinner(3Way)	X
American Football	QuarterWinner(3Way)	W2
American Football	TeamtoMakeFirstScore	Team 1
American Football	TeamtoMakeFirstScore	Team 2
Aussie Rules	1stHalfHandicap	Home ({-h})
Aussie Rules	1stHalfHandicap	Away ({h})
Aussie Rules	1stQuarterHandicap	Home ({-h})
Aussie Rules	1stQuarterHandicap	Away ({h})
Aussie Rules	1stQuarterResult	Home
Aussie Rules	1stQuarterResult	Away
Aussie Rules	1stQuarterTotalBehinds	Over

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Aussie Rules	1stQuarterTotalBehinds	Under
Aussie Rules	1stQuarterTotalGoals	Over
Aussie Rules	1stQuarterTotalGoals	Under
Aussie Rules	1stQuarterTotals	Over
Aussie Rules	1stQuarterTotals	Under
Aussie Rules	HalfResult	Home
Aussie Rules	HalfResult	Away
Aussie Rules	HalfTotalGoals	Over
Aussie Rules	HalfTotalGoals	Under
Aussie Rules	HalfTotals	Over
Aussie Rules	HalfTotals	Under
Aussie Rules	Handicap	Home ({-h})
Aussie Rules	Handicap	Away ({h})
Aussie Rules	MatchBehinds	Over
Aussie Rules	MatchBehinds	Under
Aussie Rules	MatchGoals	Over
Aussie Rules	MatchGoals	Under
Aussie Rules	MatchResult	Home
Aussie Rules	MatchResult	Away
Aussie Rules	TotalPointsOver/Under	Over
Aussie Rules	TotalPointsOver/Under	Under
Badminton	GameCorrectScore	15-21
Badminton	GameCorrectScore	16-21
Badminton	GameCorrectScore	17-21
Badminton	GameCorrectScore	18-21
Badminton	GameCorrectScore	19-21
Badminton	GameCorrectScore	21-15
Badminton	GameCorrectScore	21-16
Badminton	GameCorrectScore	21-17
Badminton	GameCorrectScore	21-18
Badminton	GameCorrectScore	21-19
Badminton	GameCorrectScore	AnyOther
Badminton	GameEven/Odd	Even
Badminton	GameEven/Odd	Odd
Badminton	GameExtraPoints	Yes
Badminton	GameExtraPoints	No
Badminton	GameHandicap	Home ({-h})
Badminton	GameHandicap	Away ({h})
Badminton	GameLeadAfter10	W1
Badminton	GameLeadAfter10	X
Badminton	GameLeadAfter10	W2
Badminton	GameLeadAfter15	W1
Badminton	GameLeadAfter15	W2
Badminton	GameLeadAfter5	W1
Badminton	GameLeadAfter5	W2
Badminton	GamePointBetting	W1
Badminton	GamePointBetting	W2
Badminton	GameRaceTo10	W1
Badminton	GameRaceTo10	W2

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Badminton	GameRaceTo15	W1
Badminton	GameRaceTo15	W2
Badminton	GameRaceTo5	W1
Badminton	GameRaceTo5	W2
Badminton	GameTotalPoints	Over
Badminton	GameTotalPoints	Under
Badminton	GameWinner	W1
Badminton	GameWinner	W2
Badminton	GameWinningMarginTeam1	1-2 Margin
Badminton	GameWinningMarginTeam1	3-5 Margin
Badminton	GameWinningMarginTeam1	6-8 Margin
Badminton	GameWinningMarginTeam1	9 or More
Badminton	GameWinningMarginTeam2	1-2 Margin
Badminton	GameWinningMarginTeam2	3-5 Margin
Badminton	GameWinningMarginTeam2	6-8 Margin
Badminton	GameWinningMarginTeam2	9 or More
Badminton	MatchCorrectScore	{hv}-{av}
Badminton	MatchEven/Odd	Even
Badminton	MatchEven/Odd	Odd
Badminton	MatchHandicap2	Home ({-h})
Badminton	MatchHandicap2	Away ({h})
Badminton	MatchWinner	W1
Badminton	MatchWinner	W2
Badminton	SetHandicap	Home ({-h})
Badminton	SetHandicap	Away ({h})
Badminton	TotalGames	Over
Badminton	TotalGames	Under
Badminton	WillTheMatchBeDecidedInThe2thGame	Yes
Badminton	WillTheMatchBeDecidedInThe2thGame	No
Bandy	AsianHandicap	Home ({-h})
Bandy	AsianHandicap	Away ({h})
Bandy	DoubleChance	1X
Bandy	DoubleChance	12
Bandy	DoubleChance	X2
Bandy	MatchResult	W1
Bandy	MatchResult	X
Bandy	MatchResult	W2
Bandy	OddEvenTotal	Even
Bandy	OddEvenTotal	Odd
Bandy	Over/Under	Over
Bandy	Over/Under	Under
Baseball	1st5InningsMoneyLine	Home
Baseball	1st5InningsMoneyLine	Away
Baseball	1st5InningsRunLine	Home ({-h})
Baseball	1st5InningsRunLine	Away ({h})
Baseball	1st5InningsTotalRunsOver/Under	Over
Baseball	1st5InningsTotalRunsOver/Under	Under
Baseball	AwayTeamTotalRunsOver/Under	Over
Baseball	AwayTeamTotalRunsOver/Under	Under

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Baseball	FirstTeamToScore	Home
Baseball	FirstTeamToScore	Away
Baseball	HomeTeamTotalRunsOver/Under	Over
Baseball	HomeTeamTotalRunsOver/Under	Under
Baseball	LastTeamToScore	Home
Baseball	LastTeamToScore	Away
Baseball	MoneyLine	W1
Baseball	MoneyLine	W2
Baseball	RunLine	Home ({-h})
Baseball	RunLine	Away ({h})
Baseball	TotalRunsOver/Under	Over
Baseball	TotalRunsOver/Under	Under
Basketball	FirstToScorePoints	Home
Basketball	FirstToScorePoints	Away
Basketball	HalfAwayTeamTotal2	Over
Basketball	HalfAwayTeamTotal2	Under
Basketball	HalfHandicap	Home ({-h})
Basketball	HalfHandicap	Away ({h})
Basketball	HalfHomeTeamTotal2	Over
Basketball	HalfHomeTeamTotal2	Under
Basketball	HalfOddEvenTotal	Even
Basketball	HalfOddEvenTotal	Odd
Basketball	HalfTotal	Over
Basketball	HalfTotal	Under
Basketball	HalfWinner2	W1
Basketball	HalfWinner2	W2
Basketball	HalfWinner3	W1
Basketball	HalfWinner3	X
Basketball	HalfWinner3	W2
Basketball	MatchAwayTeamTotal2	Over
Basketball	MatchAwayTeamTotal2	Under
Basketball	MatchHandicap	Home ({-h})
Basketball	MatchHandicap	Away ({h})
Basketball	MatchHomeTeamTotal2	Over
Basketball	MatchHomeTeamTotal2	Under
Basketball	MatchOddEvenTotal	Even
Basketball	MatchOddEvenTotal	Odd
Basketball	MatchTotal	Over
Basketball	MatchTotal	Under
Basketball	MatchWinner2	W1
Basketball	MatchWinner2	W2
Basketball	MatchWinner3	W1
Basketball	MatchWinner3	X
Basketball	MatchWinner3	W2
Basketball	MatchWinningMargin	Home 1 - 2
Basketball	MatchWinningMargin	Home 3 - 5
Basketball	MatchWinningMargin	Home 6 - 9
Basketball	MatchWinningMargin	Home 10 - 14
Basketball	MatchWinningMargin	Home 15 - 20

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Basketball	MatchWinningMargin	Home 21+
Basketball	MatchWinningMargin	Away 1 - 2
Basketball	MatchWinningMargin	Away 3 - 5
Basketball	MatchWinningMargin	Away 6 - 9
Basketball	MatchWinningMargin	Away 10 - 14
Basketball	MatchWinningMargin	Away 15 - 20
Basketball	MatchWinningMargin	Away 21+
Basketball	MatchWinningMargin	Tie
Basketball	QuarterAwayTeamTotal2	Over
Basketball	QuarterAwayTeamTotal2	Under
Basketball	QuarterHandicap	Home ({-h})
Basketball	QuarterHandicap	Away ({h})
Basketball	QuarterHomeTeamTotal2	Over
Basketball	QuarterHomeTeamTotal2	Under
Basketball	QuarterOddEvenTotal	Even
Basketball	QuarterOddEvenTotal	Odd
Basketball	QuarterRaceTo103	Home
Basketball	QuarterRaceTo103	Away
Basketball	QuarterRaceTo103	Neither
Basketball	QuarterRaceTo153	Home
Basketball	QuarterRaceTo153	Away
Basketball	QuarterRaceTo153	Neither
Basketball	QuarterRaceTo203	Home
Basketball	QuarterRaceTo203	Away
Basketball	QuarterRaceTo203	Neither
Basketball	QuarterRaceTo253	Home
Basketball	QuarterRaceTo253	Away
Basketball	QuarterRaceTo253	Neither
Basketball	QuarterRaceTo303	Home
Basketball	QuarterRaceTo303	Away
Basketball	QuarterRaceTo303	Neither
Basketball	QuarterTotal	Over
Basketball	QuarterTotal	Under
Basketball	QuarterWinner2	W1
Basketball	QuarterWinner2	W2
Basketball	QuarterWinner3	W1
Basketball	QuarterWinner3	X
Basketball	QuarterWinner3	W2
Beach Football	AsianHandicap	Home ({-h})
Beach Football	AsianHandicap	Away ({h})
Beach Football	EvenOddTotal	Even
Beach Football	EvenOddTotal	Odd
Beach Football	GameWinner	W1
Beach Football	GameWinner	W2
Beach Football	Handicap	Home ({-h})
Beach Football	Handicap	Away ({h})
Beach Football	MatchResult	W1
Beach Football	MatchResult	X
Beach Football	MatchResult	W2

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Beach Football	MatchWinner	W1
Beach Football	MatchWinner	W2
Beach Football	OddEvenTotal	Odd
Beach Football	OddEvenTotal	Even
Beach Football	Over/Under	Over
Beach Football	Over/Under	Under
Beach Football	TotalOverUnder	Over
Beach Football	TotalOverUnder	Under
Beach Volleyball	CorrectScore	2-0
Beach Volleyball	CorrectScore	2-1
Beach Volleyball	CorrectScore	1-2
Beach Volleyball	CorrectScore	0-2
Beach Volleyball	Handicap	Home ({-h})
Beach Volleyball	Handicap	Away ({h})
Beach Volleyball	MatchWinner2	W1
Beach Volleyball	MatchWinner2	W2
Beach Volleyball	SetEvenOddTotal	Even
Beach Volleyball	SetEvenOddTotal	Odd
Beach Volleyball	SetHandicap	Home ({-h})
Beach Volleyball	SetHandicap	Away ({h})
Beach Volleyball	SetTotalOverUnder	Over
Beach Volleyball	SetTotalOverUnder	Under
Beach Volleyball	SetWinner	W1
Beach Volleyball	SetWinner	W2
Beach Volleyball	TotalOver/Under	Over
Beach Volleyball	TotalOver/Under	Under
Beach Volleyball	TotalSetsCount	2
Beach Volleyball	TotalSetsCount	3
Bowls	Handicap	Home ({-h})
Bowls	Handicap	Away ({h})
Bowls	MatchWinner2	W1
Bowls	MatchWinner2	W2
Bowls	SetHandicap	Home ({-h})
Bowls	SetHandicap	Away ({h})
Bowls	SetTotal	Over
Bowls	SetTotal	Under
Bowls	SetWinner	W1
Bowls	SetWinner	X
Bowls	SetWinner	W2
Bowls	Team1TotalPoints	Over
Bowls	Team1TotalPoints	Under
Bowls	Team2TotalPoints	Over
Bowls	Team2TotalPoints	Under
Bowls	Total	Over
Bowls	Total	Under
Boxing	BoutBetting	W1
Boxing	BoutBetting	X
Boxing	BoutBetting	W2
Boxing	MoneyLine	Home

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Boxing	MoneyLine	Away
Boxing	RoundBetting12	1 - Round 1
Boxing	RoundBetting12	1 - Round 2
Boxing	RoundBetting12	1 - Round 3
Boxing	RoundBetting12	1 - Round 4
Boxing	RoundBetting12	1 - Round 5
Boxing	RoundBetting12	1 - Round 6
Boxing	RoundBetting12	1 - Round 7
Boxing	RoundBetting12	1 - Round 8
Boxing	RoundBetting12	1 - Round 9
Boxing	RoundBetting12	1 - Round 10
Boxing	RoundBetting12	1 - Round 11
Boxing	RoundBetting12	1 - Round 12
Boxing	RoundBetting12	1 by Decision
Boxing	RoundBetting12	Draw
Boxing	RoundBetting12	2 by Decision
Boxing	RoundBetting12	2 - Round 1
Boxing	RoundBetting12	2 - Round 2
Boxing	RoundBetting12	2 - Round 3
Boxing	RoundBetting12	2 - Round 4
Boxing	RoundBetting12	2 - Round 5
Boxing	RoundBetting12	2 - Round 6
Boxing	RoundBetting12	2 - Round 7
Boxing	RoundBetting12	2 - Round 8
Boxing	RoundBetting12	2 - Round 9
Boxing	RoundBetting12	2 - Round 10
Boxing	RoundBetting12	2 - Round 11
Boxing	RoundBetting12	2 - Round 12
Boxing	TotalRounds	Over
Boxing	TotalRounds	Under
Boxing	WinningGroupofRounds	1 - Rounds 1-3
Boxing	WinningGroupofRounds	1 - Rounds 4-6
Boxing	WinningGroupofRounds	1 - Rounds 7-9
Boxing	WinningGroupofRounds	1 - Rounds 10-12
Boxing	WinningGroupofRounds	1 by Decision
Boxing	WinningGroupofRounds	Draw
Boxing	WinningGroupofRounds	2 by Decision
Boxing	WinningGroupofRounds	2 - Rounds 1-3
Boxing	WinningGroupofRounds	2 - Rounds 4-6
Boxing	WinningGroupofRounds	2 - Rounds 7-9
Boxing	WinningGroupofRounds	2 - Rounds 10-12
Boxing	Winningmethod	1 by Decision
Boxing	Winningmethod	1 by KO, TKO or DQ
Boxing	Winningmethod	Draw
Boxing	Winningmethod	2 by Decision
Boxing	Winningmethod	2 by KO, TKO or DQ
Chess	AsianHandicap	Home ({-h})
Chess	AsianHandicap	Away ({h})
Chess	DoubleChance	1X

