



## FREQUENTLY ASKED QUESTIONS ABOUT THE DATA MODEL

After having received numerous enquiries regarding the Data Model, the Directorate General has drawn up a list of frequently asked questions for the purpose of clarifying various aspects that may assist in the proper implementation of the new data model.

This document is subject to changes and updates.

### Document control:

Version	Date	Description of the changes
1.0	01 October 2014	Creation of document.

### General content of aspects featured in this guide:

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## 1 XSD versions

Version 1 of the XSD file, describing data types, has undergone two revisions since its first publication:

- The list of tax regions was modified in version 1.1 in order to adapt the list to [new self-assessment form regarding gambling activities](#). The name of tax region 20 was also changed while regions 21 and 22 were added. The current list is as follows:

01: Comunidad Autónoma de Andalucía	12: Comunidad Autónoma de La Rioja
02: Comunidad Autónoma de Aragón	13: Comunidad de Madrid
03: Comunidad Autónoma del Principado de Asturias	14: Comunidad Autónoma de la Región de Murcia
04: Comunidad Autónoma de Canarias	15: Comunitat Valenciana
05: Comunidad Autónoma de Cantabria	16: Comunidad Foral de Navarra
06: Comunidad Autónoma de Castilla - La Mancha	17: Territorio Histórico de Araba
07: Comunidad de Castilla y León	18: Territorio Histórico de Gipuzkoa
08: Comunidad Autónoma de Cataluña	19: Territorio Histórico de Bizkaia
09: Comunidad Autónoma de Extremadura	20: Ceuta
10: Comunidad Autónoma de Galicia	21: Melilla
11: Comunidad Autónoma de las Illes Balears	22: No residentes

- Version 1.2 includes the new types of gambling concerning online slot-machines and exchange bets, providing a transition period to those operators that offer some of the mentioned types of gambling, yet still have not migrated their gambling accounts (CJ) and operator accounts (OP) to version 2. These new types are:
  - AZA: Online slot-machines
  - ADX: Exchange Bets on Sporting Events
  - AMX: Parimutuel Exchange Bets
  - AOX: Other Exchange Bets

Versions 1.1 and 1.2 do not include any structural change to data, thus, their use is a mandatory pre-requisite to commencing the transition period for migration.

Version 2 implements all new features referred to in the same version of the monitoring data model.

## 2 Transition period: Version 1 and 2 compatibility.

Operators using version 1 of the data model will have to adapt the Internal Control System (SCI) record files during the transition period and move from the use of version 1 to the use of version 2. To assist in the migration during this period, records on different versions may co-exist, provided that the following is taken into account:



- Data of gambling activities, exchange bets and/or online slot-machines, which were newly regulated in 2014, may only be logged on version 2.
- Once a particular type of record begins to be logged on version 2, later records of that type may not be logged on version 1.

In relation to corrections, the following combinations will be allowed during the transition period:

- Records on version 1, corrected also on version 1 for those operators that have still not migrated to version 2 for that record type.
- Records on version 1, corrected on version 2.
- Records on version 2, corrected on version 2.

Therefore, version 2 records are not permitted to be corrected through the use of version 1.

Following the transition period, all corrections, regardless of the type of record, must be logged on version 2.

### **3 Transition period: Granularity in record migration.**

To facilitate the migration process, the operator does not need to migrate all record types from version 1 to version 2 at the same time. However, each of the following groups of records must be migrated together:

- User registration: Composed of the RUD and RUT records on version 1. Once migration commences, the monthly records, RUG and RUR, must also be included as appropriate.
- Gambling Account: Composed of the CJD and CJT records.
- Operator Account: Composed of the OPT, ORT and BOT records, which will only be recorded at monthly intervals.
- Gambling information: The JUD and JUT files can be migrated for each type of gambling activity, excluding the new types related to online slot-machines and exchange bets, which will be recorded on version 2 from the very beginning. Upon migration of the first type of gambling activity using the "BetRecord" category, it shall be necessary to include the monthly records related to the catalogue of events (CEV) and the file on adjusted bets (JUA).

