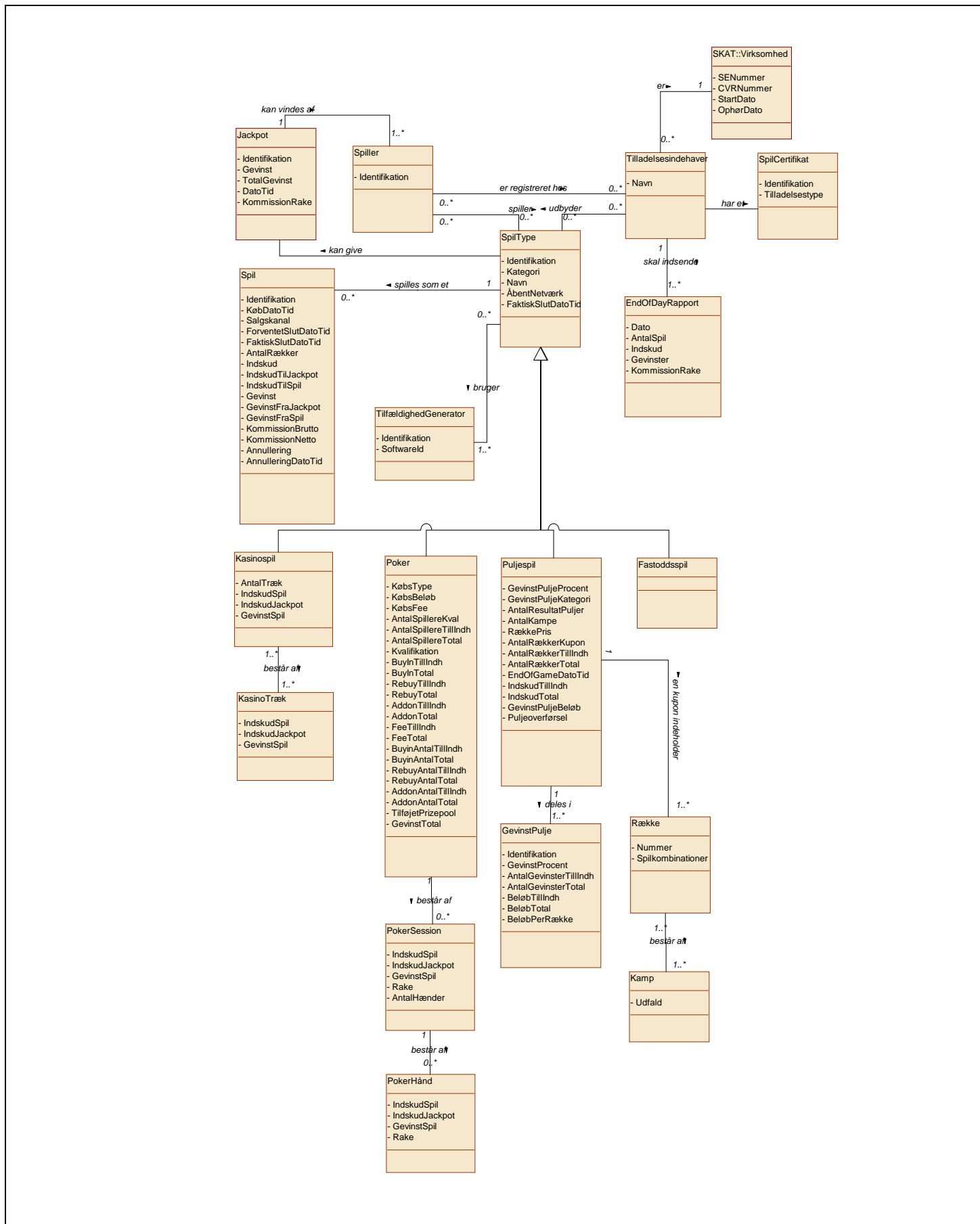


1 Gambling control



1.1 EndOfDayRapport

A report comprising status figures for the day. To be generated every day by the licence holder, showing status figures for each category listed under SpilType: "Fastodds", "Puljespil", "Poker" and "Kasinospil".

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.
Indskud	Amount	Stakes during the day for the game category in question.
Gevinster	Amount	Prizes paid out in the category in question during the day.
KommissionRake	Amount	Claimed commission or rake in the category in question during the day.

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

1.2 Fastoddsspil

In fixed-odds betting (Fastoddsspil) the gambler bets directly against the licence holder and the gambler knows his/her possible prize in advance from the odds quoted by the licence holder.

Specialisation	Connection	Description
	Fastoddsspil inherits from/are a specialisation of SpilType	

1.3 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.