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Chess	DoubleChance	12
Chess	DoubleChance	X2
Chess	MatchResult	W1
Chess	MatchResult	X
Chess	MatchResult	W2
Counter-Strike: Global Offensive	AwayTeamToWinAtLeast1Map	Away
Counter-Strike: Global Offensive	AwayTeamtoWinMaps	0
Counter-Strike: Global Offensive	AwayTeamtoWinMaps	1
Counter-Strike: Global Offensive	AwayTeamtoWinMaps	2
Counter-Strike: Global Offensive	AwayTeamtoWinMaps	3
Counter-Strike: Global Offensive	CorrectScore	{hv}-{av}
Counter-Strike: Global Offensive	DoubleChance	1X
Counter-Strike: Global Offensive	DoubleChance	12
Counter-Strike: Global Offensive	DoubleChance	X2
Counter-Strike: Global Offensive	HomeTeamToWinAtLeast1Map	Home
Counter-Strike: Global Offensive	HomeTeamtoWinMaps	0
Counter-Strike: Global Offensive	HomeTeamtoWinMaps	1
Counter-Strike: Global Offensive	HomeTeamtoWinMaps	2
Counter-Strike: Global Offensive	HomeTeamtoWinMaps	3
Counter-Strike: Global Offensive	Map1FirstTo5Rounds	W1
Counter-Strike: Global Offensive	Map1FirstTo5Rounds	W2
Counter-Strike: Global Offensive	Map1Round16Winner	W1
Counter-Strike: Global Offensive	Map1Round16Winner	W2
Counter-Strike: Global Offensive	Map1Round1Winner	W1
Counter-Strike: Global Offensive	Map1Round1Winner	W2
Counter-Strike: Global Offensive	Map1RoundsEvenorOdd	Even
Counter-Strike: Global Offensive	Map1RoundsEvenorOdd	Odd

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Counter-Strike: Global Offensive	Map1RoundsHandicap	Home ({{-h}})
Counter-Strike: Global Offensive	Map1RoundsHandicap	Away ({{h}})
Counter-Strike: Global Offensive	Map1Winner	W1
Counter-Strike: Global Offensive	Map1Winner	W2
Counter-Strike: Global Offensive	Map2FirstTo5Rounds	W1
Counter-Strike: Global Offensive	Map2FirstTo5Rounds	W2
Counter-Strike: Global Offensive	Map2Round16Winner	W1
Counter-Strike: Global Offensive	Map2Round16Winner	W2
Counter-Strike: Global Offensive	Map2Round1 Winner	W1
Counter-Strike: Global Offensive	Map2Round1 Winner	W2
Counter-Strike: Global Offensive	Map2RoundsEvenorOdd	Even
Counter-Strike: Global Offensive	Map2RoundsEvenorOdd	Odd
Counter-Strike: Global Offensive	Map2RoundsHandicap	Home ({{-h}})
Counter-Strike: Global Offensive	Map2RoundsHandicap	Away ({{h}})
Counter-Strike: Global Offensive	Map2Winner	W1
Counter-Strike: Global Offensive	Map2Winner	W2
Counter-Strike: Global Offensive	Map3FirstTo5Rounds	W1
Counter-Strike: Global Offensive	Map3FirstTo5Rounds	W2
Counter-Strike: Global Offensive	Map3Round16Winner	W1
Counter-Strike: Global Offensive	Map3Round16Winner	W2
Counter-Strike: Global Offensive	Map3Round1 Winner	W1
Counter-Strike: Global Offensive	Map3Round1 Winner	W2
Counter-Strike: Global Offensive	Map3RoundsEvenorOdd	W1
Counter-Strike: Global Offensive	Map3RoundsEvenorOdd	W2
Counter-Strike: Global Offensive	Map3RoundsHandicap	Home ({{-h}})

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Counter-Strike: Global Offensive	Map3RoundsHandicap	Away ({h})
Counter-Strike: Global Offensive	Map3Winner	W1
Counter-Strike: Global Offensive	Map3Winner	W2
Counter-Strike: Global Offensive	Map4FirstTo5Rounds	W1
Counter-Strike: Global Offensive	Map4FirstTo5Rounds	W2
Counter-Strike: Global Offensive	Map4Round16Winner	W1
Counter-Strike: Global Offensive	Map4Round16Winner	W2
Counter-Strike: Global Offensive	Map4Round1 Winner	W1
Counter-Strike: Global Offensive	Map4Round1 Winner	W2
Counter-Strike: Global Offensive	Map4RoundsEvenorOdd	Even
Counter-Strike: Global Offensive	Map4RoundsEvenorOdd	Odd
Counter-Strike: Global Offensive	Map4RoundsHandicap	Home ({-h})
Counter-Strike: Global Offensive	Map4RoundsHandicap	Away ({h})
Counter-Strike: Global Offensive	Map4Winner	W1
Counter-Strike: Global Offensive	Map4Winner	W2
Counter-Strike: Global Offensive	Map5FirstTo5Rounds	W1
Counter-Strike: Global Offensive	Map5FirstTo5Rounds	W2
Counter-Strike: Global Offensive	Map5Round16Winner	W1
Counter-Strike: Global Offensive	Map5Round16Winner	W2
Counter-Strike: Global Offensive	Map5Round1 Winner	W1
Counter-Strike: Global Offensive	Map5Round1 Winner	W2
Counter-Strike: Global Offensive	Map5RoundsEvenorOdd	Even
Counter-Strike: Global Offensive	Map5RoundsEvenorOdd	Odd
Counter-Strike: Global Offensive	Map5RoundsHandicap	Home ({-h})
Counter-Strike: Global Offensive	Map5RoundsHandicap	Away ({h})

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Counter-Strike: Global Offensive	Map5Winner	W1
Counter-Strike: Global Offensive	Map5Winner	W2
Counter-Strike: Global Offensive	MapsHandicap	Home ({{-h}})
Counter-Strike: Global Offensive	MapsHandicap	Away ({{h}})
Counter-Strike: Global Offensive	MapsTotal	Over
Counter-Strike: Global Offensive	MapsTotal	Under
Counter-Strike: Global Offensive	MatchResult	W1
Counter-Strike: Global Offensive	MatchResult	X
Counter-Strike: Global Offensive	MatchResult	W2
Counter-Strike: Global Offensive	MatchWinner	W1
Counter-Strike: Global Offensive	MatchWinner	W2
Cricket	MatchResult(IncludingSuperOver)	Home
Cricket	MatchResult(IncludingSuperOver)	Away
Curling	Handicap	Home ({{-h}})
Curling	Handicap	Away ({{h}})
Curling	MatchResult	Home
Curling	MatchResult	Away
Curling	Over/Under	Over
Curling	Over/Under	Under
Darts	180inFIRSTLEG	Yes
Darts	180inFIRSTLEG	No
Darts	CorrectLegScore	{{hv}}-{{av}}
Darts	DoubleChance	1X
Darts	DoubleChance	12
Darts	DoubleChance	X2
Darts	DrawNoBet	W1
Darts	DrawNoBet	W2
Darts	First180	W1
Darts	First180	W2
Darts	Handicap(NoTie)	Home ({{-h}})
Darts	Handicap(NoTie)	Away ({{h}})
Darts	HandicapLegs	Home ({{-h}})
Darts	HandicapLegs	Away ({{h}})
Darts	HandicapSet	Home ({{-h}})
Darts	HandicapSet	Away ({{h}})
Darts	HighestCheckout	W1
Darts	HighestCheckout	W2
Darts	HighestCheckoutScore intheMatch	Over
Darts	HighestCheckoutScore intheMatch	Under

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Darts	HighestCheckoutTotal	Over
Darts	HighestCheckoutTotal	Under
Darts	LeadAfter4Legs	Home
Darts	LeadAfter4Legs	Draw
Darts	LeadAfter4Legs	Away
Darts	LeadAfter6Legs	Home
Darts	LeadAfter6Legs	Draw
Darts	LeadAfter6Legs	Away
Darts	LegCheckoutColor	Red
Darts	LegCheckoutColor	Green
Darts	LegCheckoutTotal	Over
Darts	LegCheckoutTotal	Under
Darts	LegWinner	Home
Darts	LegWinner	Away
Darts	MatchResult	W1
Darts	MatchResult	W2
Darts	MatchResult(NoDraw)	W1
Darts	MatchResult(NoDraw)	W2
Darts	MatchWinner2Way	W1
Darts	MatchWinner2Way	W2
Darts	MatchWinner3Way	W1
Darts	MatchWinner3Way	X
Darts	MatchWinner3Way	W2
Darts	Most180'S	W1
Darts	Most180'S	X
Darts	Most180'S	W2
Darts	P1180InMatch	Yes
Darts	P1180InMatch	No
Darts	P2180InMatch	Yes
Darts	P2180InMatch	No
Darts	Player1:HighestCheckout	Over
Darts	Player1:HighestCheckout	Under
Darts	Player2:HighestCheckout	Over ({h})
Darts	Player2:HighestCheckout	Under ({h})
Darts	ScoreAfter4Legs	{hv}-{av}
Darts	ScoreAfter6Legs	{hv}-{av}
Darts	TotalLegs	Over
Darts	TotalLegs	Under
Darts	TotalLegsOver/Under	Over
Darts	TotalLegsOver/Under	Under
Darts	TotalSetsOver/Under	Over
Darts	TotalSetsOver/Under	Under
Darts	Willbe170checkoutintheMatch	Yes
Darts	Willbe170checkoutintheMatch	No
Dota 2	CorrectScore	{hv}-t{av}
Dota 2	DoubleChance	1X
Dota 2	DoubleChance	12
Dota 2	DoubleChance	X2
Dota 2	Game1FirstBlood	W1

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Dota 2	Game1FirstBlood	W2
Dota 2	Game1FirstTo10Kills	W1
Dota 2	Game1FirstTo10Kills	W2
Dota 2	Game1KillsEvenOrOdd	Even
Dota 2	Game1KillsEvenOrOdd	Odd
Dota 2	Game1KillsHandicap	Home ({-h})
Dota 2	Game1KillsHandicap	Away ({h})
Dota 2	Game1KillsTotal	Over
Dota 2	Game1KillsTotal	Under
Dota 2	Game1Winner	W1
Dota 2	Game1Winner	W2
Dota 2	Game2FirstBlood	W1
Dota 2	Game2FirstBlood	W2
Dota 2	Game2FirstTo10Kills	W1
Dota 2	Game2FirstTo10Kills	W2
Dota 2	Game2KillsEvenOrOdd	Even
Dota 2	Game2KillsEvenOrOdd	Odd
Dota 2	Game2KillsHandicap	Home ({-h})
Dota 2	Game2KillsHandicap	Away ({h})
Dota 2	Game2KillsTotal	Over
Dota 2	Game2KillsTotal	Under
Dota 2	Game2Winner	W1
Dota 2	Game2Winner	W2
Dota 2	Game3FirstBlood	W1
Dota 2	Game3FirstBlood	W2
Dota 2	Game3FirstTo10Kills	W1
Dota 2	Game3FirstTo10Kills	W2
Dota 2	Game3KillsEvenOrOdd	Even
Dota 2	Game3KillsEvenOrOdd	Odd
Dota 2	Game3KillsHandicap	Home ({-h})
Dota 2	Game3KillsHandicap	Away ({h})
Dota 2	Game3KillsTotal	Over
Dota 2	Game3KillsTotal	Under
Dota 2	Game3Winner	W1
Dota 2	Game3Winner	W2
Dota 2	Game4FirstBlood	W1
Dota 2	Game4FirstBlood	W2
Dota 2	Game4FirstTo10Kills	W1
Dota 2	Game4FirstTo10Kills	W2
Dota 2	Game4KillsEvenOrOdd	Even
Dota 2	Game4KillsEvenOrOdd	Odd
Dota 2	Game4KillsHandicap	Home ({-h})
Dota 2	Game4KillsHandicap	Away ({h})
Dota 2	Game4KillsTotal	Over
Dota 2	Game4KillsTotal	Under
Dota 2	Game4Winner	W1
Dota 2	Game4Winner	W2
Dota 2	Game5FirstBlood	W1
Dota 2	Game5FirstBlood	W2

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Dota 2	Game5FirstTo10Kills	W1
Dota 2	Game5FirstTo10Kills	W2
Dota 2	Game5KillsEvenOrOdd	Even
Dota 2	Game5KillsEvenOrOdd	Odd
Dota 2	Game5KillsHandicap	Home ({-h})
Dota 2	Game5KillsHandicap	Away ({h})
Dota 2	Game5KillsTotal	Over
Dota 2	Game5KillsTotal	Under
Dota 2	Game5Winner	W1
Dota 2	Game5Winner	W2
Dota 2	GamesHandicap	Home ({-h})
Dota 2	GamesHandicap	Away ({h})
Dota 2	GamesTotal	Over
Dota 2	GamesTotal	Under
Dota 2	MatchResult	W1
Dota 2	MatchResult	X
Dota 2	MatchResult	W2
Dota 2	MatchWinner	Winner1
Dota 2	MatchWinner	Winner2
E-Basketball	MatchAwayTeamTotal2	Over
E-Basketball	MatchAwayTeamTotal2	Under
E-Basketball	MatchHandicap	Home ({-h})
E-Basketball	MatchHandicap	Away ({h})
E-Basketball	MatchHomeTeamTotal2	Over
E-Basketball	MatchHomeTeamTotal2	Under
E-Basketball	MatchOddEvenTotal	Even
E-Basketball	MatchOddEvenTotal	Odd
E-Basketball	MatchTotal	Over
E-Basketball	MatchTotal	Under
E-Basketball	MatchWinner2	W1
E-Basketball	MatchWinner2	W2
E-Basketball	QuarterAwayTeamTotal2	Over
E-Basketball	QuarterAwayTeamTotal2	Under
E-Basketball	QuarterHandicap	Home ({-h})
E-Basketball	QuarterHandicap	Away ({h})
E-Basketball	QuarterHomeTeamTotal2	Over
E-Basketball	QuarterHomeTeamTotal2	Under
E-Basketball	QuarterOddEvenTotal	Even
E-Basketball	QuarterOddEvenTotal	Odd
E-Basketball	QuarterTotal	Over
E-Basketball	QuarterTotal	Under
E-Basketball	QuarterWinner3	W1
E-Basketball	QuarterWinner3	X
E-Basketball	QuarterWinner3	W2
E-Football	1stHalfBothTeamsToScore	Yes
E-Football	1stHalfBothTeamsToScore	No
E-Football	1stHalfCornersOver/Under	Over
E-Football	1stHalfCornersOver/Under	Under
E-Football	1stHalfYellowCardsOver/Under	Over

