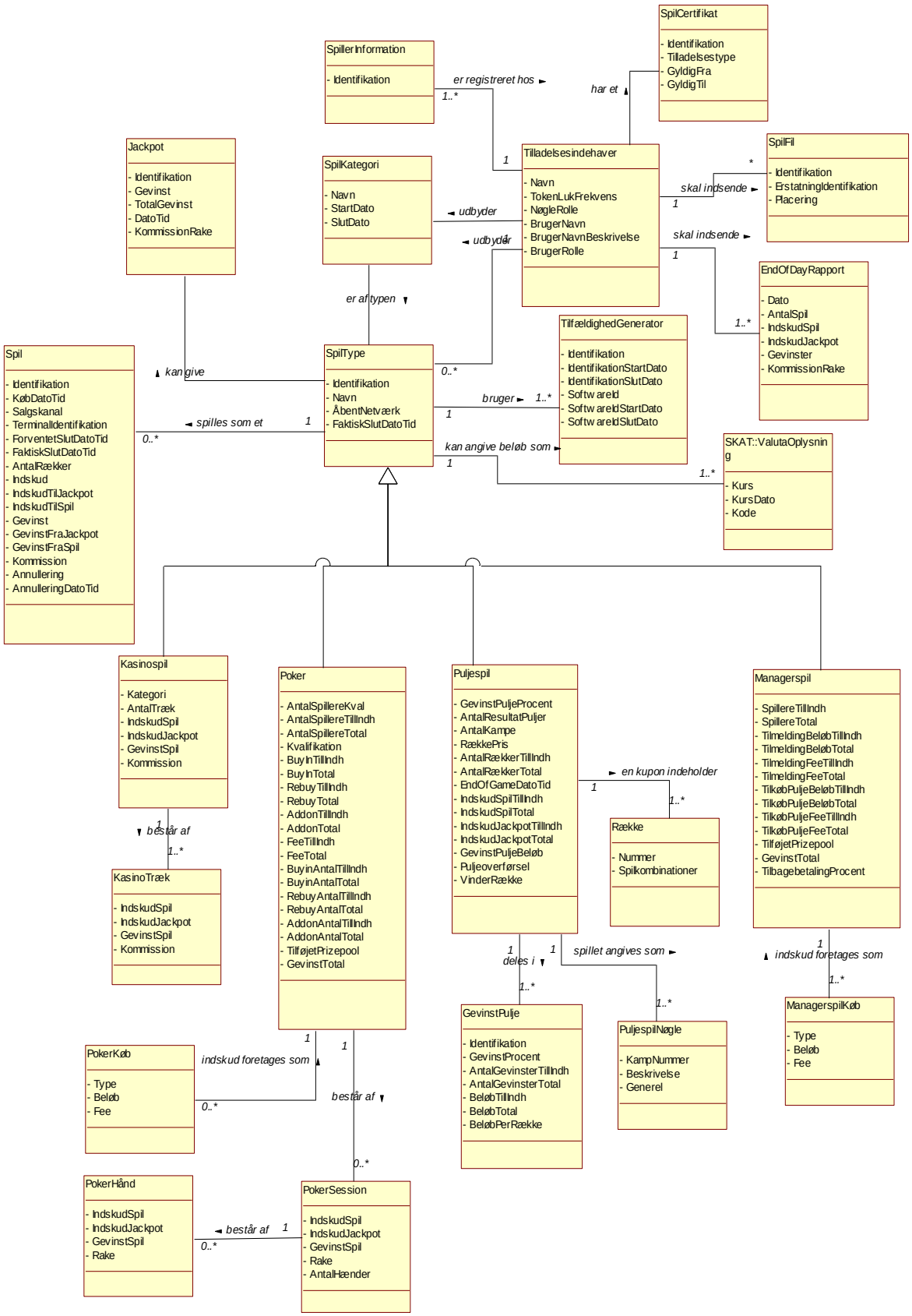
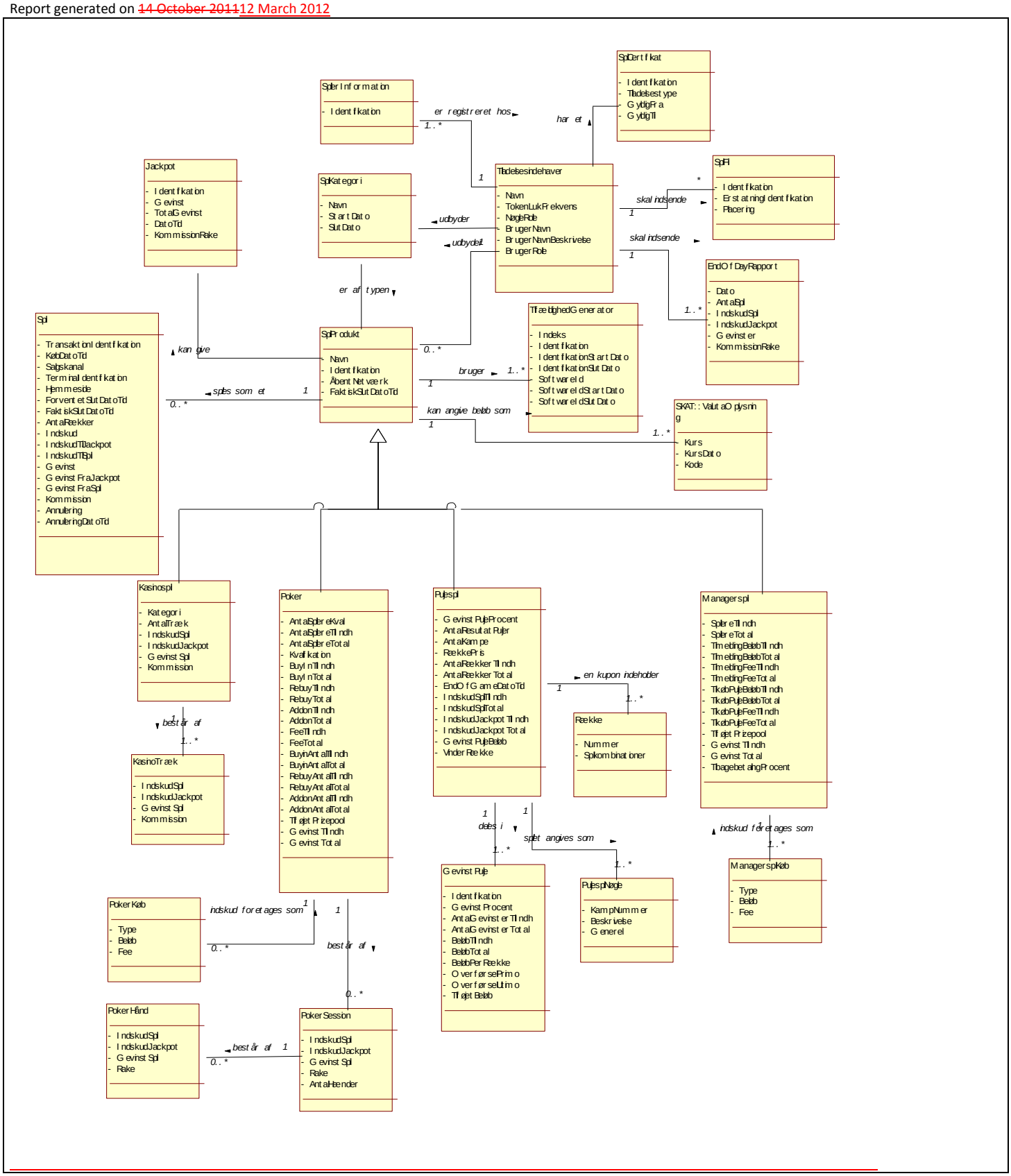
1 Conceptual Model of Standard Records