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	Text30	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: "13correct", "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.
AntalGevinsterTillIndh	NumberInteger	Number of prizes from the prize pool paid out to gamblers at the licence holder. <u>Permitted values from Data Domain:</u> 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. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
BeløbTillIndh	Amount	The amount of money held in the particular prize pool for gamblers at the licence holder.
BeløbTotal	Amount	If working in cooperation with another operator, state the total amount of money held in the particular prize pool for all gamblers.
BeløbPerRække	Amount	How much each correct line will win from the prize pool.

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

1.4 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	Text30	Unique identification of the jackpot.
Gevinst	Amount	Share of the jackpot which a given player wins.
TotalGevinst	Amount	Total payout from the jackpot won by one or more players.
DatoTid	DateHour	Date and hour of payout of the jackpot (in Danish time).
KommissionRake	Amount	Share of the jackpot which the licence holder has claimed as commission or rake.

Relation name	Relation concepts	Description
can be won by	Jackpot(1) Spiller(1..*)	
can yield	SpilType() Jackpot()	

1.5 Kamp

A line consists of one or more matches, each representing a result which the gambler has to guess. A match may be everything a licence holder chooses to offer gamblers to bet on. It may be everything ranging from a football match to the wording to be used in the Queen's New Year Address.

Attribute	Domain	Description
Udfald	Text30	The result of the match in question.

Relation name	Relation concepts	Description
consists of	Række(1..*) Kamp(1..*)	

1.6 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	Stakes allocated to the game in a single move.
IndskudJackpot	Amount	Stakes allocated to the jackpot in a single move.
GevinstSpil	Amount	Prize from the casino game (not the jackpot) from the move.

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

1.7 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.

Attribute	Domain	Description
AntalTræk	NumberInteger	Number of moves that are part of the gambler's session. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
IndskudSpil	Amount	Share of the gambler's stakes in a session allocated to the game itself.
IndskudJackpot	Amount	Share of the gambler's stakes in a session allocated to a jackpot, if any.
GevinstSpil	Amount	A gambler's prize won in a session including stakes.

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

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

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 and play for a total pool, which is divided between the winners.

Attribute	Domain	Description
KøbsType	Text30	Indication of the type of buy. Available values are: "buyin", "addon", "rebuy".
KøbsBeløb	Amount	The amount of a player's poker buy. Upon cancellation, the amount repaid should be indicated with a minus sign.
KøbsFee	Amount	Share of the buy which is allocated to the licence holder and thus not the pool.
AntalSpillereKval	NumberInteger	Players who have qualified via other tournaments. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
AntalSpillereTillIndh	NumberInteger	Number of players who take part in the tournament via the licence holder. <u>Permitted values from Data Domain:</u> 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). <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
Kvalifikation	Number1	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.
BuyInTillIndh	Amount	The total buyin paid to the licence holder for the whole tournament.
BuyInTotal	Amount	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	The total rebuy paid to the licence holder for the complete tournament.
RebuyTotal	Amount	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	The total addon pool paid to the licence holder.
AddonTotal	Amount	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.
FeeTillIndh	Amount	The total fee claimed by the licence holder.
FeeTotal	Amount	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.

Attribute	Domain	Description
		<u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
BuyinAntalTotal	NumberInteger	Total number of buyins to all operators for the complete tournament. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
RebuyAntalTillIndh	NumberInteger	The licence holder's total number of rebuys in the tournament. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
RebuyAntalTotal	NumberInteger	Total number of rebuys of all operators for the complete tournament. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
AddonAntalTillIndh	NumberInteger	The licence holder's total number of addons in the tournament. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
AddonAntalTotal	NumberInteger	Total number of addons of all operators for the complete tournament. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
TilføjetPrizepool	Amount	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.
GevinstTotal	Amount	The total 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..*)	

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

1.9 PokerHånd

Attribute	Domain	Description
IndskudSpil	Amount	The stakes from the poker hand allocated to the game itself (not the jackpot).
IndskudJackpot	Amount	The stakes from the poker hand allocated to the jackpot (not the game itself).
GevinstSpil	Amount	The prize from the poker hand paid from the game itself (not the jackpot).
Rake	Amount	Rake claimed from the poker hand.

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

1.10 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.

Attribute	Domain	Description
IndskudSpil	Amount	The player's total stakes for the session allocated to the play (not the jackpot).
IndskudJackpot	Amount	The player's stakes for the session allocated to the jackpot.
GevinstSpil	Amount	The player's total prize for the session won from the game (not the jackpot, if any).
Rake	Amount	Total rake for the player in the session.
AntalHænder	NumberInteger	Total number of hands played by the player in the session. <u>Permitted values from Data Domain:</u> 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..*)	

1.11 Puljespil

In pool games (puljespil) the size of a player's prizes will depend on the total buyin 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 which will be paid out as prizes.
GevinstPuljeKategori	Text30	Identification of the highest prize category. Example: For 'Tips 13' write "13 correct".
AntalResultatPuljer	NumberInteger	Number of results pools. <u>Permitted values from Data Domain:</u> 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	The amount for playing one line in the pool game.
AntalRækkerKupon	NumberInteger	Number of lines a player has played in the particular game. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
AntalRækkerTillIndh	NumberInteger	Total number of lines played at the licence holder. <u>Permitted values from Data Domain:</u> 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. <u>Permitted values from Data Domain:</u> 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).
IndskudTillIndh	Amount	Total amount of the stakes for all games played at the licence holder.
IndskudTotal	Amount	If the licence holder cooperates with another operator the total stakes from all players for the pool game should be stated.
GevinstPuljeBeløb	Amount	Total amount of the prize pool.
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.