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
E-Football	1stHalfYellowCardsOver/Under	Under
E-Football	2ndHalfAsianHandicap	Home ({-h})
E-Football	2ndHalfAsianHandicap	Away ({h})
E-Football	2ndHalfBothTeamsToScore	Yes
E-Football	2ndHalfBothTeamsToScore	No
E-Football	2ndHalfCornersOver/Under	Over
E-Football	2ndHalfCornersOver/Under	Under
E-Football	2ndHalfCorrectScore	{hv}-{av}
E-Football	2ndHalfTotalOver/Under	Over
E-Football	2ndHalfTotalOver/Under	Under
E-Football	2ndHalfYellowCardsOver/Under	Over
E-Football	2ndHalfYellowCardsOver/Under	Under
E-Football	AsianHandicap	Home ({-h})
E-Football	AsianHandicap	Away ({h})
E-Football	AwayTeamCleanSheet	Yes
E-Football	AwayTeamCleanSheet	No
E-Football	AwayTeamCornersOverUnder	Over
E-Football	AwayTeamCornersOverUnder	Under
E-Football	BothTeamsToScore	Yes
E-Football	BothTeamsToScore	No
E-Football	CornersOverUnder	Over
E-Football	CornersOverUnder	Under
E-Football	CornerTeam	Home
E-Football	CornerTeam	Away
E-Football	CornerTeam	No
E-Football	CorrectScore	{hv}-t{av}
E-Football	DoubleChance	1X
E-Football	DoubleChance	12
E-Football	DoubleChance	X2
E-Football	DrawNoBet	Home
E-Football	DrawNoBet	Away
E-Football	EvenOddTotal	Even
E-Football	EvenOddTotal	Odd
E-Football	ExtraTimeAwayTeamCorrectTotal	0
E-Football	ExtraTimeAwayTeamCorrectTotal	1
E-Football	ExtraTimeAwayTeamCorrectTotal	2
E-Football	ExtraTimeAwayTeamCorrectTotal	Any Other
E-Football	ExtraTimeDoubleChance	1X
E-Football	ExtraTimeDoubleChance	12
E-Football	ExtraTimeDoubleChance	X2
E-Football	ExtraTimeHalfTimeHandicap	Home ({-h})
E-Football	ExtraTimeHalfTimeHandicap	X
E-Football	ExtraTimeHalfTimeHandicap	Away ({h})
E-Football	ExtraTimeHalfTimeOverUnder	Over
E-Football	ExtraTimeHalfTimeOverUnder	Under
E-Football	ExtraTimeHalfTimeResult	W1
E-Football	ExtraTimeHalfTimeResult	X
E-Football	ExtraTimeHalfTimeResult	W2
E-Football	ExtraTimeHandicap	Home ({-h})

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
E-Football	ExtraTimeHandicap	X
E-Football	ExtraTimeHandicap	Away ({h})
E-Football	ExtraTimeHomeTeamCorrectTotal	0
E-Football	ExtraTimeHomeTeamCorrectTotal	1
E-Football	ExtraTimeHomeTeamCorrectTotal	2
E-Football	ExtraTimeHomeTeamCorrectTotal	Any Other
E-Football	ExtraTimeOverUnder	Over
E-Football	ExtraTimeOverUnder	Under
E-Football	ExtraTimeResult	W1
E-Football	ExtraTimeResult	X
E-Football	ExtraTimeResult	W2
E-Football	FirstTeamToScore	1
E-Football	FirstTeamToScore	2
E-Football	FirstTeamToScore	No Goal
E-Football	GoalInFirstHalf	Yes
E-Football	GoalInFirstHalf	No
E-Football	GoalInSecondHalf	Yes
E-Football	GoalInSecondHalf	No
E-Football	GoalsInBothHalfes	Yes
E-Football	GoalsInBothHalfes	No
E-Football	HalfTimeAsianHandicap	Home ({-h})
E-Football	HalfTimeAsianHandicap	Away ({h})
E-Football	HalfTimeCorrectScore	{hv}-{av}
E-Football	HalfTimeDoubleChance	1X
E-Football	HalfTimeDoubleChance	12
E-Football	HalfTimeDoubleChance	X2
E-Football	HalfTimeEvenOddTotal	Even
E-Football	HalfTimeEvenOddTotal	Odd
E-Football	HalfTimeFullTime	W1/W1
E-Football	HalfTimeFullTime	W1/X
E-Football	HalfTimeFullTime	W1/W2
E-Football	HalfTimeFullTime	X/W1
E-Football	HalfTimeFullTime	X/X
E-Football	HalfTimeFullTime	X/W2
E-Football	HalfTimeFullTime	W2/W1
E-Football	HalfTimeFullTime	W2/X
E-Football	HalfTimeFullTime	W2/W2
E-Football	HalfTimeFullTimeDoubleChance	1X/1X
E-Football	HalfTimeFullTimeDoubleChance	1X/12
E-Football	HalfTimeFullTimeDoubleChance	1X/X2
E-Football	HalfTimeFullTimeDoubleChance	12/1X
E-Football	HalfTimeFullTimeDoubleChance	12/12
E-Football	HalfTimeFullTimeDoubleChance	12/X2
E-Football	HalfTimeFullTimeDoubleChance	X2/1X
E-Football	HalfTimeFullTimeDoubleChance	X2/12
E-Football	HalfTimeFullTimeDoubleChance	X2/X2
E-Football	HalfTimeOverUnder	Over
E-Football	HalfTimeOverUnder	Under
E-Football	HalfTimeResult	W1

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
E-Football	HalfTimeResult	X
E-Football	HalfTimeResult	W2
E-Football	HalfTimeTeam1OverUnder	Over
E-Football	HalfTimeTeam1OverUnder	Under
E-Football	HalfTimeTeam1TotalGoals	0-1
E-Football	HalfTimeTeam1TotalGoals	2-3
E-Football	HalfTimeTeam1TotalGoals	4-6
E-Football	HalfTimeTeam1TotalGoals	7+
E-Football	HalfTimeTeam2OverUnder	Over
E-Football	HalfTimeTeam2OverUnder	Under
E-Football	HalfTimeTeam2TotalGoals	0-1
E-Football	HalfTimeTeam2TotalGoals	2-3
E-Football	HalfTimeTeam2TotalGoals	4-6
E-Football	HalfTimeTeam2TotalGoals	7+
E-Football	HalfTimeTotalGoals	0-1
E-Football	HalfTimeTotalGoals	2-3
E-Football	HalfTimeTotalGoals	4-6
E-Football	HalfTimeTotalGoals	7+
E-Football	Handicap	Home ({-h})
E-Football	Handicap	Tie
E-Football	Handicap	Away ({h})
E-Football	HighestScoringHalf	1st = 2nd
E-Football	HighestScoringHalf	1st > 2nd
E-Football	HighestScoringHalf	1st < 2nd
E-Football	HomeTeamCleanSheet	Yes
E-Football	HomeTeamCleanSheet	No
E-Football	HomeTeamCornersOverUnder	Over
E-Football	HomeTeamCornersOverUnder	Under
E-Football	LastTeamtoScore	1
E-Football	LastTeamtoScore	2
E-Football	LastTeamtoScore	No Goal
E-Football	MatchResult	W1
E-Football	MatchResult	X
E-Football	MatchResult	W2
E-Football	NextGoalTime	1-10
E-Football	NextGoalTime	11-20
E-Football	NextGoalTime	21-30
E-Football	NextGoalTime	31-40
E-Football	NextGoalTime	41-50
E-Football	NextGoalTime	51-60
E-Football	NextGoalTime	61-70
E-Football	NextGoalTime	71-80
E-Football	NextGoalTime	81-90
E-Football	NextGoalTime	No Goal
E-Football	OutcomeAndTotal25	W1 Over
E-Football	OutcomeAndTotal25	W1 Under
E-Football	OutcomeAndTotal25	X Over
E-Football	OutcomeAndTotal25	X Under
E-Football	OutcomeAndTotal25	W2 Over

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
E-Football	OutcomeAndTotal25	W2 Under
E-Football	OutcomeAndTotal25	1X Over
E-Football	OutcomeAndTotal25	1X Under
E-Football	OutcomeAndTotal25	12 Over
E-Football	OutcomeAndTotal25	12 Under
E-Football	OutcomeAndTotal25	X2 Over
E-Football	OutcomeAndTotal25	X2 Under
E-Football	OutcomeAndTotal35	W1 Over
E-Football	OutcomeAndTotal35	W1 Under
E-Football	OutcomeAndTotal35	X Over
E-Football	OutcomeAndTotal35	X Under
E-Football	OutcomeAndTotal35	W2 Over
E-Football	OutcomeAndTotal35	W2 Under
E-Football	OutcomeAndTotal35	1X Over
E-Football	OutcomeAndTotal35	1X Under
E-Football	OutcomeAndTotal35	12 Over
E-Football	OutcomeAndTotal35	12 Under
E-Football	OutcomeAndTotal35	X2 Over
E-Football	OutcomeAndTotal35	X2 Under
E-Football	OverUnder	Over
E-Football	OverUnder	Under
E-Football	Penalty	Yes
E-Football	Penalty	No
E-Football	RedCard	Yes
E-Football	RedCard	No
E-Football	RedCardsOverUnder	Over
E-Football	RedCardsOverUnder	Under
E-Football	SecondHalfResult	W1
E-Football	SecondHalfResult	X
E-Football	SecondHalfResult	W2
E-Football	Team1 OverUnder	Over
E-Football	Team1 OverUnder	Under
E-Football	Team1 ScoreBothInHalves Yes/no	Yes
E-Football	Team1 ScoreBothInHalves Yes/no	No
E-Football	Team1 ScoreInFirstHalf	Yes
E-Football	Team1 ScoreInFirstHalf	No
E-Football	Team1 ScoreInSecondHalf	Yes
E-Football	Team1 ScoreInSecondHalf	No
E-Football	Team1 Score Yes/no	Yes
E-Football	Team1 Score Yes/no	No
E-Football	Team1 TotalGoals	0-1
E-Football	Team1 TotalGoals	2-3
E-Football	Team1 TotalGoals	4-6
E-Football	Team1 TotalGoals	7+
E-Football	Team1 TotalGoalsExact	0
E-Football	Team1 TotalGoalsExact	1
E-Football	Team1 TotalGoalsExact	2
E-Football	Team1 TotalGoalsExact	3
E-Football	Team1 TotalGoalsExact	4 or more

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
E-Football	Team1WinBothHalves	Yes
E-Football	Team1WinBothHalves	No
E-Football	Team1YellowCardsOverUnder	Over
E-Football	Team1YellowCardsOverUnder	Under
E-Football	Team2OverUnder	Over
E-Football	Team2OverUnder	Under
E-Football	Team2ScoreBothInHalvesYes/no	Yes
E-Football	Team2ScoreBothInHalvesYes/no	No
E-Football	Team2ScoreinFirstHalf	Yes
E-Football	Team2ScoreinFirstHalf	No
E-Football	Team2ScoreInSecondHalf	Yes
E-Football	Team2ScoreInSecondHalf	No
E-Football	Team2ScoreYes/No	Yes
E-Football	Team2ScoreYes/No	No
E-Football	Team2TotalGoals	0-1
E-Football	Team2TotalGoals	2-3
E-Football	Team2TotalGoals	4-6
E-Football	Team2TotalGoals	7+
E-Football	Team2TotalGoalsExact	0
E-Football	Team2TotalGoalsExact	1
E-Football	Team2TotalGoalsExact	2
E-Football	Team2TotalGoalsExact	3
E-Football	Team2TotalGoalsExact	4 or more
E-Football	Team2WinBothHalves	Yes
E-Football	Team2WinBothHalves	No
E-Football	Team2YellowCardsOverUnder	Over
E-Football	Team2YellowCardsOverUnder	Under
E-Football	TeamToScore	Home
E-Football	TeamToScore	Away
E-Football	TeamToScore	No
E-Football	TeamWithMostCornersWithDraw	W1
E-Football	TeamWithMostCornersWithDraw	X
E-Football	TeamWithMostCornersWithDraw	W2
E-Football	TeamWithMostYellowCardsWithDraw	W1
E-Football	TeamWithMostYellowCardsWithDraw	X
E-Football	TeamWithMostYellowCardsWithDraw	W2
E-Football	TotalGoals	0-1
E-Football	TotalGoals	2-3
E-Football	TotalGoals	4-6
E-Football	TotalGoals	7+
E-Football	YellowCardsOverUnder	Over
E-Football	YellowCardsOverUnder	Under
Electronic sports	AwayTeamNumberOfMapsWon	0
Electronic sports	AwayTeamNumberOfMapsWon	1
Electronic sports	AwayTeamNumberOfMapsWon	2
Electronic sports	AwayTeamNumberOfMapsWon	3
Electronic sports	AwayTeamToWinAtLeast1Map	Away
Electronic sports	AwayTeamtoWinGames	0
Electronic sports	AwayTeamtoWinGames	1