### **4 Codification of sports.**

A list of sports and the corresponding codes will be furnished by the DGOJ and published in PDF and CSV format at the following URL:

<http://www.ordenacionjuego.es/es/sistema-control-SCI>



If the operator offers gambling for a sport that does not appear on the list, the operator shall use the code 999 (Others) for any sports not appearing on the list, and shall apply to the DGOJ for the inclusion of the sport on the list.

### **Example**

The operator has started offering bets for the World Curling Championship. Upon generating the monthly catalogue of events and updating the sports list with that on the above DGOJ web page, the operator notes that curling does not have a code. Therefore:

- The following values are included in the record of events (CEVRecord):

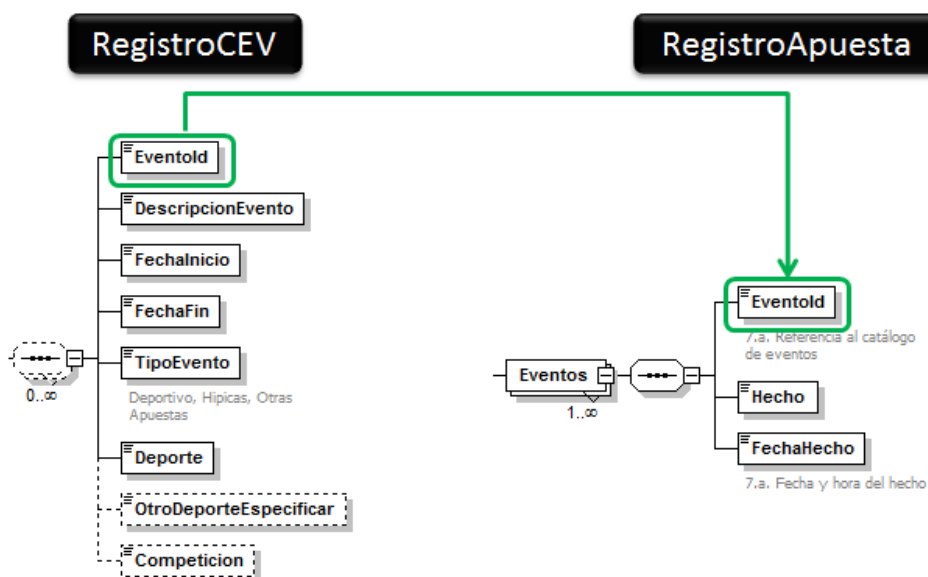


- *Sport*: 999
  - *SpecifyOtherSport*: Curling
  - *Competition*: World Curling Championship
- The operator applies to the DGOJ for the inclusion of Curling in the sports list by emailing the Sub-Directorate General for the Regulation of Gambling at:
    - [dgoj.sginspeccion@minhap.es](mailto:dgoj.sginspeccion@minhap.es)
  - Once the DGOJ has verified the sports list, it assigns code 47 to curling and updates the list on the above-mentioned web page.
  - The next time the catalogue of events is generated, the operator will then have to use code 47 under *Sport*.

## **5 Codification of sporting events.**

The catalogue of all the sporting events forming part of the gambling on offer must be produced on a monthly basis.

The identifier of the event (*EventID*) must be unique for each operator and event. It must also correspond to the information provided in the *BetRecord* regarding the particular event.



The operator generates the event identifier and can use its own codification system without having to apply to the DGOJ for the code's registration or standardisation.

The data *EventType* must specify whether the event is a sporting, horse-racing or other event, and assign the values D / H / O respectively.

For competitions, the data model uses a free-text field where the operator will enter the name of the competition.