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- Dato
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- IndskudJackpot
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- Salgskanal
- TerminalIdentifikation
- Hjemmeside
- ForventetSlutDatoTid
- FaktiskSlutDatoTid
- AntalRækker
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- Kategori
- AntalTræk
- IndskudSpil
- IndskudJackpot
- Gevinst Spil
- Kommission
Poker
- AntalSpilereKval
- AntalSpilereTilndh
- AntalSpilereTotal
- Kvalifikation
- BuyInTilndh
- BuyInTotal
- RebuyTilndh
- RebuyTotal
- AddonTilndh
- AddonTotal
- FeeTilndh
- FeeTotal
- BuyinAntalTilndh
- BuyinAntalTotal
- RebuyAntalTilndh
- RebuyAntalTotal
- AddonAntalTilndh
- AddonAntalTotal
- Tilføjet Prizepool
- GevinstTilndh
- GevinstTotal
Puljespil
- GevinstPuljeProcent
- AntalResultatPuljer
- AntalKampe
- RækkePris
- AntalRækkerTilndh
- AntalRækkerTotal
- EndOfGameDatoTid
- IndskudSpilTilndh
- IndskudSpilTotal
- IndskudJackpotTilndh
- IndskudJackpotTotal
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- Spilkombinationer
Managerspil
- SpilereTilndh
- SpilereTotal
- TilmeldingBeløbTilndh
- TilmeldingBeløbTotal
- TilmeldingFeeTilndh
- TilmeldingFeeTotal
- TilkøbPuljeBeløbTilndh
- TilkøbPuljeBeløbTotal
- TilkøbPuljeFeeTilndh
- TilkøbPuljeFeeTotal
- Tilføjet Prizepool
- GevinstTilndh
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- IndskudJackpot
- Gevinst Spil
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GevinstPulje
- Identifikation
- GevinstProcent
- AntalGevinsterTilndh
- AntalGevinsterTotal
- BeløbTilndh
- BeløbTotal
- BeløbPerRække
- OverførsePrimo
- OverførseUtimo
- Tilføjet Beløb
PuljespilNøgle
- KampNummer
- Beskrivelse
- Generel
ManagerspilKøb
- Type
- Beløb
- Fee
PokerKøb
- Type
- Beløb
- Fee
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består af
PokerHånd
- IndskudSpil
- IndskudJackpot
- Gevinst Spil
- Rake
består af
PokerSession
- IndskudSpil
- IndskudJackpot
- Gevinst Spil
- Rake
- AntalHænder

1.1 EndOfDayRapport

These data are reported on a daily basis in the structure EndOfDayRapportStruktur. ~~The report is generated by the licence holder and comprises summarized numbers for each category listed under SpilKategoriNavn. One report must be generated per currency played by the Danish gamblers during the day~~Further details on how the attributes are calculated can be found in the document Instructions for Technical Requirements.

~~The summarized numbers must be for settled games on the day. For example, in the field IndskudSpil the sum of entry fees for each SpilKategoriNavn, which has finished on the date stated in the field Dato, must be submitted.~~

Attribute	Domain	Description
Dato	Date	What date the report is concerned with.
AntalSpil	Number	The number of games of the category in question played in the course of the day.
IndskudSpil	~~Amount~~AmountPositiveNegative10Decimals10	Entry fees for games (not jackpot) during the day for the game category in question.
IndskudJackpot	~~Amount~~AmountPositiveNegative10Decimals10	Entry fees for jackpot (not games) during the day for the game category in question.
Gevinster	~~Amount~~AmountPositiveNegative10Decimals10	Prizes paid out (incl stakes) in the category in question during the day.
KommissionRake	~~Amount~~AmountPositiveNegative10Decimals10	Claimed commission or rake in the category in question during the day. ~~Net amount~~ This attribute must only include commission, and is not stakes minus prizes paid out. It must only be reported~~.~~, if a specific commission from the stakes is being claimed. Commision could be e.g.in peer—to-peer games, where two gamblers are gambling agains each other, and the licence holder claims a commission for the game. The value of this attribute cannot be begative.

Relation name	Relation concepts	Description
must submit	Tilladelsesindehaver(1) EndOfDayRapport(1..*)	

1.2 GevinstPulje

The total prizes for payout may be divided into a number of prize pools, where a given criterion must have been met in order to receive a share of the prize pool. Such a subpool of the total prizes for payout is a prize pool.

Prizes are always reported incl. stakes.

Example: The football match results betting game "Tips 13" typically has four prize pools: 13 correct, 12 correct, 11 correct and 10 correct predictions.

Attribute	Domain	Description
Identifikation	Text45	Identification of the various prize pools. The licence holder makes its own decision as to these pools. Example: The game ”Tips 13” may have the following prize pools: "13corrrect", "12correct", "11correct" and "10correct".
GevinstProcent	Percentage rate	The percentage rate allocated to this prize pool out of the total prize pool for the game. If the gambling is provided in a network with other operators, state the total amount covering all gambling operators. The total of all the GevinstPuljeGevinstProcent in the prize pool must be 100%.
AntalGevinsterTillIndh	NumberInteger	Number of prizes from the prize pool paid out to gamblers at the licence holder. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
AntalGevinsterTotal	NumberInteger	If working in cooperation with another operator, state the total number of prizes paid to all gamblers from the prize pool. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
BeløbTillIndh	~~Amount~~AmountPositiveNegative10Decimals10	The amount of money held in the particular prize pool (incl. stakes) for gamblers at the licence holder.
BeløbTotal	~~Amount~~AmountPositiveNegative10Decimals10	If working in cooperation with another operator, state the total amount of money held in the particular prize pool (incl. stakes) for all gamblers.
BeløbPerRække	~~Amount~~AmountPositiveNegative10Decimals10	How much each correct line will win from the prize pool~~.~~ (incl. stakes). Example: For the prize pool that goes to those with 13 correct in Tips13, it must be stated how much a row with 13 correct will win. Similar with respect to the other prize pools for 12, 11 and 10 correct.
OverførselPrimo	AmountPositiveNegative10Decimals10	Amount transferred to prize pools from prior pool games.
OverførselUltimo	AmountPositiveNegative10Decimals10	Amount transferred from prize pools to future pool games.
TilføjetBeløb	AmountPositiveNegative10Decimals10	Amount, not coming from prior weeks, rolled over by the licence holder to the prize pools. Is typically used if the licence holder guarantees a certain size of the prize pool.