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Electronic sports	AwayTeamtoWinGames	2
Electronic sports	CorrectScore	3:0
Electronic sports	CorrectScore	3:1
Electronic sports	CorrectScore	3:2
Electronic sports	CorrectScore	2:0
Electronic sports	CorrectScore	2:1
Electronic sports	CorrectScore	1:2
Electronic sports	CorrectScore	0:2
Electronic sports	CorrectScore	2:3
Electronic sports	CorrectScore	1:3
Electronic sports	CorrectScore	0:3
Electronic sports	DoubleChance	1X
Electronic sports	DoubleChance	12
Electronic sports	DoubleChance	X2
Electronic sports	Game1KillsEvenOrOdd	Even
Electronic sports	Game1KillsEvenOrOdd	Odd
Electronic sports	Game1Winner	W1
Electronic sports	Game1Winner	W2
Electronic sports	Game2KillsEvenOrOdd	Even
Electronic sports	Game2KillsEvenOrOdd	Odd
Electronic sports	Game2Winner	W1
Electronic sports	Game2Winner	W2
Electronic sports	Game3KillsEvenOrOdd	Even
Electronic sports	Game3KillsEvenOrOdd	Odd
Electronic sports	Game3Winner	W1
Electronic sports	Game3Winner	W2
Electronic sports	GamesHandicap	Home ({-h})
Electronic sports	GamesHandicap	Away ({h})
Electronic sports	GamesTotal	Over
Electronic sports	GamesTotal	Under
Electronic sports	Handicap	Home ({-h})
Electronic sports	Handicap	Away ({h})
Electronic sports	HomeTeamNumberOfMapsWon	0
Electronic sports	HomeTeamNumberOfMapsWon	1
Electronic sports	HomeTeamNumberOfMapsWon	2
Electronic sports	HomeTeamNumberOfMapsWon	3
Electronic sports	HomeTeamToWinAtLeast1Map	Home
Electronic sports	HomeTeamtoWinGames	0
Electronic sports	HomeTeamtoWinGames	1
Electronic sports	HomeTeamtoWinGames	2
Electronic sports	KillsEvenOrOdd	Even
Electronic sports	KillsEvenOrOdd	Odd
Electronic sports	Map1Winner	W1
Electronic sports	Map1Winner	W2
Electronic sports	Map2Winner	W1
Electronic sports	Map2Winner	W2
Electronic sports	Map3Winner	W1
Electronic sports	Map3Winner	W2
Electronic sports	Map4Winner	W1

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Electronic sports	Map4Winner	W2
Electronic sports	Map5Winner	W1
Electronic sports	Map5Winner	W2
Electronic sports	MapsHandicap	Home ({-h})
Electronic sports	MapsHandicap	Away ({h})
Electronic sports	MapsTotal	Over
Electronic sports	MapsTotal	Under
Electronic sports	MatchResult	W1
Electronic sports	MatchResult	X
Electronic sports	MatchResult	W2
Electronic sports	MatchWinner	W1
Electronic sports	MatchWinner	W2
Electronic sports	ToWinAtLeast1Game	Home
Electronic sports	ToWinAtLeast1Game	Away
Field hockey	AsianHandicap	Home ({-h})
Field hockey	AsianHandicap	Away ({h})
Field hockey	DoubleChance	1X
Field hockey	DoubleChance	12
Field hockey	DoubleChance	X2
Field hockey	MatchResult	W1
Field hockey	MatchResult	X
Field hockey	MatchResult	W2
Field hockey	Over/Under	Over
Field hockey	Over/Under	Under
Field hockey	TotalmatchEvenOdd	Even
Field hockey	TotalmatchEvenOdd	Odd
Floorball	DoubleChance	1X
Floorball	DoubleChance	12
Floorball	DoubleChance	X2
Floorball	Handicap	Home ({-h})
Floorball	Handicap	Away ({h})
Floorball	MatchResult	W1
Floorball	MatchResult	X
Floorball	MatchResult	W2
Floorball	OddEvenTotal	Even
Floorball	OddEvenTotal	Odd
Floorball	Over/Under	Over
Floorball	Over/Under	Under
Football	1-15Handicap	Home ({-h})
Football	1-15Handicap	Away ({h})
Football	1-15OverUnder	Over
Football	1-15OverUnder	Under
Football	1-15Result	W1
Football	1-15Result	X
Football	1-15Result	W2
Football	1-30Handicap	Home ({-h})
Football	1-30Handicap	Away ({h})
Football	1-30OverUnder	Over
Football	1-30OverUnder	Under

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	1-30Result	W1
Football	1-30Result	X
Football	1-30Result	W2
Football	1-60Handicap	Home ({-h})
Football	1-60Handicap	Away ({h})
Football	1-60OverUnder	Over
Football	1-60OverUnder	Under
Football	1-60Result	W1
Football	1-60Result	X
Football	1-60Result	W2
Football	1-75Handicap	Home ({-h})
Football	1-75Handicap	Away ({h})
Football	1-75OverUnder	Over
Football	1-75OverUnder	Under
Football	1-75Result	W1
Football	1-75Result	X
Football	1-75Result	W2
Football	1stHalfBothTeamsToScore	Yes
Football	1stHalfBothTeamsToScore	No
Football	1stHalfCornersOver/Under	Over
Football	1stHalfCornersOver/Under	Under
Football	1stHalfYellowCardsOver/Under	Over
Football	1stHalfYellowCardsOver/Under	Under
Football	2ndHalfAsianHandicap	Home ({-h})
Football	2ndHalfAsianHandicap	Away ({h})
Football	2ndHalfBothTeamsToScore	Yes
Football	2ndHalfBothTeamsToScore	No
Football	2ndHalfCornersOver/Under	Over
Football	2ndHalfCornersOver/Under	Under
Football	2ndHalfCorrectScore	{hv} - {av}
Football	2ndHalfTotalOver/Under	Over
Football	2ndHalfTotalOver/Under	Under
Football	2ndHalfYellowCardsOver/Under	Over
Football	2ndHalfYellowCardsOver/Under	Under
Football	AsianHandicap	Home ({-h})
Football	AsianHandicap	Away ({h})
Football	AutoGoal	Yes
Football	AutoGoal	No
Football	AwayTeamCleanSheet	Yes
Football	AwayTeamCleanSheet	No
Football	AwayTeamCornersOverUnder	Over
Football	AwayTeamCornersOverUnder	Under
Football	AwayTeamFoulsOver/Under	Over
Football	AwayTeamFoulsOver/Under	Under
Football	AwayTeamGoals	0-1
Football	AwayTeamGoals	1-2
Football	AwayTeamGoals	2-3
Football	AwayTeamGoals	3-4
Football	AwayTeamGoals	4+

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	AwayTeamOffsidesOver/Under	Over
Football	AwayTeamOffsidesOver/Under	Under
Football	AwayTeamSubstitutionsOver/Under	Over
Football	AwayTeamSubstitutionsOver/Under	Under
Football	BothHalvesLessThan1.5Goals	Yes
Football	BothHalvesLessThan1.5Goals	No
Football	BothHalvesMoreThan1.5Goals	Yes
Football	BothHalvesMoreThan1.5Goals	No
Football	BothTeamsToScore	Yes
Football	BothTeamsToScore	No
Football	CornerHandicap	Home ({-h})
Football	CornerHandicap	Away ({h})
Football	CornerOddEven	Even
Football	CornerOddEven	Odd
Football	CornersOverUnder	Over
Football	CornersOverUnder	Under
Football	CornerTeam	Home
Football	CornerTeam	Away
Football	CornerTeam	No
Football	CorrectScore	{hv}-{av}
Football	Double	Yes
Football	Double	No
Football	DoubleChance	1X
Football	DoubleChance	12
Football	DoubleChance	X2
Football	DrawNoBet	Home
Football	DrawNoBet	Away
Football	EvenOddTotal	Even
Football	EvenOddTotal	Odd
Football	Exactly1GoalsinMatch	Yes
Football	Exactly1GoalsinMatch	No
Football	Exactly2GoalsinMatch	Yes
Football	Exactly2GoalsinMatch	No
Football	Exactly3GoalsinMatch	Yes
Football	Exactly3GoalsinMatch	No
Football	Exactly4GoalsinMatch	Yes
Football	Exactly4GoalsinMatch	No
Football	ExactNumberOfGoals	No Goal
Football	ExactNumberOfGoals	Exactly 1
Football	ExactNumberOfGoals	Exactly 2
Football	ExactNumberOfGoals	Exactly 3
Football	ExactNumberOfGoals	Exactly 4
Football	ExactNumberOfGoals	Exactly 5
Football	ExactNumberOfGoals	Exactly 6 or more
Football	ExtraTimeAwayTeamCorrectTotal	0
Football	ExtraTimeAwayTeamCorrectTotal	1
Football	ExtraTimeAwayTeamCorrectTotal	2
Football	ExtraTimeAwayTeamCorrectTotal	Any Other
Football	ExtraTimeDoubleChance	1X

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	ExtraTimeDoubleChance	12
Football	ExtraTimeDoubleChance	X2
Football	ExtraTimeHalfTimeHandicap	Home ({-h})
Football	ExtraTimeHalfTimeHandicap	Tie
Football	ExtraTimeHalfTimeHandicap	Away ({h})
Football	ExtraTimeHalfTimeOverUnder	Over
Football	ExtraTimeHalfTimeOverUnder	Under
Football	ExtraTimeHalfTimeResult	W1
Football	ExtraTimeHalfTimeResult	X
Football	ExtraTimeHalfTimeResult	W2
Football	ExtraTimeHandicap	Home ({-h})
Football	ExtraTimeHandicap	Tie
Football	ExtraTimeHandicap	Away ({h})
Football	ExtraTimeHomeTeamCorrectTotal	0
Football	ExtraTimeHomeTeamCorrectTotal	1
Football	ExtraTimeHomeTeamCorrectTotal	2
Football	ExtraTimeHomeTeamCorrectTotal	Any Other
Football	ExtraTimeOverUnder	Over
Football	ExtraTimeOverUnder	Under
Football	ExtraTimeResult	W1
Football	ExtraTimeResult	X
Football	ExtraTimeResult	W2
Football	FirstHalfHandicap	Home ({-h})
Football	FirstHalfHandicap	Tie
Football	FirstHalfHandicap	Away ({h})
Football	FirstTeamToScore	1
Football	FirstTeamToScore	2
Football	FirstTeamToScore	No Goal
Football	FoulsOver/Under	Over
Football	FoulsOver/Under	Under
Football	GoalFrom16to30Min	Yes
Football	GoalFrom16to30Min	No
Football	GoalFrom1to15Min	Yes
Football	GoalFrom1to15Min	No
Football	GoalFrom31to45Min	Yes
Football	GoalFrom31to45Min	No
Football	GoalFrom46to60Min	Yes
Football	GoalFrom46to60Min	No
Football	GoalFrom61to75Min	Yes
Football	GoalFrom61to75Min	No
Football	GoalFrom76to90Min	Yes
Football	GoalFrom76to90Min	No
Football	GoalInFirstHalf	Yes
Football	GoalInFirstHalf	No
Football	GoalInSecondHalf	Yes
Football	GoalInSecondHalf	No
Football	GoalsInBothHalves	Yes
Football	GoalsInBothHalves	No
Football	HalfForMatchResult	W1

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	HalfForMatchResult	X
Football	HalfForMatchResult	W2
Football	HalfTimeAsianHandicap	Home ({-h})
Football	HalfTimeAsianHandicap	Away ({h})
Football	HalfTimeCorrectScore	{hv}-{av}
Football	HalfTimeDoubleChance	1X
Football	HalfTimeDoubleChance	12
Football	HalfTimeDoubleChance	X2
Football	HalfTimeEvenOddTotal	Even
Football	HalfTimeEvenOddTotal	Odd
Football	HalfTimeFullTime	W1/W1
Football	HalfTimeFullTime	W1/X
Football	HalfTimeFullTime	W1/W2
Football	HalfTimeFullTime	X/W1
Football	HalfTimeFullTime	X/X
Football	HalfTimeFullTime	X/W2
Football	HalfTimeFullTime	W2/W1
Football	HalfTimeFullTime	W2/X
Football	HalfTimeFullTime	W2/W2
Football	HalfTimeFullTimeDoubleChance	1X/1X
Football	HalfTimeFullTimeDoubleChance	1X/12
Football	HalfTimeFullTimeDoubleChance	1X/X2
Football	HalfTimeFullTimeDoubleChance	12/1X
Football	HalfTimeFullTimeDoubleChance	12/12
Football	HalfTimeFullTimeDoubleChance	12/X2
Football	HalfTimeFullTimeDoubleChance	X2/1X
Football	HalfTimeFullTimeDoubleChance	X2/12
Football	HalfTimeFullTimeDoubleChance	X2/X2
Football	HalfTimeOverUnder	Over
Football	HalfTimeOverUnder	Under
Football	HalfTimeResult	W1
Football	HalfTimeResult	X
Football	HalfTimeResult	W2
Football	HalfTimeTeam1OverUnder	Over
Football	HalfTimeTeam1OverUnder	Under
Football	HalfTimeTeam1TotalGoals	0-1
Football	HalfTimeTeam1TotalGoals	2-3
Football	HalfTimeTeam1TotalGoals	4-6
Football	HalfTimeTeam1TotalGoals	7+
Football	HalfTimeTeam2OverUnder	Over
Football	HalfTimeTeam2OverUnder	Under
Football	HalfTimeTeam2TotalGoals	0-1
Football	HalfTimeTeam2TotalGoals	2-3
Football	HalfTimeTeam2TotalGoals	4-6
Football	HalfTimeTeam2TotalGoals	7+
Football	HalfTimeTotalGoals	0-1
Football	HalfTimeTotalGoals	2-3
Football	HalfTimeTotalGoals	4-6
Football	HalfTimeTotalGoals	7+