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

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

1.12 Række

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

Attribute	Domain	Description
Nummer	NumberInteger	The number of the line in question. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
Spilkombinationer	Text30	Precise information about the combinations played. Systems playing must have been 'unbundled' and each line must be given a line number.

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

1.13 Spil

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

Attribute	Domain	Description
Identifikation	Text30	Unique identification of a player's bet. The licence holder chooses it independently.
KøbDatoTid	DateHour	Date and hour when the player bought the bet (in Danish time).
Salgskanal	Text30	Through what medium was the game provided. Permitted values are: "Forhandler", "Internet", "Mobil", "Andet".
ForventetSlutDatoTid	DateHour	Expected date and hour of settlement of the game (in Danish time).
FaktiskSlutDatoTid	DateHour	Actual date and hour of settlement of the game (in Danish time).
AntalRækker	NumberInteger	A game may consist of a number of lines, each of them consisting of matches with results options. <u>Permitted values from Data Domain:</u> 0 to 999,999,999,999,999,999
Indskud	Amount	Amount (stakes) paid by the player in order to buy into the game. If cancelled, indicate the amount repaid with a minus sign.
IndskudTilJackpot	Amount	Share of stakes allocated to a jackpot.
IndskudTilSpil	Amount	Share of stakes allocated to the game.
Gevinst	Amount	The amount won by the player from the game after the ending of the game including buyin. If the player has lost his/her buyin, this amount will be nil.
GevinstFraJackpot	Amount	Share of the prizes from the game paid out from a jackpot.
GevinstFraSpil	Amount	Share of the prizes from the game paid out from the game.
KommissionBrutto	Amount	The licence holder's gross commission in connection with providing access to betting, i.e. without considering discounts. Used in Betexchange, for example.
KommissionNetto	Amount	The licence holder's commission after discounts, if any, in connection with providing access to betting. Used in Betexchange, for example.
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).

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

1.14 SpilCertifikat

Agreement concerned with a licence to provide gambling services.

Attribute	Domain	Description
Identifikation	Text30	Identification of the licence holder. Presumably a Danish CVR or SE number.
Tilladelsestype	Text30	Type of licence. Permitted values are: "Væddemål", "OnlineKasino", "VæddemålOgOnlineKasino".

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

1.15 SpilType

General information about a type of game.

Attribute	Domain	Description
Identifikation	Text30	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.
Kategori	Text30	Description of the general type of game it is. Permitted valued are: "Fastodds", "Puljespil", "Poker" and "Kasinospil".
Navn	Text30	The licence holder's name of the game product.
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).

Relation name	Relation concepts	Description
may yield	SpilType() Jackpot()	
uses	SpilType(0..*) TilfældighedGenerator(1..*)	
played as a	SpilType(1) Spil(0..*)	
player	Spiller(0..*) SpilType(0..*)	
operator	Tilladelsesindehaver(0..*)) SpilType(0..*)	

Specialisation	Connection	Description
	Puljespil inherits from/is a specialisation of SpilType	
	Fastoddsspil inherits from/is a specialisation of SpilType	
	Kasinospil inherits from/is a specialisation of SpilType	
	Poker inherits from/is a specialisation of SpilType	

1.16 Spiller

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

Attribute	Domain	Description
Identifikation	Text30	Identification of the player. The Licence holders define this independently, but it must be unique for each of their players. It may be a Danish CPR, customer or player number, for example.

Relation name	Relation concepts	Description
player	Spiller(0..*) SpilType(0..*)	
is registered by	Spiller(0..*) Tilladelsesindehaver(0..*)	
can be won by	Jackpot(1) Spiller(1..*)	

1.17 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
Identifikation	Text30	The generator's unique identification given by the certifying body.
SoftwareId	Text30	Identification of (certified) software which translates numbers generated by a randomness generator.

Relation name	Relation concepts	Description
user	SpilType(0..*) TilfældighedGenerator(1..*)	

1.18 Tilladelsesindehaver

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

Attribute	Domain	Description
Navn	Text30	Name of the licence holder.