Relation name	Relation concepts	Description
divided into	Puljespil(1) GevinstPulje(1..*)	

1.3 Jackpot

A jackpot is an extra game in which players take part if they play other games. A player can only win the jackpot by taking part in another game.

Example:
Jackpot may for example be the Bad Beat jackpot in poker. Certain tables have a predetermined hand, which gives access to a jackpot. A gambler who has a hand corresponding to or better than this one and loses the game will win the jackpot.

The jackpot is also known from slot machines, which may run a shared jackpot pool, which can be won on a number of slot machines with part of the stakes on each slot machine being contributed to the jackpot pool. The jackpot may be won on slot machines of the licence holder and other possible gambling operators if the licence holder operates in a network.

Attribute	Domain	Description
Identifikation	Text45	Unique identification of the jackpot.
Gevinst	~~Amount~~AmountPositiveNegative10Decimals10	Share of the jackpot which a given player wins.
TotalGevinst	~~Amount~~ AmountPositiveNegative10Decimals10	Total payout from the jackpot won by one or more players.
DatoTid	DateHour	Date and hour of payout of the jackpot (~~in Danish time~~UTC).
KommissionRake	~~Amount~~ AmountPositiveNegative10Decimals10	Share of the jackpot which the licence holder has claimed as commission or rake. ~~Net amount must be used.~~

Relation name	Relation concepts	Description
can yield	~~SpilType~~SpilProdukt () Jackpot()	

1.4 KasinoTræk

A move (træk) in a casino game is the smallest possible session.

Example: In slot machines it corresponds to one spin.

Attribute	Domain	Description
IndskudSpil	~~Amount~~AmountPositiveNegative10Decimals10	Stakes allocated to the game in a single move. The amount must be excluding stakes allocated to the jackpot.
IndskudJackpot	~~Amount~~ AmountPositiveNegative10Decimals10	Stakes allocated to the jackpot in a single move.
GevinstSpil	~~Amount~~ AmountPositiveNegative10Decimals10	Prize from the casino game (not the jackpot) from the move~~.~~ (incl. stakes).
Kommission	~~Amount~~AmountPositiveNegative10Decimals10	The amount which the licence holder has claimed as commission for the move. This attribute must only include commission, and is not stakes minus prizes paid out. It must only be reported, if a specific commission from the stakes is being claimed. Commission could be e.g.in peer—to-peer games, where two gamblers are gambling against each other, and the licence holder claims a commission for the game. The value of this attribute cannot be negative.

Relation name	Relation concepts	Description
consists of	Kasinospil(1..*) KasinoTræk(1..*)	

1.5 Kasinospil

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

Example 1: A gambler inserts 20 DKK in a slot machine and makes three ~~draws~~spins. Each ~~draw~~spin is 1 DKK and the gambler wins 1 DKK in first ~~draw~~spin and 1 DKK in third ~~draw~~spin. In the field ~~KasinoSpilIndskudSpil~~KasinospilIndskudSpil should be reported 3 DKK and in ~~KasinoSpilGevinstSpil~~KasinospilGevinstSpil should be reported 2 DKK for the session.

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

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

Attribute	Domain	Description
Kategori	~~Text45~~KasinoSpilKategori	Indication of the subcategory for Kasinospil. ~~Possible~~The value “andet” may be used for categories which do not fit into the pre-defined ones. Permitted values ~~are: "~~from Data Domain: roulette~~", "~~ baccarat~~", "punto banco", "black jack", "~~ puntobanco blackjack poker~~", "~~ spilleautomat~~", "other".~~ andet
AntalTræk	NumberInteger	Number of moves that are part of the gambler’s session. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
IndskudSpil	~~Amount~~AmountPositiveNegative10Decimals10	Share of the gambler’s stakes in a session allocated to the game itself, excluding stakes allocated to jackpot.
IndskudJackpot	~~Amount~~AmountPositiveNegative10Decimals10	Share of the gambler’s stakes in a session allocated to a jackpot, if any.
GevinstSpil	~~Amount~~AmountPositiveNegative10Decimals10	A gambler’s prize won in a session including stakes.
Kommission	~~Amount~~AmountPositiveNegative10Decimals10	The amount which the licence holder has claimed as commission for the move. This attribute must only include commission, and is not stakes minus prizes paid out. It must only be reported, if a specific commission from the stakes is being claimed. Commission could be e.g. in peer—to-peer games, where

Attribute	Domain	Description
		two gamblers are gambling against each other, and the licence holder claims a commission for the game. The value of this attribute cannot be negative.

Relation name	Relation Concepts	Description
consists of	Kasinospil(1..*) KasinoTræk(1..*)	

Specialisation	Connection	Description
	Kasinospil inherits from/ is a specialisation of ~~SpilType~~SpilProdukt	

1.6 Managerspil

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

Attribute	Domain	Description
SpillereTilIndh	Number	The number of players ~~-~~at the licence holder who participate in the manager game.
SpillereTotal	Number	The number of players~~-~~ at all licence holders who participate in the manager game. Is used when the play is operated in a network.
TilmeldingBeløbTilIndh	~~Amount~~AmountPositiveNegative10Decimals10	Total amount of ~~entry fee~~stakes paid to the licence holder at registration in the manager game.
TilmeldingBeløbTotal	~~Amount~~AmountPositiveNegative10Decimals10	Total amount of ~~entry fee~~stakes paid to all licence holders at registration in the manager game. Is used when the play is operated in a network. The amount should not include any fees.
TilmeldingFeeTilIndh	~~Amount~~AmountPositiveNegative10Decimals10	Total fee or commission for all players at the licence holder in the manager game. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, nil Is reported.
TilmeldingFeeTotal	~~Amount~~AmountPositiveNegative10Decimals10	Total fee or commission for all players at all licence holders in the manager game. Is used when the play is operated in a network. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
TilkøbPuljeBeløbTilIndh	~~Amount~~AmountPositiveNegative10Decimals10	Total ~~entry fees~~stakes in the form of acquisitions to the pool at the licence holder in the manager game.
TilkøbPuljeBeløbTotal	~~Amount~~AmountPositiveNegative10Decimals10	Total ~~entry fees~~stakes in the form of acquisitions to the pool at all licence holders in the manager game. Is used when the play is operated in a network.
TilkøbPuljeFeeTilIndh	~~Amount~~AmountPositiveNegative10Decimals10	Total fee or commission from acquisitions to the pool for the licence holder in the manager game. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
TilkøbPuljeFeeTotal	~~Amount~~AmountPositiveNegative10Decimals10	Total fee or commission from acquisitions to the pool at all licence holders in the manager game. Is used when the play is operated in a network. Is only reported if the licence holder claims a separate fee or commission (stakes minus prize is not reported). If the licence holder does not claim fee or commission for the participation in the game, null Is reported.
TilføjetPrizepool	~~Amount~~AmountP	Total amount which is added to the prize pool by the licence