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	HalfWithMostGoals	1 > 2
Football	HalfWithMostGoals	1 = 2
Football	HalfWithMostGoals	1 < 2
Football	Handicap	Home ({-h})
Football	Handicap	Tie
Football	Handicap	Away ({h})
Football	Hat-trick YesNo	Yes
Football	Hat-trick YesNo	No
Football	HighestScoringHalf	1st = 2nd
Football	HighestScoringHalf	1st > 2nd
Football	HighestScoringHalf	1st < 2nd
Football	HomeTeamCleanSheet	Yes
Football	HomeTeamCleanSheet	No
Football	HomeTeamCornersOverUnder	Over
Football	HomeTeamCornersOverUnder	Under
Football	HomeTeamFoulsOver/Under	Over
Football	HomeTeamFoulsOver/Under	Under
Football	HomeTeamGoals	0-1
Football	HomeTeamGoals	1-2
Football	HomeTeamGoals	2-3
Football	HomeTeamGoals	3-4
Football	HomeTeamGoals	4+
Football	HomeTeamOffsidesOver/Under	Over
Football	HomeTeamOffsidesOver/Under	Under
Football	HomeTeamSubstitutionsOver/Under	Over
Football	HomeTeamSubstitutionsOver/Under	Under
Football	LastTeamtoScore	1
Football	LastTeamtoScore	2
Football	LastTeamtoScore	No Goal
Football	MatchResult	W1
Football	MatchResult	X
Football	MatchResult	W2
Football	MatchScoreDraw	Yes
Football	MatchScoreDraw	No
Football	NextEvent	Corner
Football	NextEvent	Goal
Football	NextEvent	Yellow Card
Football	NextEvent	Red Card
Football	NextGoalTime	1-10
Football	NextGoalTime	11-20
Football	NextGoalTime	21-30
Football	NextGoalTime	31-40
Football	NextGoalTime	41-50
Football	NextGoalTime	51-60
Football	NextGoalTime	61-70
Football	NextGoalTime	71-80
Football	NextGoalTime	81-90
Football	NextGoalTime	No Goal
Football	OffsidesOver/Under	Over

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	OffsidesOver/Under	Under
Football	OutcomeandBothTeamToScore	W1 And (Both To Score - Yes)
Football	OutcomeandBothTeamToScore	W1 And (Both To Score - No)
Football	OutcomeandBothTeamToScore	X And (Both To Score - Yes)
Football	OutcomeandBothTeamToScore	X And (Both To Score - No)
Football	OutcomeandBothTeamToScore	W2 And (Both To Score - Yes)
Football	OutcomeandBothTeamToScore	W2 And (Both To Score - No)
Football	OutcomeAndTotal	1 and Over
Football	OutcomeAndTotal	1 and Under
Football	OutcomeAndTotal	X and Over
Football	OutcomeAndTotal	X and Under
Football	OutcomeAndTotal	2 and Over
Football	OutcomeAndTotal	2 and Under
Football	OutcomeAndTotal25	W1 Over
Football	OutcomeAndTotal25	W1 Under
Football	OutcomeAndTotal25	X Over
Football	OutcomeAndTotal25	X Under
Football	OutcomeAndTotal25	W2 Over
Football	OutcomeAndTotal25	W2 Under
Football	OutcomeAndTotal25	1X Over
Football	OutcomeAndTotal25	1X Under
Football	OutcomeAndTotal25	12 Over
Football	OutcomeAndTotal25	12 Under
Football	OutcomeAndTotal25	X2 Over
Football	OutcomeAndTotal25	X2 Under
Football	OutcomeAndTotal35	W1 Over
Football	OutcomeAndTotal35	W1 Under
Football	OutcomeAndTotal35	X Over
Football	OutcomeAndTotal35	X Under
Football	OutcomeAndTotal35	W2 Over
Football	OutcomeAndTotal35	W2 Under
Football	OutcomeAndTotal35	1X Over
Football	OutcomeAndTotal35	1X Under
Football	OutcomeAndTotal35	12 Over
Football	OutcomeAndTotal35	12 Under
Football	OutcomeAndTotal35	X2 Over
Football	OutcomeAndTotal35	X2 Under
Football	OutcomeAndTotal45	W1 Over
Football	OutcomeAndTotal45	W1 Under
Football	OutcomeAndTotal45	X Over
Football	OutcomeAndTotal45	X Under
Football	OutcomeAndTotal45	W2 Over
Football	OutcomeAndTotal45	W2 Under
Football	OutcomeAndTotal45	1X Over
Football	OutcomeAndTotal45	1X Under
Football	OutcomeAndTotal45	12 Over
Football	OutcomeAndTotal45	12 Under
Football	OutcomeAndTotal45	X2 Over
Football	OutcomeAndTotal45	X2 Under

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	OverUnder	Over
Football	OverUnder	Under
Football	Penalty	Yes
Football	Penalty	No
Football	PenaltyandRedCard	Yes
Football	PenaltyandRedCard	No
Football	RedCard	Yes
Football	RedCard	No
Football	RedCardsOverUnder	Over
Football	RedCardsOverUnder	Under
Football	ScoreCombinations	1-0 / 2-0 / 3-0
Football	ScoreCombinations	4-0 / 5-0 / 6-0
Football	ScoreCombinations	2-1 / 3-1 / 4-1
Football	ScoreCombinations	3-2 / 4-2 / 4-3
Football	ScoreCombinations	0-1 / 0-2 / 0-3
Football	ScoreCombinations	0-4 / 0-5 / 0-6
Football	ScoreCombinations	1-2 / 1-3 / 1-4
Football	ScoreCombinations	2-3 / 2-4 / 3-4
Football	SecondHalfHandicap	Home ({-h})
Football	SecondHalfHandicap	Tie
Football	SecondHalfHandicap	Away ({h})
Football	SecondHalfResult	W1
Football	SecondHalfResult	X
Football	SecondHalfResult	W2
Football	SubstitutionsOver/Under	Over
Football	SubstitutionsOver/Under	Under
Football	Team1OverUnder	Over
Football	Team1OverUnder	Under
Football	Team1ScoreBothInHalvesYes/no	Yes
Football	Team1ScoreBothInHalvesYes/no	No
Football	Team1ScoreInFirstHalf	Yes
Football	Team1ScoreInFirstHalf	No
Football	Team1ScoreInSecondHalf	Yes
Football	Team1ScoreInSecondHalf	No
Football	Team1ScoreYes/no	Yes
Football	Team1ScoreYes/no	No
Football	Team1ToScoreFirstHalf/SecondHalf	Yes/No
Football	Team1ToScoreFirstHalf/SecondHalf	Yes/Yes
Football	Team1ToScoreFirstHalf/SecondHalf	No/No
Football	Team1ToScoreFirstHalf/SecondHalf	No/Yes
Football	Team1TotalGoals	0-1
Football	Team1TotalGoals	2-3
Football	Team1TotalGoals	4-6
Football	Team1TotalGoals	7+
Football	Team1TotalGoalsExact	0
Football	Team1TotalGoalsExact	1
Football	Team1TotalGoalsExact	2
Football	Team1TotalGoalsExact	3
Football	Team1TotalGoalsExact	4 or more

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	Team1ToWinatLeastOneofthehalves	Yes
Football	Team1ToWinatLeastOneofthehalves	No
Football	Team1ToWinFirstHalfAndDontWinMatch	Yes
Football	Team1ToWinFirstHalfAndDontWinMatch	No
Football	Team1ToWinToNil	Yes
Football	Team1ToWinToNil	No
Football	Team1WinBothHalves	Yes
Football	Team1WinBothHalves	No
Football	Team1WinInOneGoalorDraw	Yes
Football	Team1WinInOneGoalorDraw	No
Football	Team1WinInTwoorThreeGoals	Yes
Football	Team1WinInTwoorThreeGoals	No
Football	Team1WinningMargin	1
Football	Team1WinningMargin	2
Football	Team1WinningMargin	3
Football	Team1WinningMargin	4+
Football	Team1YellowCardsOverUnder	Over
Football	Team1YellowCardsOverUnder	Under
Football	Team2OverUnder	Over
Football	Team2OverUnder	Under
Football	Team2ScoreBothInHalvesYes/no	Yes
Football	Team2ScoreBothInHalvesYes/no	No
Football	Team2ScoreinFirstHalf	Yes
Football	Team2ScoreinFirstHalf	No
Football	Team2ScoreInSecondHalf	Yes
Football	Team2ScoreInSecondHalf	No
Football	Team2ScoreYes/No	Yes
Football	Team2ScoreYes/No	No
Football	Team2ToScoreFirstHalf/SecondHalf	Yes/No
Football	Team2ToScoreFirstHalf/SecondHalf	Yes/Yes
Football	Team2ToScoreFirstHalf/SecondHalf	No/No
Football	Team2ToScoreFirstHalf/SecondHalf	No/Yes
Football	Team2TotalGoals	0-1
Football	Team2TotalGoals	2-3
Football	Team2TotalGoals	4-6
Football	Team2TotalGoals	7+
Football	Team2TotalGoalsExact	0
Football	Team2TotalGoalsExact	1
Football	Team2TotalGoalsExact	2
Football	Team2TotalGoalsExact	3
Football	Team2TotalGoalsExact	4 or more
Football	Team2ToWinatLeastOneofTheHalves	Yes
Football	Team2ToWinatLeastOneofTheHalves	No
Football	Team2ToWinFirstHalfAndDontWinMatch	Yes
Football	Team2ToWinFirstHalfAndDontWinMatch	No
Football	Team2ToWinToNil	Yes
Football	Team2ToWinToNil	No
Football	Team2WinBothHalves	Yes
Football	Team2WinBothHalves	No

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Football	Team2WinInOneGoalorDraw	Yes
Football	Team2WinInOneGoalorDraw	No
Football	Team2WinInTwoorThreeGoals	Yes
Football	Team2WinInTwoorThreeGoals	No
Football	Team2WinningMargin	1
Football	Team2WinningMargin	2
Football	Team2WinningMargin	3
Football	Team2WinningMargin	4+
Football	Team2YellowCardsOverUnder	Over
Football	Team2YellowCardsOverUnder	Under
Football	TeamToScore	Home
Football	TeamToScore	Away
Football	TeamToScore	No
Football	TeamWithMostCornersWithDraw	W1
Football	TeamWithMostCornersWithDraw	X
Football	TeamWithMostCornersWithDraw	W2
Football	TeamWithMostYellowCardsWithDraw	W1
Football	TeamWithMostYellowCardsWithDraw	X
Football	TeamWithMostYellowCardsWithDraw	W2
Football	TotalAndBothTeamsToScore	Total Over 2.5 And (Both Teams To Score - Yes)
Football	TotalAndBothTeamsToScore	Total Over 2.5 And (Both Teams To Score - No)
Football	TotalAndBothTeamsToScore	Total Under 2.5 And (Both Teams To Score - Yes)
Football	TotalAndBothTeamsToScore	Total Under 2.5 And (Both Teams To Score - No)
Football	TotalGoals	0-1
Football	TotalGoals	2-3
Football	TotalGoals	4-6
Football	TotalGoals	7+
Football	WhoWillAdvanceToTheNexrRound	1
Football	WhoWillAdvanceToTheNexrRound	2
Football	YellowCardsOverUnder	Over
Football	YellowCardsOverUnder	Under
Futsal	1stHalfDoubleChance	1X
Futsal	1stHalfDoubleChance	12
Futsal	1stHalfDoubleChance	X2
Futsal	1stHalfHandicap	Home ({-h})
Futsal	1stHalfHandicap	Away ({h})
Futsal	1stHalfResult	W1
Futsal	1stHalfResult	X
Futsal	1stHalfResult	W2
Futsal	1stHalfTotal	Over
Futsal	1stHalfTotal	Under
Futsal	AwayTeamOver/Under	Over
Futsal	AwayTeamOver/Under	Under
Futsal	DoubleChance	1X
Futsal	DoubleChance	12

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Futsal	DoubleChance	X2
Futsal	Handicap	Home ({-h})
Futsal	Handicap	Away ({h})
Futsal	HomeTeamOver/Under	Over
Futsal	HomeTeamOver/Under	Under
Futsal	MatchResult	W1
Futsal	MatchResult	X
Futsal	MatchResult	W2
Futsal	TotalGoalsOver/Under	Over
Futsal	TotalGoalsOver/Under	Under
Golf	MoneyLine	Home
Golf	MoneyLine	Away
Handball	AwayTeamTotal2	Over
Handball	AwayTeamTotal2	Under
Handball	HalfAwayTeamTotal2	Over
Handball	HalfAwayTeamTotal2	Under
Handball	HalfHandicap2	Home ({-h})
Handball	HalfHandicap2	Away ({h})
Handball	HalfHomeTeamTotal2	Over
Handball	HalfHomeTeamTotal2	Under
Handball	HalfTotal2	Over
Handball	HalfTotal2	Under
Handball	HalfWinner	W1
Handball	HalfWinner	X
Handball	HalfWinner	W2
Handball	HomeTeamTotal2	Over
Handball	HomeTeamTotal2	Under
Handball	MatchHandicap2	Home ({-h})
Handball	MatchHandicap2	Away ({h})
Handball	MatchTotal2	Over
Handball	MatchTotal2	Under
Handball	MatchWinner	W1
Handball	MatchWinner	X
Handball	MatchWinner	W2
Handball	TotalGoalsOdd/Even	Even
Handball	TotalGoalsOdd/Even	Odd
Hearthstone	5thGameWillBeorNot	Yes
Hearthstone	5thGameWillBeorNot	No
Hearthstone	Game1Winner	W1
Hearthstone	Game1Winner	W2
Hearthstone	Game2Winner	W1
Hearthstone	Game2Winner	W2
Hearthstone	GamesEvenOrOdd	Even
Hearthstone	GamesEvenOrOdd	Odd
Hearthstone	GamesHandicap	Home ({-h})
Hearthstone	GamesHandicap	Away ({h})
Hearthstone	MatchWinner	W1
Hearthstone	MatchWinner	W2
Heroes of the Storm	3rdGameWillBeorNot	Yes