## 6 Codification of payment method types.

The list of payment methods and the corresponding codes will be furnished by the DGOJ and published in PDF and CSV format at the following URL:

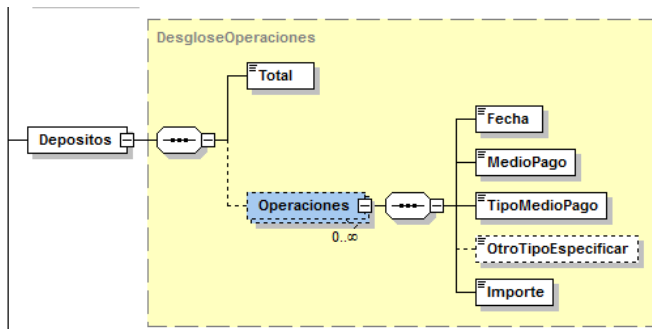
<http://www.ordenacionjuego.es/es/sistema-control-SCI>

If the operator permits a particular payment method that does not appear on the list of payment methods, the operator shall use code 99 (Others) for that method, and shall apply to the DGOJ for its inclusion on the list.

### Example

On 14 October 2014, the operator receives from a player a certified cheque for €250 as a deposit, which is drawn on the bank, "Bank-Ok". Having updated the payment method list and found that this payment method is not on the list, the operator proceeds as follows:

- The following information on the payment method is included in the gambling account:



- *Total:* 250
  - *Date:* 14/10/2014 09:00
  - *PaymentMethod:* Bank-Ok
  - *PaymentMethodType:* 99
  - *SpecifyOtherType:* Certified cheque
  - *Amount:* 250
- The operator applies to the DGOJ for the inclusion of certified cheque in the payment method list by emailing the Sub-Directorate General for the Regulation of Gambling at:
    - [dgoj.sginspeccion@minhap.es](mailto:dgoj.sginspeccion@minhap.es)
  - Once the DGOJ has verified the payment method list, it assigns code 13 to certified cheques and updates the list at the above-mentioned web page.
  - The operator then has until the beginning of the following month to update its own list of payment method.

## 7 Recording of session gambling.

Games of roulette, blackjack, additional games and online slot-machines are recorded according to sessions.

The operator can choose how to record data related to games of roulette, blackjack and additional games by one of the following three options:

- Recording by gambling session: Recording according to gambling session groups together all turns occurring during the session of one particular game.
- Recording by user session: Recording according to the user session groups together all turns played during the one user session, i.e., from the moment the user confirms entry onto the platform until disconnection.
- Recording by hand or turn: Each turn or hand is recorded separately.

Online slot-machine data will always refer to the session on the online slot-machines. The recording of online slot-machine sessions must specify the times and dates of when the



online slot-machine game sessions commenced and ended, as well as the duration and maximum amount that the participant configured beforehand.

**CASE 1: Roulette, blackjack or additional games**

Consider the following example:

On 14 October 2014, "user348" carried out the following actions:

- He connected to the gambling platform at 19:32. The platform assigned a user session identifier to him, e.g., user348-1932-s1
- He started to play European roulette at 19:35. In this game, the platform assigned a gambling session identifier to him, e.g., user348-1935-s1-RLT.
- He started to play blackjack at 19:50. In this game, the platform assigned a gambling session identifier to him, e.g., user348-1950-s1-BLJ.
- He finished playing blackjack at 20:05.
- He finished playing European roulette at 20:10.
- He disconnected from the gambling platform at 20:15.

**The operator can opt for one of the following three solutions:**

a) Recording by gambling session

Recording according to gambling session groups together all turns occurring during the session of one particular game.

The SessionRecord of the player will show the following values:

On finishing the roulette session:

- *GameID*: user348-1935-s1-RLT
- *GameDesc*: European roulette
- *GameType*: RLT
- *StartTime*: 14/10/2014 19:35
- *EndTime*: 14/10/2014 20:10
- *Version*: EU
- *MarketVersion*: Premium Roulette European

On finishing the blackjack session:

- *GameID*: user348-1950-s1-BLJ
- *GameDesc*: Blackjack



- *GameType*: BLJ
- *StartTime*: 14/10/2014 19:50
- *EndTime*: 14/10/2014 20:05
- *Version*: SU
- *MarketVersion*: Premium Blackjack Surrender

b) Recording by user session

Recording according to the user session groups together all turns played during the one user session, i.e., from the moment the user confirms entry onto the platform until disconnection.