Attribute	Domain	Description
	ositiveNegative10Decimals10	holder. If played in network ~~-~~the total amount which is added by all licence holders must be reported.
GevinstTilIndh	AmountPositiveNegative10Decimals10	The total prize in the prize pool (incl. stakes) at the licence holder in the manager game.
GevinstTotal	~~Amount~~AmountPositiveNegative10Decimals10	The total prize in the prize pool~~.~~ (incl. stakes) for all licence holders in the manager game. Is used if played in a network.
TilbagebetalingProcent	Percentage rate	The repayment percentage rate for the manager game.

Relation name	Relation concepts	Description
Entry fees are made as	ManagerspilKøb(1..*) Managerspil(1)	

Specialisation	Conncection	Description
	Managerspil inherits from/ is a specialisation of ~~SpilType~~SpilProdukt	

1.7 ManagerspilKøb

The purchase for a manager game.

Attribute	Domain	Description
Type	~~Text45~~ManagerspilKøbType	The type of purchase in a manager game~~. The following types can be used: "Tilmelding", "TilkøbTilPulje".~~. If there are acquisitions which are not in the pool, they are not reported to the Danish Gambling Authority. Permitted values from Data Domain: Tilmelding TilkøbTilPulje
Beløb	~~Amount~~AmountPositiveNegative10Decimals10	The size of a purchase is reported as an amount.
Fee	~~Amount~~AmountPositiveNegative10Decimals10	The amount which the licence holder has claimed as fee or commission for the purchase of the game. Is only reported if the licence holder claims a separate fee or commission If the licence holder does not claim fee or commission for the participation in the game, null Is reported.

Relation name	Relation concepts	Description
Entry fees are made as	ManagerspilKøb(1..*) Managerspil(1)	

1.8 Poker

Poker is divided into cash games and tournaments. In a cash game the player places stakes on a table and can usually stop the game after each hand. In tournaments, players pay ~~an entry fee~~stakes and play for a total pool, which is divided between the winners.

Attribute	Domain	Description
AntalSpillereKval	NumberInteger	Players who have qualified via other tournaments. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
AntalSpillereTillIndh	NumberInteger	Number of players who take part in the tournament via the licence holder. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
AntalSpillereTotal	NumberInteger	Total number of players in the tournament (incl. players from other operators if the play is operated in a network). Permitted values from Data Domain: 0 to 999,999,999,999,999,999
Kvalifikation	~~Number1~~PokerKvalifikation	Indication of whether the tournament is a qualification tournament. 1 = Players cannot qualify for the tournament and the tournament cannot qualify for other tournaments. 2 = Players can qualify for the tournament but cannot qualify for other tournaments. 3 = Players cannot qualify for the tournament but they can qualify for other tournaments. 4 = Players can qualify for the tournament and they can qualify for other tournaments. Permitted values from Data Domain: 1 2 3 4
BuyInTillIndh	~~Amount~~AmountPositiveNegative10Decimals10	The total buyin paid to the licence holder for the whole tournament.
BuyInTotal	~~Amount~~AmountPositiveNegative10Decimals10	The total buyin pool paid for the tournament. If it is a network tournament, it must be the total buyin paid by the players of all operators.
RebuyTillIndh	~~Amount~~AmountPositiveNegative10Decimals10	The total rebuy paid to the licence holder for the complete tournament.
RebuyTotal	~~Amount~~AmountPositiveNegative10Decimals10	The total rebuy pool paid for the tournament. If it is a network tournament it must be the total rebuy paid by the players of all operators.
AddonTillIndh	~~Amount~~AmountPositiveNegative10Decimals10	The total addon pool paid to the licence holder.
AddonTotal	~~Amount~~AmountPositiveNegative10Decimals10	The total pool of addons paid for the tournament. If it is a network tournament it must be the total addons paid by the players of all operators.

Attribute	Domain	Description
FeeTillIndh	~~Amount~~AmountPositiveNegative10Decimals10	The total fee claimed by the licence holder.
FeeTotal	~~Amount~~AmountPositiveNegative10Decimals10	The total fee paid for the tournament. If it is a network tournament it must be the total fees paid by the players of all operators.
BuyinAntalTillIndh	NumberInteger	The licence holder's total number of buyins. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
BuyinAntalTotal	NumberInteger	Total number of buyins to all operators for the complete tournament. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
RebuyAntalTillIndh	NumberInteger	The licence holder's total number of rebuys in the tournament. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
RebuyAntalTotal	NumberInteger	Total number of rebuys of all operators for the complete tournament. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
AddonAntalTillIndh	NumberInteger	The licence holder's total number of addons in the tournament. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
AddonAntalTotal	NumberInteger	Total number of addons of all operators for the complete tournament. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
TilføjetPrizepool	~~Amount~~AmountPositiveNegative10Decimals10	For tournaments with a guaranteed prize pool the operator will guarantee a minimum prize pool, meaning that if the sum of buyin, rebuy and addon is not sufficient to meet the guarantee, the operator will top up, paying an amount up to the guarantee. It should be indicated in this field how much the licence holder and other operators have contributed to the prize pool if the play is provided in a network.
GevinstTillIndh	AmountPositiveNegative10Decimals10	The total prize pool (buy-in, re-buy, add-on and any amount added to the prize pool) paid out at the end of the tournament at the licence holder.
GevinstTotal	~~Amount~~AmountPositiveNegative10Decimals10	The total prize pool (buy-in, re-buy, add-on and any amount added to the prize pool) paid out at the end of the tournament (for all operators in case it was a network tournament).