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Heroes of the Storm	3rdGameWillBeorNot	No
Heroes of the Storm	CorrectScore	{hv}-{av}
Heroes of the Storm	CorrectScore	3:1
Heroes of the Storm	CorrectScore	3:2
Heroes of the Storm	CorrectScore	2:3
Heroes of the Storm	CorrectScore	1:3
Heroes of the Storm	CorrectScore	0:3
Heroes of the Storm	CorrectScore	2:0
Heroes of the Storm	CorrectScore	2:1
Heroes of the Storm	CorrectScore	1:2
Heroes of the Storm	CorrectScore	0:2
Heroes of the Storm	Game1Winner	W1
Heroes of the Storm	Game1Winner	W2
Heroes of the Storm	Game2Winner	W1
Heroes of the Storm	Game2Winner	W2
Heroes of the Storm	GamesHandicap	Home ({-h})
Heroes of the Storm	GamesHandicap	Away ({h})
Heroes of the Storm	MatchWinner	W1
Heroes of the Storm	MatchWinner	W2
Ice Hockey	1-stPeriodCorrectScore	{hv}-{av}
Ice Hockey	1XAndTotalOver4.5	Yes
Ice Hockey	1XAndTotalOver4.5	No
Ice Hockey	1XAndTotalOver5.5	Yes
Ice Hockey	1XAndTotalOver5.5	No
Ice Hockey	1XAndTotalUnder4.5	Yes
Ice Hockey	1XAndTotalUnder4.5	No
Ice Hockey	1XAndTotalUnder5.5	Yes
Ice Hockey	1XAndTotalUnder5.5	No
Ice Hockey	AwayCorrectTotal	0
Ice Hockey	AwayCorrectTotal	1
Ice Hockey	AwayCorrectTotal	2
Ice Hockey	AwayCorrectTotal	3
Ice Hockey	AwayCorrectTotal	4
Ice Hockey	AwayCorrectTotal	5
Ice Hockey	AwayCorrectTotal	Any Other
Ice Hockey	Awayteamcomefrombehindandwin	Yes
Ice Hockey	Awayteamcomefrombehindandwin	No
Ice Hockey	AwayTeamScoreInAllPeriods	Yes
Ice Hockey	AwayTeamScoreInAllPeriods	No
Ice Hockey	AwayTeamScoreInPeriod	Yes
Ice Hockey	AwayTeamScoreInPeriod	No
Ice Hockey	AwayTeamtonotlosenooneperiods	Yes
Ice Hockey	AwayTeamtonotlosenooneperiods	No
Ice Hockey	AwayTeamToScore	Yes
Ice Hockey	AwayTeamToScore	No
Ice Hockey	AwayTeamTotal	Over
Ice Hockey	AwayTeamTotal	Under
Ice Hockey	AwayTeamWinAllPeriods	Yes
Ice Hockey	AwayTeamWinAllPeriods	No

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Ice Hockey	AwayTeamWinandTotalOver	Yes
Ice Hockey	AwayTeamWinandTotalOver	No
Ice Hockey	AwayTeamWinatLeastOnePeriod	Yes
Ice Hockey	AwayTeamWinatLeastOnePeriod	No
Ice Hockey	BothTeamsToScore	Yes
Ice Hockey	BothTeamsToScore	No
Ice Hockey	CorrectScore	{hv}-{av}
Ice Hockey	CorrectTotal	0
Ice Hockey	CorrectTotal	1
Ice Hockey	CorrectTotal	2
Ice Hockey	CorrectTotal	3
Ice Hockey	CorrectTotal	4
Ice Hockey	CorrectTotal	5
Ice Hockey	CorrectTotal	6
Ice Hockey	CorrectTotal	7
Ice Hockey	CorrectTotal	8
Ice Hockey	CorrectTotal	Any Other
Ice Hockey	DoubleChance	1X
Ice Hockey	DoubleChance	12
Ice Hockey	DoubleChance	X2
Ice Hockey	FirstTeamToScore	Home
Ice Hockey	FirstTeamToScore	Away
Ice Hockey	FirstTeamToScore	Neither
Ice Hockey	GoalInEachPeriod	Yes
Ice Hockey	GoalInEachPeriod	No
Ice Hockey	GoalInPeriod	Yes
Ice Hockey	GoalInPeriod	No
Ice Hockey	Half-time/Full-time	W1/W1
Ice Hockey	Half-time/Full-time	W1/X
Ice Hockey	Half-time/Full-time	W1/W2
Ice Hockey	Half-time/Full-time	X/W1
Ice Hockey	Half-time/Full-time	X/X
Ice Hockey	Half-time/Full-time	X/W2
Ice Hockey	Half-time/Full-time	W2/W1
Ice Hockey	Half-time/Full-time	W2/X
Ice Hockey	Half-time/Full-time	W2/W2
Ice Hockey	HomeCorrectTotal	0
Ice Hockey	HomeCorrectTotal	1
Ice Hockey	HomeCorrectTotal	2
Ice Hockey	HomeCorrectTotal	3
Ice Hockey	HomeCorrectTotal	4
Ice Hockey	HomeCorrectTotal	5
Ice Hockey	HomeCorrectTotal	Any Other
Ice Hockey	Hometeamcomefrombehindandwin	Yes
Ice Hockey	Hometeamcomefrombehindandwin	No
Ice Hockey	HomeTeamScoreInAllPeriods	Yes
Ice Hockey	HomeTeamScoreInAllPeriods	No
Ice Hockey	HomeTeamScoreInPeriod	Yes
Ice Hockey	HomeTeamScoreInPeriod	No

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Ice Hockey	HomeTeamtonotlosonooneperiods	Yes
Ice Hockey	HomeTeamtonotlosonooneperiods	No
Ice Hockey	HomeTeamToScore	Yes
Ice Hockey	HomeTeamToScore	No
Ice Hockey	HomeTeamTotal	Over
Ice Hockey	HomeTeamTotal	Under
Ice Hockey	HomeTeamWinAllPeriods	Yes
Ice Hockey	HomeTeamWinAllPeriods	No
Ice Hockey	HomeTeamWinandTotalOver	Yes
Ice Hockey	HomeTeamWinandTotalOver	No
Ice Hockey	HomeTeamWinatLeastOnePeriod	Yes
Ice Hockey	HomeTeamWinatLeastOnePeriod	No
Ice Hockey	LastTeamtoScore	Home
Ice Hockey	LastTeamtoScore	Away
Ice Hockey	LastTeamtoScore	Neither
Ice Hockey	MatchHandicap2	Home ({-h})
Ice Hockey	MatchHandicap2	Away ({h})
Ice Hockey	MatchHandicap3	Home ({-h})
Ice Hockey	MatchHandicap3	Tie
Ice Hockey	MatchHandicap3	Away ({h})
Ice Hockey	MatchTotal2	Over
Ice Hockey	MatchTotal2	Under
Ice Hockey	MatchWinner2	W1
Ice Hockey	MatchWinner2	W2
Ice Hockey	MatchWinner3	W1
Ice Hockey	MatchWinner3	X
Ice Hockey	MatchWinner3	W2
Ice Hockey	NextTeamToScore	Home
Ice Hockey	NextTeamToScore	Away
Ice Hockey	NextTeamToScore	Neither
Ice Hockey	OddEvenTotal	Even
Ice Hockey	OddEvenTotal	Odd
Ice Hockey	OutcomeAndTotal3.5	W1O
Ice Hockey	OutcomeAndTotal3.5	W1U
Ice Hockey	OutcomeAndTotal3.5	XO
Ice Hockey	OutcomeAndTotal3.5	XU
Ice Hockey	OutcomeAndTotal3.5	W2O
Ice Hockey	OutcomeAndTotal3.5	W2U
Ice Hockey	OutcomeAndTotal4.5	W1O
Ice Hockey	OutcomeAndTotal4.5	W1U
Ice Hockey	OutcomeAndTotal4.5	XO
Ice Hockey	OutcomeAndTotal4.5	XU
Ice Hockey	OutcomeAndTotal4.5	W2O
Ice Hockey	OutcomeAndTotal4.5	W2U
Ice Hockey	OutcomeAndTotal5.5	W1O
Ice Hockey	OutcomeAndTotal5.5	W1U
Ice Hockey	OutcomeAndTotal5.5	XO
Ice Hockey	OutcomeAndTotal5.5	XU
Ice Hockey	OutcomeAndTotal5.5	W2O

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Ice Hockey	OutcomeAndTotal5.5	W2U
Ice Hockey	OutcomeAndTotal6.5	W1O
Ice Hockey	OutcomeAndTotal6.5	W1U
Ice Hockey	OutcomeAndTotal6.5	XO
Ice Hockey	OutcomeAndTotal6.5	XU
Ice Hockey	OutcomeAndTotal6.5	W2O
Ice Hockey	OutcomeAndTotal6.5	W2U
Ice Hockey	PeriodAwayTeamTotal	Over
Ice Hockey	PeriodAwayTeamTotal	Under
Ice Hockey	PeriodBothTeamToScore	Yes
Ice Hockey	PeriodBothTeamToScore	No
Ice Hockey	PeriodCorrectTotal	0
Ice Hockey	PeriodCorrectTotal	1
Ice Hockey	PeriodCorrectTotal	2
Ice Hockey	PeriodCorrectTotal	3
Ice Hockey	PeriodCorrectTotal	4
Ice Hockey	PeriodCorrectTotal	Any Other
Ice Hockey	PeriodDoubleChance	1X
Ice Hockey	PeriodDoubleChance	12
Ice Hockey	PeriodDoubleChance	X2
Ice Hockey	PeriodHandicap2	Home ({-h})
Ice Hockey	PeriodHandicap2	Away ({h})
Ice Hockey	PeriodHomeTeamTotal	Over
Ice Hockey	PeriodHomeTeamTotal	Under
Ice Hockey	PeriodTotal2	Over
Ice Hockey	PeriodTotal2	Under
Ice Hockey	PeriodWinner3	W1
Ice Hockey	PeriodWinner3	X
Ice Hockey	PeriodWinner3	W2
Ice Hockey	ToScoreanEmptyNetGoal	Yes
Ice Hockey	ToScoreanEmptyNetGoal	No
Ice Hockey	Toscoreashort-handed goal	Yes
Ice Hockey	Toscoreashort-handed goal	No
Ice Hockey	W1AndTotalOver4.5	Yes
Ice Hockey	W1AndTotalOver4.5	No
Ice Hockey	W1AndTotalOver5.5	Yes
Ice Hockey	W1AndTotalOver5.5	No
Ice Hockey	W1AndTotalUnder4.5	Yes
Ice Hockey	W1AndTotalUnder4.5	No
Ice Hockey	W1AndTotalUnder5.5	Yes
Ice Hockey	W1AndTotalUnder5.5	No
Ice Hockey	W2AndTotalOver4.5	Yes
Ice Hockey	W2AndTotalOver4.5	No
Ice Hockey	W2AndTotalOver5.5	Yes
Ice Hockey	W2AndTotalOver5.5	No
Ice Hockey	W2AndTotalUnder4.5	Yes
Ice Hockey	W2AndTotalUnder4.5	No
Ice Hockey	W2AndTotalUnder5.5	Yes
Ice Hockey	W2AndTotalUnder5.5	No

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Ice Hockey	X2AndTotalOver4.5	Yes
Ice Hockey	X2AndTotalOver4.5	No
Ice Hockey	X2AndTotalOver5.5	Yes
Ice Hockey	X2AndTotalOver5.5	No
Ice Hockey	X2AndTotalUnder4.5	Yes
Ice Hockey	X2AndTotalUnder4.5	No
Ice Hockey	X2AndTotalUnder5.5	Yes
Ice Hockey	X2AndTotalUnder5.5	No
Ice Hockey	XAndTotalOver4.5	Yes
Ice Hockey	XAndTotalOver4.5	No
Ice Hockey	XAndTotalOver5.5	Yes
Ice Hockey	XAndTotalOver5.5	No
Ice Hockey	XAndTotalUnder4.5	Yes
Ice Hockey	XAndTotalUnder4.5	No
Ice Hockey	XAndTotalUnder5.5	Over
Ice Hockey	XAndTotalUnder5.5	Under
League of Legends	Game1Winner	W1
League of Legends	Game1Winner	W2
League of Legends	Game2Winner	W1
League of Legends	Game2Winner	W2
League of Legends	Game3Winner	W1
League of Legends	Game3Winner	W2
League of Legends	Game4Winner	W1
League of Legends	Game4Winner	W2
League of Legends	Game5Winner	W1
League of Legends	Game5Winner	W2
League of Legends	GamesHandicap	Home ({-h})
League of Legends	GamesHandicap	Away ({h})
League of Legends	MatchWinner	W1
League of Legends	MatchWinner	W2
MMA	AlternativeWinning3Round	Round 1
MMA	AlternativeWinning3Round	Round 2
MMA	AlternativeWinning3Round	Round 3
MMA	AlternativeWinning3Round	Decision
MMA	AlternativeWinning5Round	Round 1
MMA	AlternativeWinning5Round	Round 2
MMA	AlternativeWinning5Round	Round 3
MMA	AlternativeWinning5Round	Round 4
MMA	AlternativeWinning5Round	Round 5
MMA	AlternativeWinning5Round	Decision
MMA	AlternativeWinningMethod	Decision
MMA	AlternativeWinningMethod	KO, TKO or DQ
MMA	AlternativeWinningMethod	Submission
MMA	MoneyLine	W1
MMA	MoneyLine	W2
MMA	TotalRounds	Over
MMA	TotalRounds	Under
MMA	Winning3Rounds	1 - Round 1
MMA	Winning3Rounds	1 - Round 2

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
MMA	Winning3Rounds	1 - Round 3
MMA	Winning3Rounds	1 by Decision
MMA	Winning3Rounds	2 - Round 1
MMA	Winning3Rounds	2 - Round 2
MMA	Winning3Rounds	2 - Round 3
MMA	Winning3Rounds	2 by Decision
MMA	Winning5Rounds	1 - Round 1
MMA	Winning5Rounds	1 - Round 2
MMA	Winning5Rounds	1 - Round 3
MMA	Winning5Rounds	1 - Round 4
MMA	Winning5Rounds	1 - Round 5
MMA	Winning5Rounds	1 by Decision
MMA	Winning5Rounds	2 - Round 1
MMA	Winning5Rounds	2 - Round 2
MMA	Winning5Rounds	2 - Round 3
MMA	Winning5Rounds	2 - Round 4
MMA	Winning5Rounds	2 - Round 5
MMA	Winning5Rounds	2 by Decision
MMA	Winningmethod	1 by Decision
MMA	Winningmethod	1 by KO, TKO or DQ
MMA	Winningmethod	1 by Submission
MMA	Winningmethod	2 by Decision
MMA	Winningmethod	2 by KO, TKO or DQ
MMA	Winningmethod	2 by Submission
Pool	Score	36526
Pool	Score	36557
Pool	Score	41671
Rugby League	AwayTeamTotal2Way	Over
Rugby League	AwayTeamTotal2Way	Under
Rugby League	FirstTeamToScore	Home
Rugby League	FirstTeamToScore	Away
Rugby League	HalfHandicap	Home ({-h})
Rugby League	HalfHandicap	Away ({h})
Rugby League	HalfHandicap3Way	Home ({-h})
Rugby League	HalfHandicap3Way	Tie
Rugby League	HalfHandicap3Way	Away ({h})
Rugby League	HalfResult3way	W1
Rugby League	HalfResult3way	X
Rugby League	HalfResult3way	W2
Rugby League	HalfTotalPointsOver/Under	Over
Rugby League	HalfTotalPointsOver/Under	Under
Rugby League	Handicap(NoDraw)	Home ({-h})
Rugby League	Handicap(NoDraw)	Away ({h})
Rugby League	Handicap3way	Home ({-h})
Rugby League	Handicap3way	Tie
Rugby League	Handicap3way	Away ({h})
Rugby League	HomeTeamTotal2Way	Over
Rugby League	HomeTeamTotal2Way	Under
Rugby League	LastTeamToScore	Home