Relation name	Relation concepts	Description
has a	Tilladelsesindehaver() SpilCertifikat()	
operates	Tilladelsesindehaver(0..*) SpilType(0..*)	
must submit	Tilladelsesindehaver(1) EndOfDayRapport(1..*)	
is	Tilladelsesindehaver(0..*) Virksomhed(1)	
is registered by	Spiller(0..*) Tilladelsesindehaver(0..*)	

1.19 Virksomhed**IMPORTANT!**

- SKAT (the tax authority) defines “Legal Entity” as a common concept comprising all of the entities that must (potentially) settle customs duty, taxes and excise duty, meaning all types of Enterprise (identified by an SE number), Person (identified by a CVR no.), Foreign Enterprise and Foreign Person.
 - CVR (the registry) defines a legal entity as an enterprise identified by a CVR number.
- THESE TWO DEFINITIONS MUST NOT BE CONFUSED.

The Enterprise concept includes identification information about enterprises and the start-up date of an enterprise and its closing date, if any. An enterprise is identified by a CVR number or an SE number. There are three types of ‘enterprises’ which are ALL specialisations of the SKAT concept of LegalEntity.

01. A Legal Entity (CVR definition) identified by a CVR number
02. An Administrative Entity identified by an SE number (related to a legal entity)
03. A Non-CVR Entity identified by an SE number (not related to a legal entity)

Example:

CVRNumber	SENumber	Enterprise Type
11 11 11 11	11 11 11 11	01
11 11 11 11	22 22 22 22	02
11 11 11 11	33 33 33 33	02
'null'	44 44 44 44	03

01. An enterprise which is a legal entity (by the CVR definition) is registered by the CVR registry and given only one CVR number. A CVR number corresponds to the CPR number of a natural person. By the CVR definition, a legal entity is:

- A natural person in the person’s capacity as employer or self-employed trader.
- A legal person (a public or private limited company, A/S or ApS, for example) or a branch of a foreign legal person.
- A governmental administrative entity.
- A local government region.
- A local authority.
- A local authority partnership.

02. A legal entity (by the CVR definition) may at its own option be divided into one or more entities which pay customs duty, taxes and excise duty. Such an entity is called an administrative entity and given an SE number. An administrative SE number is unambiguously related to one CVR number. An administrative entity will cease to exist when the legal entity is closed down and cannot be set up before the legal entity. An administrative entity may cease to exist prior to the close-down of the legal entity.

03. An entity which is liable to register under customs, tax or excise duty legislation but neither a legal nor an administrative entity is identified by an SE number. Such an entity is referred to as a Non-CVR Entity.

The identification number is an 8-digit number whether it is a CVR number, an administrative SE number or an SE number for a non-CVR entity.

Attribute	Domain	Description
SENummer	SENumber	An 8-digit number which ensures unique identification of an enterprise registered by SKAT (the tax authorities).
CVRNummer	CVRNumber	The number given to legal persons in a Central Enterprise Register (CVR). <u>Permitted values from Data Domain:</u> The first seven digits of the CVR number form a serial number chosen as the first vacant number available. The 8 th digit, which is a check digit, is generated based on the seven digits.
StartDato	Date	Indicates the start-up date of the enterprise
OphørDato	Date	Indicates the close-down date of the enterprise

Relation name	Relation concepts	Description
is	Tilladelsesindehaver(0..*) Virksomhed(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	15
Permitted values	
Format	

2.3 CVRNumber

The number given to legal entities in a Central Enterprise Register (CVR).

CVRNumber	
Data Type	character
Data Length	8
Permitted values	The first seven digits of the CVR number form a serial number selected as the first vacant number available. The eighth digit, which is a check digit, is generated on the basis of the seven digits.
Format	

2.4 Date

All valid dates in the Danish calendar.

Date	
Data Type	date
Data Length	
Permitted values	
Format	

2.5 DateHour

A DateHour data type which, overall, designates a date and hour in the format dd-mm-yyyy hh:mm:ss

DateHour	
Data Type	datehour
Data Length	
Permitted values	
Format	

2.6 Percentage rate

Indications as percentage rates

Percentage rate	
Data Type	decimal
Data Length	6
Permitted values	
Format	

2.7 SNumber

8-digit number, which provides a unique identification of an enterprise registered by SKAT (for tax).

SNumber	
Data Type	integer
Data Length	8
Permitted values	
Format	

2.8 Number1

Whole number from 0 - 9

Number1	
Data Type	integer
Data Length	1
Permitted values	
Format	

2.9 Number2

Whole number between 0 - 99

Number2	
Data Type	integer
Data Length	2
Permitted values	
Format	

2.10 NumberInteger

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

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

2.11 Text30

Indicates a text of no more than 30 characters

Text30	
Data Type	character
Data Length	30
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
Number215;27
NumberInteger.....6;10;12;14;15;16;17;27
Text30..... 6;7;8;12;15;16;17;18;19;20;21;22;27