Relation name	Relation concepts	Description
consists of	Poker(1) PokerSession(0..*)	

Relation name	Relation concepts	Description
Entry fees are made as	PokerKøb(0..*) Poker(1)	

Specialisation	Connection	Description
	Poker inherits from/is a specialisation of ~~SpilType~~SpilProdukt	

1.9 PokerHånd

A poker hand covers all movements such as blinds, bets, raises, etc. untill the hand is settled and a winner of the hand has been found.

Attribute	Domain	Description
IndskudSpil	~~Amount~~AmountPositiveNegative10Decimals10	The buyin from the poker hand allocated to the game itself (not the jackpot).
IndskudJackpot	~~Amount~~AmountPositiveNegative10Decimals10	~~The buyin from~~Amount of the ~~poker hand~~rake allocated to the jackpot ~~(not the game itself).~~
GevinstSpil	~~Amount~~AmountPositiveNegative10Decimals10	The payout (incl stakes) from the poker hand paid from the game itself (not the jackpot).
Rake	~~Amount~~AmountPositiveNegative10Decimals10	Rake claimed from the poker hand~~.~~, excluding any allocations to a jackpot.

Relation name	Relation concepts	Description
consists of	PokerSession(1) PokerHånd(0..*)	

1.10 PokerKøb

In a poker tournament the ~~entry fees~~stakes can be made in different ways: BuyIn, AddOn and Rebuy. This class is used to report the different purchases in a poker game.

Attribute	Domain	Description
Type	~~Text45~~PokerKøbType	Reporting of the type of purchase. ~~Possible~~ Permitted values ~~are: "~~from Data Domain: buyin~~",~~" addon~~",~~" rebuy~~".~~
Beløb	~~Amount~~AmountPositiveNegative10Decimals10	The amount of a players poker purchase. By cancellation the repayment is reported as a negative amount. The amount must not contain a possible contribution to jackpot. This must be reported separately in the transission structure.
Fee	~~Amount~~AmountPositiveNegative10Decimals10	The part of the purchase amount which goes to the licence holder, so it is not in the pool. This is excl. A possible contribution to the jackpot.

Relationsnavn	Relationsbegreber	Beskrivelse
Entry fees are made as	PokerKøb(0..*) Poker(1)	

1.11 PokerSession

A session is reckoned from the player sits down at the table until the player leaves the table. There is one session per player per table.

The stakes from a session in poker should be calculated as the sum of all stakes of the gambler during the session.

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

Attribute	Domain	Description
IndskudSpil	~~Amount~~AmountPositiveNegative10Decimals10	The player's total buyin for the session allocated to the play (not the jackpot).
IndskudJackpot	~~Amount~~AmountPositiveNegative10Decimals10	~~The player's buyin~~Amount of rake for the session allocated to the jackpot.
GevinstSpil	~~Amount~~AmountPositiveNegative10Decimals10	The player's total prize (incl stakes) for the session won from the game (not the jackpot, if any).
Rake	~~Amount~~AmountPositiveNegative10Decimals10	Total rake for the player in the session~~.~~ excluding allocations for a jackpot.
AntalHænder	NumberInteger	Total number of hands played by the player in the session. Permitted values from Data Domain: 0 to 999,999,999,999,999,999

Relation name	Relation concepts	Description
consists of	PokerSession(1) PokerHånd(0..*)	
consists of	Poker(1) PokerSession(0..*)	

1.12 Puljespil

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

Attribute	Domain	Description
GevinstPuljeProcent	Percentage rate	The percentage rate of the total ~~buyin~~stakes which will be paid out as prizes.
AntalResultatPuljer	NumberInteger	Number of results pools. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
AntalKampe	Number2	Number of matches a player must bet on in order to have formed a line in the pool game.
RækkePris	~~Amount~~AmountPositiveNegative10Decimals10	The price for playing one line in the pool game.
AntalRækkerTillIndh	NumberInteger	Total number of lines played at the licence holder. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
AntalRækkerTotal	NumberInteger	Total number of lines played including lines from other operators with whom the licence holder cooperates. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
EndOfGameDatoTid	DateHour	Date and hour of the closing of access to play and cancel playing (~~in Danish time~~UTC).
IndskudSpilTillIndh	~~Amount~~AmountPositiveNegative10Decimals10	Total amount of the ~~buyin~~stakes for all games played at the licence holder.
IndskudSpilTotal	~~Amount~~AmountPositiveNegative10Decimals10	If the licence holder cooperates with another operator the total ~~buyin~~stakes from all players for the pool game should be stated.
IndskudJackpotTillIndh	~~Amount~~AmountPositiveNegative10Decimals10	Total amount of ~~entry fees~~stakes to the jackpot at the licence holder.
IndskudJackpotTotal	~~Amount~~AmountPositiveNegative10Decimals10	Total amount of ~~entry fee~~stakes to the jackpot for all the licence holders in the network.
GevinstPuljeBeløb	~~Amount~~AmountPositiveNegative10Decimals10	Total amount of the prize pool~~.~~ (incl stakes).
~~Puljeoverførsel~~	~~Amount~~	~~If a pool from prior weeks is rolled over or the licence holder contributes money to the pool for distribution to all prize categories.~~
VinderRække	TextLong	The row that has been drawn is reported on the general form in a list with a decimal point separating each match in the row, e.g "1,12,2,8"

Relation name	Relation concepts	Description
is divided into	Puljespil(1) GevinstPulje(1..*)	

Relation name	Relation concepts	Description
a coupon contains	Puljespil(1) Række(1..*)	
the game is reported as	Puljespil(1) PuljespilNøgle(1..*)	

Specialisation	Connection	Description
	Puljespil inherits from/is a specialisation of ~~SpilType~~SpilProdukt	

1.13 PuljeSpilNøgle

Each row consists of one or more matches, which each represent a result the player has to guess. A match can be anything the licence holder decides that the players can gamble on, from a football match to which words will be used in the Queen's New Year ~~speach~~speech.

The purpose of this class is that the licence holder must report the different choices in a pool game. The possibilities for playing must be ~~rported~~reported by text and reported on a general form, where the possibility for gambling is converted to a number.

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

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

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

In this class it is reported what the player can bet on, both in text and in a general form.

An example: Tips3
Match 1: Team 1 versus Team 2
Match 2: Team 3 versus Team 4
Match 3: Team 5 versus Team 6

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

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

In the example there are three players. Player 1 and 2 are each playing one row, and player 3 is playing two rows. They are to be reported in RækkeSpilkombinationer as follows:

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

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

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

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

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

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

Attribute	Domain	Desciption
KampNummer	NumberInteger	The number of the match in the game.. Permitted values from Data Domain: 0 til 999.999.999.999.999.999
Beskrivelse	Text45	Description in text of a possible match outsome. Example: For the match FCK - Brøndby, it is for example reported "FCK", "draw" or "Brøndby", depending on what is reported in PuljespilNøgleGenerel.
Generel	NumberInteger	The reporting of a possible outcome on the general form. Permitted values from Data Domain: 0 til 999.999.999.999.999.999

Relation name	Relation concepts	Description
the game is reported as	Puljespil(1) PuljespilNøgle(1..*)	

1.14 Række

A pool game consists of at least one line, with each line containing one or more matches.