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Rugby League	LastTeamToScore	Away
Rugby League	MatchResult	W1
Rugby League	MatchResult	X
Rugby League	MatchResult	W2
Rugby League	MatchResult(DrawNoBet)	Home
Rugby League	MatchResult(DrawNoBet)	Away
Rugby League	TotalPointsOver/Under	Over
Rugby League	TotalPointsOver/Under	Under
Rugby Union	AwayTeamTotal2Way	Over
Rugby Union	AwayTeamTotal2Way	Under
Rugby Union	FirstTeamToScore	Home
Rugby Union	FirstTeamToScore	Away
Rugby Union	Half Total Points Over/Under	Over
Rugby Union	Half Total Points Over/Under	Under
Rugby Union	HalfHandicap	Home ({-h})
Rugby Union	HalfHandicap	Away ({h})
Rugby Union	HalfResult3way	W1
Rugby Union	HalfResult3way	X
Rugby Union	HalfResult3way	W2
Rugby Union	Handicap(NoDraw)	Home ({-h})
Rugby Union	Handicap(NoDraw)	Away ({h})
Rugby Union	Handicap3way	Home ({-h})
Rugby Union	Handicap3way	Tie
Rugby Union	Handicap3way	Away ({h})
Rugby Union	HomeTeamTotal2Way	Over
Rugby Union	HomeTeamTotal2Way	Under
Rugby Union	LastTeamToScore	Home
Rugby Union	LastTeamToScore	Away
Rugby Union	MatchResult	W1
Rugby Union	MatchResult	X
Rugby Union	MatchResult	W2
Rugby Union	MatchResult(DrawNoBet)	Home
Rugby Union	MatchResult(DrawNoBet)	Away
Rugby Union	TotalPointsOver/Under	Over
Rugby Union	TotalPointsOver/Under	Under
Smite	5thGameWillBeorNot	Yes
Smite	5thGameWillBeorNot	No
Smite	Game1Winner	W1
Smite	Game1Winner	W2
Smite	GamesHandicap	Home ({-h})
Smite	GamesHandicap	Away ({h})
Smite	MatchWinner	W1
Smite	MatchWinner	W2
Snooker	CorrectScore	{hv}-{av}
Snooker	FrameTotalOddEven	Even
Snooker	FrameTotalOddEven	Odd
Snooker	FrameWinner	W1
Snooker	FrameWinner	W2
Snooker	Handicap	Home ({-h})

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Snooker	Handicap	Away ({h})
Snooker	MatchResult	W1
Snooker	MatchResult	X
Snooker	MatchResult	W2
Snooker	MatchResult(NoDraw)	W1
Snooker	MatchResult(NoDraw)	W2
Snooker	PotFirstBall	W1
Snooker	PotFirstBall	W2
Snooker	TotalFramesOver/Under	Over
Snooker	TotalFramesOver/Under	Under
StarCraft 2	Game1 Winner	W1
StarCraft 2	Game1 Winner	W2
StarCraft 2	Game2 Winner	W1
StarCraft 2	Game2 Winner	W2
StarCraft 2	Game3 Winner	W1
StarCraft 2	Game3 Winner	W2
StarCraft 2	Game4 Winner	W1
StarCraft 2	Game4 Winner	W2
StarCraft 2	Game5 Winner	W1
StarCraft 2	Game5 Winner	W2
StarCraft 2	Game6 Winner	W1
StarCraft 2	Game6 Winner	W2
StarCraft 2	Game7 Winner	W1
StarCraft 2	Game7 Winner	W2
StarCraft 2	GamesHandicap	Home ({-h})
StarCraft 2	GamesHandicap	Away ({h})
StarCraft 2	MatchWinner	W1
StarCraft 2	MatchWinner	W2
Sumo	Winner	W1
Sumo	Winner	W2
Table Tennis	AsianHandicap	Home ({-h})
Table Tennis	AsianHandicap	Away ({h})
Table Tennis	Correctnumberofsets	Correct number of sets: 3
Table Tennis	Correctnumberofsets	Correct number of sets: 4
Table Tennis	Correctnumberofsets	Correct number of sets: 5
Table Tennis	Firstsetmatch	1/1
Table Tennis	Firstsetmatch	2/2
Table Tennis	Firstsetmatch	1/2
Table Tennis	Firstsetmatch	2/1
Table Tennis	Handicapbysets	Home ({-h})
Table Tennis	Handicapbysets	Away ({h})
Table Tennis	MatchCorrectScore	{hv}-{av}
Table Tennis	MatchEvenOdd	Even
Table Tennis	MatchEvenOdd	Odd
Table Tennis	MatchPointHandicap	Home ({-h})
Table Tennis	MatchPointHandicap	Away ({h})
Table Tennis	MatchTotalPointsOverUnder	Over
Table Tennis	MatchTotalPointsOverUnder	Under
Table Tennis	MatchWinner	Home

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Table Tennis	MatchWinner	Away
Table Tennis	Over/Under	Over
Table Tennis	Over/Under	Under
Table Tennis	Player1Over/Under	Over
Table Tennis	Player1Over/Under	Under
Table Tennis	Player2Over/Under	Over
Table Tennis	Player2Over/Under	Under
Table Tennis	ScoreAfterTwoSets	2-0
Table Tennis	ScoreAfterTwoSets	1-1
Table Tennis	ScoreAfterTwoSets	0-2
Table Tennis	SetPointsHandicap	Home ({-h})
Table Tennis	SetPointsHandicap	Away ({h})
Table Tennis	SetTotalPointsEvenOdd	Even
Table Tennis	SetTotalPointsEvenOdd	Odd
Table Tennis	SetTotalPointsOverUnder	Over
Table Tennis	SetTotalPointsOverUnder	Under
Table Tennis	SetWinner	Home
Table Tennis	SetWinner	Away
Table Tennis	SetWinningMarginTeam1	2
Table Tennis	SetWinningMarginTeam1	3-4
Table Tennis	SetWinningMarginTeam1	5+
Table Tennis	SetWinningMarginTeam2	2
Table Tennis	SetWinningMarginTeam2	3-4
Table Tennis	SetWinningMarginTeam2	5+
Table Tennis	TotalofSets	Over
Table Tennis	TotalofSets	Under
Tennis	DoubleFaultinFirstSet	Yes
Tennis	DoubleFaultinFirstSet	No
Tennis	FirstAce	Home
Tennis	FirstAce	Away
Tennis	FirstBreakintheFirstSet	Home
Tennis	FirstBreakintheFirstSet	Away
Tennis	FirstBreakintheFirstSet	No Breaks
Tennis	FirstDoubleFault	Home
Tennis	FirstDoubleFault	Away
Tennis	GamePoint1 Winner	Home
Tennis	GamePoint1 Winner	Away
Tennis	GameToDeuce	Yes
Tennis	GameToDeuce	No
Tennis	GameWinner	Home
Tennis	GameWinner	Away
Tennis	Handicap	Home ({-h})
Tennis	Handicap	Away ({h})
Tennis	InMatchW1W2orW2W1	Yes
Tennis	InMatchW1W2orW2W1	No
Tennis	InSet6:0or0:6	Yes
Tennis	InSet6:0or0:6	No
Tennis	MatchResult	Home
Tennis	MatchResult	Away

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Tennis	MatchTieBreakCorrectScore	Home(10-0)
Tennis	MatchTieBreakCorrectScore	Home(10-1)
Tennis	MatchTieBreakCorrectScore	Home(10-2)
Tennis	MatchTieBreakCorrectScore	Home(10-3)
Tennis	MatchTieBreakCorrectScore	Home(10-4)
Tennis	MatchTieBreakCorrectScore	Home(10-5)
Tennis	MatchTieBreakCorrectScore	Home(10-6)
Tennis	MatchTieBreakCorrectScore	Home(10-7)
Tennis	MatchTieBreakCorrectScore	Home(10-8)
Tennis	MatchTieBreakCorrectScore	Away(10-0)
Tennis	MatchTieBreakCorrectScore	Away(10-1)
Tennis	MatchTieBreakCorrectScore	Away(10-2)
Tennis	MatchTieBreakCorrectScore	Away(10-3)
Tennis	MatchTieBreakCorrectScore	Away(10-4)
Tennis	MatchTieBreakCorrectScore	Away(10-5)
Tennis	MatchTieBreakCorrectScore	Away(10-6)
Tennis	MatchTieBreakCorrectScore	Away(10-7)
Tennis	MatchTieBreakCorrectScore	Away(10-8)
Tennis	MatchTieBreakCorrectScore	Any Other
Tennis	MatchTieBreakHandicap	Home ({-h})
Tennis	MatchTieBreakHandicap	Away ({h})
Tennis	MatchTieBreakOverUnder	Over
Tennis	MatchTieBreakOverUnder	Under
Tennis	MatchTieBreakPointBetting	Home
Tennis	MatchTieBreakPointBetting	Away
Tennis	MatchWillBeWonbyanAce	Yes
Tennis	MatchWillBeWonbyanAce	No
Tennis	Player1:%ofthe1stServe	Over
Tennis	Player1:%ofthe1stServe	Under
Tennis	Player1:AceinFirstorSecondGames	Yes
Tennis	Player1:AceinFirstorSecondGames	No
Tennis	Player1:AverageSpeedofthe1stServe,KMH:	Over
Tennis	Player1:AverageSpeedofthe1stServe,KMH:	Under
Tennis	Player1:AverageSpeedofthe2ndServe,KMH:	Over
Tennis	Player1:AverageSpeedofthe2ndServe,KMH:	Under
Tennis	Player1:BreakinFirstorSecondGames	Yes
Tennis	Player1:BreakinFirstorSecondGames	No
Tennis	Player1:DoubleFaultinFirstorSecondGames	Yes
Tennis	Player1:DoubleFaultinFirstorSecondGames	No
Tennis	Player1:FastestServeSpeed,KMH:	Over
Tennis	Player1:FastestServeSpeed,KMH:	Under
Tennis	Player1:FirsttoWin3Games	Yes
Tennis	Player1:FirsttoWin3Games	No
Tennis	Player1:FirsttoWin5Games	Yes
Tennis	Player1:FirsttoWin5Games	No
Tennis	Player1:TotalofPointsinaFirstGame	Over
Tennis	Player1:TotalofPointsinaFirstGame	Under
Tennis	Player1:TotalofUnforcedErrors	Over
Tennis	Player1:TotalofUnforcedErrors	Under

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Tennis	Player2:%ofthe1stServe	Over
Tennis	Player2:%ofthe1stServe	Under
Tennis	Player2:AceinFirstorSecondGames	Yes
Tennis	Player2:AceinFirstorSecondGames	No
Tennis	Player2:AverageSpeedofthe1stServe,KMH:	Over
Tennis	Player2:AverageSpeedofthe1stServe,KMH:	Under
Tennis	Player2:AverageSpeedofthe2ndServe,KMH:	Over
Tennis	Player2:AverageSpeedofthe2ndServe,KMH:	Under
Tennis	Player2:BreakinFirstorSecondGames	Yes
Tennis	Player2:BreakinFirstorSecondGames	No
Tennis	Player2:DoubleFaultinFirstorSecondGames	Yes
Tennis	Player2:DoubleFaultinFirstorSecondGames	No
Tennis	Player2:FastestServeSpeed,KMH:	Over
Tennis	Player2:FastestServeSpeed,KMH:	Under
Tennis	Player2:FirsttoWin3Games	Yes
Tennis	Player2:FirsttoWin3Games	No
Tennis	Player2:FirsttoWin5Games	Yes
Tennis	Player2:FirsttoWin5Games	No
Tennis	Player2:TotalofPointsinaFirstGame	Over
Tennis	Player2:TotalofPointsinaFirstGame	Under
Tennis	Player2:TotalofUnforcedErrors	Over
Tennis	Player2:TotalofUnforcedErrors	Under
Tennis	RaceTo2Games	Home
Tennis	RaceTo2Games	Away
Tennis	RaceTo3Games	Home
Tennis	RaceTo3Games	Away
Tennis	RaceTo4Games	Home
Tennis	RaceTo4Games	Away
Tennis	RaceTo5Games	Home
Tennis	RaceTo5Games	Away
Tennis	SetBetting	{hv}-{av}
Tennis	SetHandicap	Home ({-h})
Tennis	SetHandicap	Away ({h})
Tennis	SetOverUnder	Over
Tennis	SetOverUnder	Under
Tennis	SetScore	Home(6-0)
Tennis	SetScore	Home(6-1)
Tennis	SetScore	Home(6-2)
Tennis	SetScore	Home(6-3)
Tennis	SetScore	Home(6-4)
Tennis	SetScore	Home(7-5)
Tennis	SetScore	Home(7-6)
Tennis	SetScore	Home Any Other
Tennis	SetScore	Away(6-0)
Tennis	SetScore	Away(6-1)
Tennis	SetScore	Away(6-2)
Tennis	SetScore	Away(6-3)
Tennis	SetScore	Away(6-4)
Tennis	SetScore	Away(7-5)