The identifier of the user session, with an added value corresponding to the participated game, shall be used as the game identifier. The start and end times shall match the login and logout of the player. The remainder of data shall be added according to the type of gambling activity.

At the end of the user session, the following values shall be recorded for roulette:

- *GameID*: user348-1932-s1-RLT
- *GameDesc*: European Roulette
- *GameType*: RLT
- *StartTime*: 14/10/2014 19:32
- *EndTime*: 14/10/2014 20:15
- *Version*: EU
- *MarketVersion*: Premium Roulette European

And for blackjack:

- *GameID*: user348-1932-s1-BLJ
- *GameDesc*: Blackjack
- *GameType*: BLJ
- *StartTime*: 14/10/2014 19:32
- *EndTime*: 14/10/2014 20:15
- *Version*: SU





- *MarketVersion*: Premium Blackjack Surrender
- c) Recording by hand or turn

The system for recording in this manner is adapted so that a hand or turn represents a session and is thus recorded separately.

### **CASE 2: Online slot-machines**

Consider the following example:

On 14 October 2014, "user348" carried out the following actions:

- He connected to the gambling platform at 19:32. The platform assigned a user session identifier to him, e.g., user348-1932-s1
- He started to play the online slot-machines at 19:35. Beforehand, the participant set a maximum playing time of 30 minutes and a maximum participation stake of €15. In this game, the platform assigned a gambling session identifier to him, e.g., user348-1935-s1-AZA.
- At 20:05, the session reached its programmed duration and ended.
- The participant disconnected from the gambling platform at 20:10.

At the end of the online slot-machine session, the following values will be recorded in the *SessionRecord*:

- *GameID*: user348-1935-s1-AZA
- *GameDesc*: Online slot-machines
- *GameType*: AZA
- *StartTime*: 14/10/2014 19:35
- *EndTime*: 14/10/2014 20:05

And in the *JUDRecord*

- *SlotsPlan/TimeLimit*: 00:30:00
- *SlotsPlan/StakeLimit*: 15

## **8 Recording of files with no activity**

Information on players, gambling accounts and gambling activities linked to specific licences covering the operator's gambling on offer must be recorded on a compulsory basis, irrespective of any activity occurring or not in relation to the particular licence during the period in question.

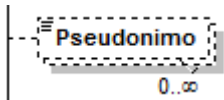


### **Example of recording a period without any activity**

The operator offers gambling of the AOC type (Other Bets with a Bookmaker). Due to platform maintenance during the first two days of the month, no bets were permitted on the basis of said specific licence. The operator must, in any case, enter information into the CJD record, which will only include the header, and the CJT record, which will contain a zero in the amount fields for this type of gambling activity.

## **9 Pseudonym recording**

On certain gambling platforms, in addition to the credentials of the user session (also known as "user login"), the gambling activity can be carried out under a pseudonym. In such cases, the pseudonym must be logged in the user's record. The "pseudonym" field has been modified in version 2 of the data model in order to allow different possibilities: platforms without pseudonyms, platforms with pseudonyms or platforms allowing several pseudonyms.



## **10 Activation date of the player**

The activation date of the player indicates the first time when the player was allowed to gamble. Where the date of the first activation of players who have already registered is unavailable, the operator may use the date on which the first transaction was made.

## **11 Specification of players with activity in the Aggregate User Record**

The Aggregate User Record (RUT) includes a new data field called *ActivityNumber*. The data shows the total number of players who, during a specified period, had some financial movement under any one of the gambling account's headings, expressible in euros. The following observations must be taken into account:

- A player is considered to have had financial movement on the gambling account if movement on the account was equal to or greater than one euro during the recorded period (day, month).
- Whereas in other similar fields, such as *NumbersConnected* or *NumbersDisconnected*, the sum of the values recorded daily in the RUTD during a month is expected to match the value recorded monthly in the RUTM, this expectation does not hold for *ActivityNumbers*, since the same player can be active on several days, yet, would only be counted once towards that month's total.