For games that runs over several days/weeks with a possible win each day/week the licenceholder shall not report one but several transactions. The licence holder must split the transaction into the number of days/weeks, of which the transaction runs. Thus there must be formed a number of transactions which corresponds to the number of days/weeks, of which the transaction runs.

Attribute	Domain	Description
Nummer	NumberInteger	The number of the line in question. Permitted values from Data Domain: 0 to 999,999,999,999,999,999
Spilkombinationer	TextLong	Precise information about the combinations played. Systems playing must have been 'unbundled' and each line must be given a line number. The played row must be reported on the general form in a list with a comma between each match, for example "1,12,2,8".

Relation name	Relation concepts	Description
a coupon contains	Puljespil(1) Række(1..*)	

1.15 Spil

A bet is the unit a player buys to play the game. The player pays a ~~buyin~~stake for the game and it may contain one to several bets, each of which may yield a prize.

Example: Fixed odds game, Liverpool vs. Man Utd, where the odds for Liverpool wins is 2.00. A gambler places 100 DKK on Liverpool wins, which also turns out to be the result. The gambler gets a payout of 100 DKK x 2.00 = 200 DKK. In field SpilIndskud should be reported 100 DKK and in SpilGevinst should be reported 200 DKK.

Attribute	Domain	Description
~~Identifikation~~TransaktionIdentifikation	Text45	Unique identification of a player's bet. The licence holder chooses it independently. Could for example be generated as UUID. The element connects Transaction Structures with Start Structures for Puljespil and FastOdds. Furthermore, the element connects stakes with a cancellation for ManagerSpil, PokerTurnering, FastOdds, Puljespil, Kasinospil and PokerCashGame. Both stakes and cancellations are reported In a transaction structure. The same id can only be used again in a transaction structure, it is a cancellation of a reported stake.
KøbDatoTid	DateHour	Date and hour when the player bought the bet (~~in Danish time~~UTC).
Salgskanal	~~Text45~~Saleschannel	Through what medium was the game provided. The value "Andet" may be used for sales channes which do not fit to the other predefined categories. Permitted values ~~are: "~~from Data Domain: Forhandler~~",~~" Internet~~",~~" Mobil~~",~~" Andet~~".~~
TerminalIdentifikation	Text45	Identification of the land-based terminal which the game has been played on. ~~For games of hand based terminals, it~~It must be possible to refer the ~~TerminalIdentifikation~~identifikation to the physical machine, on which the game has been played on. ~~For online games, the IP-address of the gambler~~ Is only necessary for land-based games. The attribute must not be reported for online games.
Hjemmeside	TextShort	The adress (URL) on the web-site, where the game has been played. Is only necessary for online games. The attribute must not be reported for land-based games.
ForventetSlutDatoTid	DateHour	Expected date and hour of settlement of the game (~~in Danish time~~UTC).
FaktiskSlutDatoTid	DateHour	Actual date and hour of settlement of the game (~~in Danish time~~UTC).
AntalRækker	NumberInteger	A game may consist of a number of lines, each of them consisting of matches with results options. This field indicates how many rows a player has gambled.

Attribute	Domain	Description
		Permitted values from Data Domain: 0 to 999,999,999,999,999,999
Indskud	~~Amount~~AmountPositiveNegative10Decimals10	Amount paid by the player in order to buy into the game. ~~If cancelled, indicate the amount repaid with a minus sign.~~ By betexchange both ~~players buyin~~players' stakes must be sent as separate transactions and not be added into one single transaction. By fastodds betexchange the ~~buyin~~stake for each matched bet must be equal to both ~~players buyin.~~players' stakes. Only matched bets should be reported.
~~IndskudTilJackpot~~IndskudJackpot	~~Amount~~AmountPositiveNegative10Decimals10	Share of ~~buyin~~stake allocated to a jackpot.
~~IndskudTilSpil~~IndskudSpil	~~Amount~~AmountPositiveNegative10Decimals10	Share of ~~buyin~~stake allocated to the game. By fastodds betexchange the ~~buyin~~stakes for each matched bet must be equal to both players ~~buyin~~stakes.
Gevinst	~~Amount~~AmountPositiveNegative10Decimals10	The amount won by the player from the game after the ending of the game including ~~buyin~~stakes. If the player has lost his/her ~~buyin~~stake, this amount will be nil. By fastodds , if the player has lost his/her stake, this attribute must be reported with nil.
~~GevinstFraJackpot~~GevinstJackpot	~~Amount~~AmountPositiveNegative10Decimals10	Share of the prizes from the game paid out from a jackpot.
~~GevinstFraSpil~~GevinstSpil	~~Amount~~AmountPositiveNegative10Decimals10	Share of the prizes from the game paid out from the game~~.~~ (incl. stakes).
Kommission	~~Amount~~AmountPositiveNegative10Decimals10	The licence holder's commission after any possible discount agreement in connection with providing access to betting, Used in Betexchange, for example. This attribute must only include commission, and is not stakes minus prizes paid out. It must only be reported, if a specific commission from the stakes is being claimed. Commision could be e.g.in peer—to-peer games, where two gamblers are gambling agains each other, and the licence holder claims a commission for the game. The value of this attribute cannot be negative.
Annullering	Number1	Boolean to indicate whether the transaction is a cancellation or not. If cancellation, write "1", if not, write "0".
AnnulleringDatoTid	DateHour	Date and hour of cancellation of the game (~~in Danish time~~UTC).

Relation name	Relation concepts	Description
played as a	~~SpilType~~SpilProdukt(1) Spil(0..*)	

1.16 SpilCertifikat

Agreement concerned with a licence to provide gambling services.

Attribute	Domain	Description
Identifikation	Text45	~~Identification of the licence holder. Presumably a Danish CVR or SE number.~~Username which the Licence Holder uses to collect and close tokens from the Tamper Token system. SpilCertifikatIdentifikation maps to SafeId of a SAFE for a Licence Holder. There may only be one SAFE per Tamper Token username, however, it is possible to have several Tamper Token usernames pointing at the same SAFE.
Tilladelsestype	~~Text45~~SpilCertifikatTilladelsestype	Type of licence. Permitted values ~~are: "~~from Data Domain: Væddemål~~", "~~ OnlineKasino~~", "~~ VæddemålOgOnlineKasino~~".~~
ValidFrom	Date	All valid dates in the Danish calendar.
ValidTo	Date	All valid dates in the Danish calendar.