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Tennis	SetScore	Away(7-6)
Tennis	SetScore	Away Any Other
Tennis	SetTotalGames	Under 8.5
Tennis	SetTotalGames	Between 8.5 - 10.5
Tennis	SetTotalGames	Over 10.5
Tennis	SetTotalGamesOddEven	Even
Tennis	SetTotalGamesOddEven	Odd
Tennis	SetWinner	Home
Tennis	SetWinner	Away
Tennis	Tie-BreakInTheFirstSet	Yes
Tennis	Tie-BreakInTheFirstSet	No
Tennis	Tie-BreakInTheMatch	Yes
Tennis	Tie-BreakInTheMatch	No
Tennis	TotalGamesOver/Under	Over
Tennis	TotalGamesOver/Under	Under
Tennis	TotalofAces	Over
Tennis	TotalofAces	Under
Tennis	TotalofAcesinthe1stSet	Over
Tennis	TotalofAcesinthe1stSet	Under
Tennis	TotalofDoubleFaults	Over
Tennis	TotalofDoubleFaults	Under
Tennis	TotalofDoubleFaultsinthe1stSet	Over
Tennis	TotalofDoubleFaultsinthe1stSet	Under
Tennis	TotalofMatchPoints	Over
Tennis	TotalofMatchPoints	Under
Tennis	TotalofSets	Over
Tennis	TotalofSets	Under
Tennis	WhoWillMakeMoreBreaksintheMatch	Home
Tennis	WhoWillMakeMoreBreaksintheMatch	Draw
Tennis	WhoWillMakeMoreBreaksintheMatch	Away
Volleyball	5thsetwillbeornot	Yes
Volleyball	5thsetwillbeornot	No
Volleyball	AwayTeamOver/Under	Over
Volleyball	AwayTeamOver/Under	Under
Volleyball	CorrectScore	3-0
Volleyball	CorrectScore	3-1
Volleyball	CorrectScore	3-2
Volleyball	CorrectScore	0-3
Volleyball	CorrectScore	1-3
Volleyball	CorrectScore	2-3
Volleyball	CorrectScore	2-0
Volleyball	CorrectScore	2-1
Volleyball	CorrectScore	0-2
Volleyball	CorrectScore	1-2
Volleyball	Firstset/match	W1/W1
Volleyball	Firstset/match	W1/W2
Volleyball	Firstset/match	W2/W1
Volleyball	Firstset/match	W2/W2
Volleyball	HighestscoringsetTotal	Over

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Volleyball	HighestscoringsetTotal	Under
Volleyball	HomeTeamOver/Under	Over
Volleyball	HomeTeamOver/Under	Under
Volleyball	LowestscoringsetTotal	Over
Volleyball	LowestscoringsetTotal	Under
Volleyball	MatchTotalEvenOdd	Even
Volleyball	MatchTotalEvenOdd	Odd
Volleyball	MatchWinner2	W1
Volleyball	MatchWinner2	W2
Volleyball	PointBetting	Home
Volleyball	PointBetting	Away
Volleyball	PointHandicap	Home ({-h})
Volleyball	PointHandicap	Away ({h})
Volleyball	ScoreAfter2Sets	2-0
Volleyball	ScoreAfter2Sets	1-1
Volleyball	ScoreAfter2Sets	0-2
Volleyball	ScoreAfter3Sets	3-0
Volleyball	ScoreAfter3Sets	2-1
Volleyball	ScoreAfter3Sets	1-2
Volleyball	ScoreAfter3Sets	0-3
Volleyball	SetCorrectScore	25-23
Volleyball	SetCorrectScore	25-22
Volleyball	SetCorrectScore	25-21
Volleyball	SetCorrectScore	25-20
Volleyball	SetCorrectScore	25-19
Volleyball	SetCorrectScore	25-18
Volleyball	SetCorrectScore	25-17
Volleyball	SetCorrectScore	25-16
Volleyball	SetCorrectScore	25-15
Volleyball	SetCorrectScore	23-25
Volleyball	SetCorrectScore	22-25
Volleyball	SetCorrectScore	21-25
Volleyball	SetCorrectScore	20-25
Volleyball	SetCorrectScore	19-25
Volleyball	SetCorrectScore	18-25
Volleyball	SetCorrectScore	17-25
Volleyball	SetCorrectScore	16-25
Volleyball	SetCorrectScore	15-25
Volleyball	SetCorrectScore	Any Other
Volleyball	SetEvenOddTotal	Even
Volleyball	SetEvenOddTotal	Odd
Volleyball	SetHandicap	Home ({-h})
Volleyball	SetHandicap	Away ({h})
Volleyball	SetLeadAfter10Games	Home
Volleyball	SetLeadAfter10Games	Tie
Volleyball	SetLeadAfter10Games	Away
Volleyball	SetLeadAfter15Games	Home
Volleyball	SetLeadAfter15Games	Away
Volleyball	SetLeadAfter20Games	Home

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Volleyball	SetLeadAfter20Games	Tie
Volleyball	SetLeadAfter20Games	Away
Volleyball	SetLeadAfter25Games	Home
Volleyball	SetLeadAfter25Games	Away
Volleyball	SetLeadAfter30Games	Home
Volleyball	SetLeadAfter30Games	Tie
Volleyball	SetLeadAfter30Games	Away
Volleyball	SetLeadAfter35Games	Home
Volleyball	SetLeadAfter35Games	Away
Volleyball	SetLeadAfter40Games	Home
Volleyball	SetLeadAfter40Games	Tie
Volleyball	SetLeadAfter40Games	Away
Volleyball	SetLeadAfter5Games	Home
Volleyball	SetLeadAfter5Games	Away
Volleyball	SetPointHandicap	Home ({-h})
Volleyball	SetPointHandicap	Away ({h})
Volleyball	SetRaceTo10Games	Home
Volleyball	SetRaceTo10Games	Away
Volleyball	SetRaceTo15Games	Home
Volleyball	SetRaceTo15Games	Away
Volleyball	SetRaceTo20Games	Home
Volleyball	SetRaceTo20Games	Away
Volleyball	SetTotalOverUnder	Over
Volleyball	SetTotalOverUnder	Under
Volleyball	SetWinner	W1
Volleyball	SetWinner	W2
Volleyball	SetWinningMarginTeam1	Home Wins By 2 Points
Volleyball	SetWinningMarginTeam1	Home Wins By 3 - 4 Points
Volleyball	SetWinningMarginTeam1	Home Wins By 5 - 7 Points
Volleyball	SetWinningMarginTeam1	Home Wins By 8 - 11 Points
Volleyball	SetWinningMarginTeam1	Home Wins By 12+ Points
Volleyball	SetWinningMarginTeam2	Away Wins By 2 Points
Volleyball	SetWinningMarginTeam2	Away Wins By 3 - 4 Points
Volleyball	SetWinningMarginTeam2	Away Wins By 5 - 7 Points
Volleyball	SetWinningMarginTeam2	Away Wins By 8 - 11 Points
Volleyball	SetWinningMarginTeam2	Away Wins By 12+ Points
Volleyball	Teamwins02	Yes
Volleyball	Teamwins02	No
Volleyball	TotalbySets	Over
Volleyball	TotalbySets	Under
Volleyball	TotalPointsOver/Under	Over
Volleyball	TotalPointsOver/Under	Under
Volleyball	TotalSetsCount	3
Volleyball	TotalSetsCount	4
Volleyball	TotalSetsCount	5
Water Polo	AwayTeamOver/Under	Over
Water Polo	AwayTeamOver/Under	Under
Water Polo	DoubleChance	1X
Water Polo	DoubleChance	12

Continued on next page

Table 1 – continued from previous page

Sport	MarketType	Event
Water Polo	DoubleChance	X2
Water Polo	Handicap	Home ({-h})
Water Polo	Handicap	Away ({h})
Water Polo	HomeTeamOver/Under	Over
Water Polo	HomeTeamOver/Under	Under
Water Polo	MatchResult	W1
Water Polo	MatchResult	X
Water Polo	MatchResult	W2
Water Polo	Over/Under	Over
Water Polo	Over/Under	Under
World of Tanks	MatchWinner	W1
World of Tanks	MatchWinner	W2

Note: not all events have type

APPENDIX F: SPORT IDS WITH THE NAME AND ALIAS

ID	Name	Alias
1	Football	Football
2	Ice Hockey	IceHockey
3	Basketball	Basketball
4	Tennis	Tennis
5	Volleyball	Volleyball
6	American Football	AmericanFootball
7	Athletics	Athletics
8	Aussie Rules	AustralianFootball
9	Badminton	Badminton
10	Bandy	BallHockey
11	Baseball	Baseball
12	Beach Football	BeachFootball
13	Beach Handball	BeachHandball
14	Beach Volleyball	BeachVolleyball
15	Biathlon	Biathlon
16	Bowls	Bowls
17	Boxing	Boxing
18	Chess	Chess
19	Cricket	Cricket
20	Curling	Curling
21	Cycling	Cycling
22	Darts	Darts
23	Diving	Diving
24	Floorball	Floorball
25	Formula 1	Formula1
26	Futsal	Futsal
27	Golf	Golf
28	Gymnastics	Gymnastics
29	Handball	Handball
30	Field hockey	Hockey
31	Horse Racing	HorseRacing
32	Motorbikes	Motorsport
33	NASCAR	Nascar
34	Pool	Pool
35	Rally	Rally
36	Rugby League	RugbyLeague
37	Rugby Union	RugbyUnion

Continued on next page

Table 1 – continued from previous page

ID	Name	Alias
38	Shooting	Shooting
39	Snooker	Snooker
40	Swimming	Swimming
41	Table Tennis	TableTennis
42	Water Polo	WaterPolo
43	Electronic sports	ElectronicSports
44	MMA	Mma
47	Virtual Sports	VirtualSports
54	Virtual Horse Racing	VirtualHorseRacing
55	Virtual Greyhounds	VirtualGreyhoundRacing
56	Virtual Tennis	VirtualTennis
57	Virtual Football	VirtualFootball
69	Gaelic football	GaelicFootball
70	Hurling	Hurling
71	E-Football	CyberFootball
72	Surfing	Surfing
73	E-Basketball	EBasketball
74	Call of Duty	CallOfDuty
75	Counter-Strike: GO	CounterStrike
76	Dota 2	Dota2
77	League of Legends	LeagueOfLegends
78	Hearthstone	Hearthstone
79	Heroes of the Storm	HeroesOfTheStorm
80	Overwatch	Overwatch
81	Smite	Smite
82	StarCraft	StarCraft
83	StarCraft 2	StarCraft2
84	World of Warcraft	WorldOfWarcraft
85	World of Tanks	WorldOfTanks
86	Sumo	Sumo
87	Speedway	Speedway
88	Squash	Squash
89	Politics	Politics
90	Special bets	SpecialBets
91	Entertainment	Entertainment
92	Oscar	Oscar
93	Eurovision	Eurovision
94	What? Where? When?	WhatWhereWhen
95	Rugby Sevens	RugbySevens
96	Cross-Country Skiing	CrossCountrySkiing
97	Short Track Speed Skating	ShortTrackSpeedSkating
98	Freestyle Skiing	FreestyleSkiing
99	Luge	Luge
100	Figure Skating	FigureSkating
101	Auto Racing	AutoRacing
102	Alpine Skiing	AlpineSkiing
103	Snowboarding	Snowboarding
104	Pesapallo	Pesapallo
105	Extreme sport	ExtremeSport

Continued on next page

Table 1 – continued from previous page

ID	Name	Alias
106	Ski Jumping	SkiJumping
107	Triathlon	Triathlon
108	Netball	Netball
109	Poker	Poker
110	Lacrosse	Lacross
111	Rowing	Rowing
112	Sailing	Yachting
113	WWE	WWE
114	Freestyle Wrestling	FreestyleWrestling
115	Greco-Roman Wrestling	GrecoRomanWrestling
116	Rink Hockey	RinkHockey
117	Inline Hockey	InlineHockey
118	Virtual Car Racing	VirtualCarRacing
119	Olympics	Olympics
120	Vainglory	Vainglory
121	Weightlifting	Weightlifting
122	Synchronised Swimming	SynchronizedSwimming
123	Heroes of Newerth	Squash
124	Archery	Archery
125	Lottery	Lottery
126	Canoeing	Canoeing
127	Equestrian	Equestrian
128	Fencing	Fencing
129	Judo	Judo
130	Modern Pentathlon	ModernPentathlon
131	Taekwondo	Taekwondo
132	Rush 2 Football	InspiredRush2Football
133	Inspired Horse Racing	InspiredHorseRacing
134	Motor Racing	InspiredMotorRacing
135	Speedway	InspiredSpeedway
136	Cycling	InspiredCycling
137	Greyhound Racing	InspiredGreyhoundRacing
138	Trotting	InspiredTrotting
139	E-Tennis	
140	CrossFire	CrossFire
141	Halo	Halo
142	FIFA	
143	Nordic Combined	NordicCombined
144	Gears of War	GearsOfWar
145	Indoor Hockey	IndoorHockey
146	Clash Royale	ClashRoyale
147	TV Shows and Movies	TVShowsAndMovies
148	Mixed Football	MixedFootball
149	Street Fighter V	StreetFighterV
150	Virtual Bicycle	VirtualBicycle
151	Skeleton	Skeleton
152	Bobsleigh	Bobsleigh
153	Horse Racing	HorseRacing
155	Trotting	Trotting

Continued on next page

Table 1 – continued from previous page

ID	Name	Alias
156	Mortal Kombat XL	MortalKombatXL
157	Rocket League	RocketLeague
158	King of Glory	KingOfGlory
159	BetOnPoker	
160	BetOnBlackJack	
161	LiveBetOnPoker	
162	LiveBetOnBaccarat	
163	Quake	
164	PUBG	
165	Kabaddi	Kabaddi
166	UFC 2	
167	Street Fighter	
168	Tekken 7	Tekken7
169	Warcraft III	
170	International Rules	

Note: not all sports have aliases

APPENDIX G: SESSION SOURCES

Session source is an integer number to distinguish origin of session(mobile, web, web mobile, etc.). It can be sent as an parameter in command request_session. The list of sources is the following:

SWARM_SOURCE: 42,

ANDROID_SOURCE: 16,

IOS_SOURCE: 17,

WAP_SOURCE: 5,

MOBILE_WEB_SOURCE: 4,

TERMINAL_SOURCE: 99,

BETSHOP_SOURCE: 98,

LIVE_MONITOR: 94,

Note: If source parameter doesn't exist in the command then 42 will be set as default source.

**CHAPTER
TWELVE**

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