Relation name	Relation concepts	Description
has a	Tilladelsesindehaver() SpilCertifikat()	

1.17 SpilFil

Attribute	Domain	Description
Identifikation	Text300	Unique identification of xml-file which the licence holder adds to SAFE. The licence holder must make sure that the identificationen is unique for example by using Universally Unique Identifier (UUID).
ErstatningIdentifikation	Text300	Is used if the licence holder has added a file with errors on SAFE and must add a new file on SAFE as a replacement. In the field SpilFilIdentifikation is reported on the file, which contained errors and thus must be replaced.
Placering	TextShort	The location of the folder on SAFE on which the file with gaming data is placed.

Relation name	Relation concepts	Description
Must submit	Tilladelsesindehaver(1) SpilFil(*)	

1.18 SpilKategori

Attribute	Domain	Description
Navn	~~Text45~~ SpilKategoriNavn	Description of what general type of game is in question. These groupings are defined by The Danish Gambling Authority. Permitted values ~~are: "~~from Data Domain: Managerspil~~", "~~ Fastoddsspil~~", "~~ FastoddsspilBetexchange~~", "~~ Puljespil~~", "~~ PokerTurnering~~", "~~ PokerCashGame~~", "~~ KasinospilSinglePlayer~~" and "~~ KasinospilMultiPlayer~~".~~
StartDato	Date	All valid dates in the Danish calendar.
SlutDato	Date	All valid dates in the Danish calendar.

Relation name	Relation concepts	Description
Is of the type	SpilKategori() ~~SpilType~~SpilProdukt ()	
operator	Tilladelsesindehaver() SpilKategori()	

~~1.19 SpilType~~
1.19 SpilProdukt

General information about a ~~type~~licence holder's game product. This is the licence holders own naming of a game product.

Attribute	Domain	Description
~~Identifikation~~Navn	Text45	~~The licence holder's unique identification of the game. May for instance be GameTypeName + date in case the game is carried through once a day at a maximum.~~ The licence holders name of the game product, e.g. "Tips13". Must be subgroupings under The Danish Gambling Authority's superior groupings listed in SpilKategoriNavn. It is up to the licence holder to indicate a logical naming. It should be possible to find the naming again in the licence holders gaming system and should be "human-readable". This value is not reported for fastodds games.
~~Navn~~Identifikation	~~Text45~~TextShort	~~The~~A licence holder's ~~name of~~SpilProduktNavn can be further divided in to subgroups, e.g. SpilProduktNavn + date if the game ~~product.~~ ~~For fixed complex odds where~~is only completed once a ~~gambler chooses several odds, a logical naming should be reported in this field. It is up to the licence holder to give a logical naming. The Danish Gambling Authority does not ask for a naming of all the different types of odds which can be generated, but instead a logical grouping, which is possible to find on the licence holder's website.~~day. The element connects start, transaction and end structures with PokerTurnering and Managerspil . The element connects start, transaction and end structures with Puljespil. The element is only reported for these three game categories. The element must therefore be unique for each PokerTurnering, Puljespil and Managerspil. For example can SpilProduktNavn = "Tips13" and SpilProduktIdentifikation = "Tips13-uge10".
ÅbentNetværk	Number1	Indication of whether the game is played on an open network, i.e. players from several providers take part in the tournament or cash game. 1 for open network, 0 for closed network.
FaktiskSlutDatoTid	DateHour	Actual time that the game ends (~~in Danish time~~UTC).

Relation name	Relation concepts	Description
Uses	~~SpilType~~SpilProdukt (1) TilfældighedGenerator(1..*)	
may yield	~~SpilType~~SpilProdukt () Jackpot()	
played as a	~~SpilType~~SpilProdukt (1) Spil(0..*)	
Can submit amount as	~~SpilType~~SpilProdukt (0..*)	

Relation name	Relation concepts	Description
	ValutaOplysning(1..*)	
operator	Tilladelsesindehaver(1) ~~SpilType~~SpilProdukt (0..*)	
Is of the type	SpilKategori() ~~SpilType~~SpilProdukt ()	

Specialisation	Connection	Description
	Puljespil inherits from/is a specialisation of ~~SpilType~~SpilProdukt	
	Pokerinherits from/is a specialisation of ~~SpilType~~SpilProdukt	
	Kasinospil inherits from/is a specialisation of ~~SpilType~~SpilProdukt	
	Managerspil inherits from/is a specialisation of ~~SpilType~~SpilProdukt	

1.20 SpillerInformation

A player is a private individual who has opened a gambling account with a licence holder.

Attribute	Domain	Description
Identifikation	Text45	Identification of the player. The Licence holders define this independently, but it must be unique for each of their players. It may be a customer or player number, for example. It cannot be a Danish CPR number, as it is sensitive personal information.

Relation name	Relation concepts	Description
is registered by	SpillerInformation(1..*) Tilladelsesindehaver(1)	

1.21 TilfældighedGenerator

The randomness generator is a machine or software product that generates random numbers, also called Random Number Generator. Must be certified.

Attribute	Domain	Description
Indeks	NumberInteger	A positive integer, which can represent values in the interval 0 to 999.999.999.999.999.999 Permitted values from Data Domain: 0 to 999.999.999.999.999.999
Identifikation	Text45	The generator's unique identification given by the certifying body.
IdentifikationStartDato	Startdate	The Start Date for the period of time in which the randomness generator is valid.
IdentifikationSlutDato	Enddate	The End Date for the period of time in which the randomness generator is valid.
SoftwareId	Text45	Identification of (certified) software which translates numbers generated by a randomness generator.
SoftwareIdStartDato	Startdate	The Start Date for the period of time in which the software is valid.
SoftwareIdSlutDato	Enddate	The End Date for the period of time in which the software is valid.

Relation name	Relation concepts	Description
user	~~SpilType~~SpilProdukt (1) TilfældighedGenerator(1..*)	

1.22 Tilladelsesindehaver

The licence holder is a provider of gambling services with a licence to offer gambling in Denmark.

Attribute	Domain	Description
Navn	Text45	Name of the licence holder.
TokenLukFrekvens	NumberInteger	The number provides in hours , for how long the token Is valid. Permitted values from the Data Domain: 0 til 999.999.999.999.999.999
NøgleRolle	Text45	Free text of 45 characters.
BrugerNavn	Text300	Username for TamperToken, ROFUS and the user administration. A licence holder may have several usernames for these systems. ~~The username is provided by the Danish Gambling Authority.~~
BrugerNavnBeskrivelse	Text300	Description of the licence holders username for TamperToken, ROFUS and the user administration. This element maps to the field “Navn” in the user administration.
BrugerRolle	Text45	Role for a username in TamperToken, ROFUS and the user administration. This element maps to the field “Rolle” in the user administration. The field can among others take the values “Inter” and “Extern”. The licence holder will have the role “Extern” and control staff will have the role “Intern”.

Relation name	Relation concepts	Description
Operates	Tilladelsesindehaver(0..*) ~~SpilType~~SpilProdukt (0..*)	
Operates	Tilladelsesindehaver() SpilKategori()	
has a	Tilladelsesindehaver() SpilCertifikat()	
must submit	Tilladelsesindehaver(1) EndOfDayRapport(1..*)	
Must submit	Tilladelsesindehaver (1) SpilFil(*)	
is registered by	SpillerInformation(1..*) Tilladelsesindehaver(1)	

1.23 ValutaOplysning

Information about currency such as rate and date of rate. Currency rates are handled in SAPIntern system, and also historic information is saved here.

Information about currency is used en various situations, for instance to recalculate amounts from Danish currency to foreign currency and vice versa.

Specifically about the Collection Authority: Here the currency information is used by the reception of claims in another currency than Danish, by the recalculation of claims which are sent to collection abroad and by payments and withdrawals. In the latter case the currency information can for example be used by the reception of a payment in a foreign currency, which must be recalculated to Danish currency, before the amount can be used to cover a claim.

Attribut	Domæne	Beskrivelse
Kurs	Amount	The rate of a certain currency on the submitted date of rate, for example 830,91.
KursDato	DateTime	The date of the currency rate.
Kode	Currency	The three-digit ISO-code for the currency in question.

Relation name	Relation concepts	Description
can submit amount as	~~SpilType~~SpilProdukt (1) ValutaOplysning(1..*)	

2 Domains

2.1 Number

Generic type for indicating the number of things.

Number	
Data Type	number
Data Length	12
Permitted values	
Format	

2.2 Amount

Amount shown as a decimal figure, e.g. 1500.00

Amount	
Data Type	Decimal
Data Length	~~10~~15
Permitted values	
Format	

2.3 AmountPositiveNegative10Decimals10

A positive or negative amountwith the lenght 10 and 10 decimals.
The values are within the following interval: - 9.999.999.999 to 9.999.999.999

BeløbPositivNegativ10Decimaler10	
Data Type	Decimal
Data Lengh	
Permitted values	
Format	

~~2.3~~2.4 Date

All valid dates in the Danish calendar.

Date	
Data Type	date
Data Length	
Permitted values	
Format	

~~2.4~~2.5 DateHour

A DateHour data type which, overall, designates a date and hour. Corresponds to the XML Scheme type dateTime.

DateHour	
Data Type	datetime
Data Length	
Permitted values	
Format	

2.6 KasinoSpilKategori

Indication of a sub category for casino games.

KasinoSpilKategori	
Data Type	character
Data Length	20
Permitted values	roulette baccarat punto banco black jack poker spilleautomat andet
Format	

2.7 ManagerspilKøbType

The type of stake in a manager game.

ManagerspilKøbType	
Data Type	Character
Data Length	20
Permitted values	Tilmelding TilkøbTilPulje
Format	

2.8 PokerKvalifikation

The indication of whether the tournament is a qualification tournament.

PokerKvalifikation	
Data Type	character
Data ængde	1
Permitted values	1 2 3 4
Format	

2.9 PokerKøbType

The indication of the type of the stake.

PokerKøbType	
Data Type	Character
Data Length	10
Permitted values	buyin addon rebuy
Format	

~~2.5~~2.10 Percentage rate

Indications as percentage rates

Percentage rate	
Data Type	decimal
Data Length	6
Permitted values	
Format	

2.11 Salgskanal

Describes which media the game has been made through.

Salgskanal	
Data Type	character
Data Length	12
Permitted values	Forhandler Internet Mobil Andet
Format	

~~2.6~~2.12 Slutdato

The date of the end of a certain condition. Is submitted as year, month, day

SENumber	
Data Type	~~date~~Date
Data Length	10
Permitted values	
Format	

2.13 SpilCertifikatTilladelsestype

The type of licence.

SpilCertifikatTilladelsestype	
Data Type	character
Data Length	25
Permitted values	Væddemål OnlineKasino VæddemålOgOnlineKasino
Format	

2.14 SpilKategoriNavn

Description of the kind of superior game in question.

SpilKategoriNavn	
Data Type	Character
Data Length	25
Permitted values	Managerspil Fastoddsspil FastoddsspilBetexchange Puljespil PokerTurnering PokerCashGame KasinospilSinglePlayer KasinospilMultiPlayer
Format	

~~2.7~~2.15 Startdato

The date of the beginning of a certain condition. Is submitted as year, month, day.

SENumber	
Data Type	date
Data Length	10
Permitted values	

SENumber	
Format	

~~2.8~~2.16 Number1

Whole number from 0 - 9

Number1	
Data Type	integer
Data Length	1
Permitted values	
Format	

~~2.9~~2.17 Number2

Whole number between 0 - 99

Number2	
Data Type	integer
Data Length	2
Permitted values	
Format	

~~2.10~~2.18 Integer

A positive integer that may represent values in the range from 0 to 999,999,999,999,999,999

Integer	
Data Type	number
Data Length	18
Permitted values	0 to 999,999,999,999,999,999
Format	###.###.###.###.###.###

~~2.11~~2.19 Text300

Indicates a text of no more than 300 characters.

Text300	
Data Type	Character varying
Data Length	300
Permitted values	
Format	

~~2.12~~2.20 Text45

Text of 45 characters

Text45	
Data Type	character
Data Length	45
Permitted values	
Format	

~~2.13~~2.21 TextShort

A short text – typically one or a few words – which gives the possibility of a unique identification of a given concept. May also be used for short explanations in some cases (sentence level).

TextShort	
Data Type	character
Data Length	100

TextShort	
Permitted values	
Format	

~~2.14~~2.22 TextLong

Indicates a long text.

TextLong	
Data Type	Character
Data Length	500
Permitted values	
Format	

~~2.15~~2.23 Currency

Indicates the currency unit (ISO coint code) for an amount.

For axample the one in which the declaration is submitted, if it is a declaration type with amount.

For the present The Danish Tax Deparment can only receive declarations I Danish crowns.

Currency	
Data Type	Character
Data Length	3
Permitted values	
Format	

Index:

Number 4;26
Amount 4;6;7;9;10;12;13;14;15;17;26
CVRNumber 23;26
Date 4;23;26
DateHour 7;15;17;19;26
Percentage 6;15;26
SENumber 23;27
Number1 ..... 12;17;19;27
Number2 ..... 15;27
Integer 6;10;12;14;15;16;17;27
Text30 ..... 6;7;8;12;15;16;17;18;19;20;21;22;27