## 12 Recording of fees on the player's account

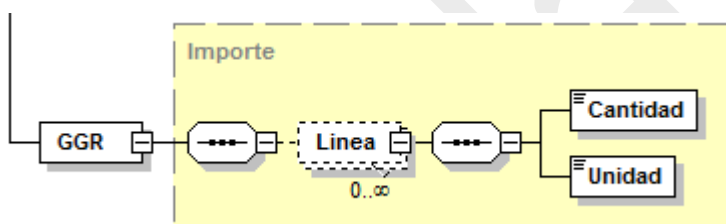
The files for detailed gambling accounts (CJD) and the gambling account totals (CJT) in version 2 include a new field called “Fees”. The *Fees* field must contain the amount of fees, and any other amounts for services related to gambling, which have been paid by the participant. The Fees field is for information purposes only since the amount of fees subtracted from the participation stake forms part of the total participation stake in the gambling activity and is recorded in the “Stake” field.

The following, in particular, are considered Fees:

- Fees subtracted from the participation stake for the use of the room in poker games.
- The amount that the operator charges the participant, in accordance with the particular rules, when the bet is settled in exchange bets.

## 13 GGR accounting in OPT and ORT records

The Gross Gambling Revenue (GGR) represents the gross earnings of the operator and shall be expressed in euros. Therefore, although the data *Amount*, used to indicate the GGR, can be expressed in different units of currencies, only euros shall be used (*Unit* = EUR).



## 14 Version and MarketVersion

The game records relating to poker, blackjack, punto banco, additional games, roulette and online slot-machines, include information on the *Version* and *MarketVersion*.

*Version* refers to the game type, option or version included in the particular rules of each one of the games.

*MarketVersion* refers to the marketed name of the particular version. The operator must record the *MarketVersion* data whenever the marketed name is used to present the gambling activity to the player.

### Example

A blackjack game, of the "Blackjack Surrender" version, with the marketed name of "Blackjack Surrender SuperPremium". The operator must record the value SU under *Version* when recording games of the "Surrender" version of Blackjack, and also state, under



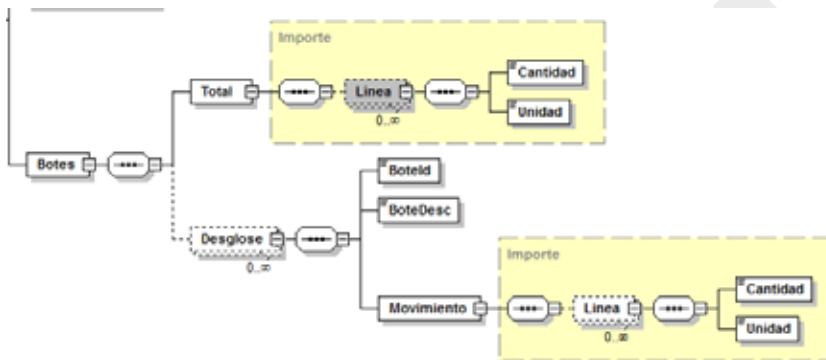
*MarketVersion*, "Blackjack Surrender SuperPremium", which is the name used on the operator's website.

## 15 Jackpots.

The *Jackpot* data field of the JUT record must show the amounts allocated to jackpots for player participation stakes, undistributed gambling funds due to absence of a category of winners in parimutuel bets and, in general, all gambling funds supplied or created in a game or gambling activity which will be distributed or employed in a different game or gambling activity.

### Example

The operator has held a draw but there are no first-prize winners. So, the amount allocated to first prize is added to the jackpot for the next draw. As per the detailed instructions in section "3.5.4.1. General details common to all gambling activities (JUT and JUD)", the operator shall record in the *Jackpot* field:



- ..Jackpots/Total/Line/Amount: 1,450
- ..Jackpots/Total/Line/Unit: EUR
- ..Jackpots/Breakdown/JackpotID: 2014.WEEK.10.CAT.1
- ..Jackpots/Breakdown/JackpotDesc: Accumulated jackpot, week 10, category 1
- ..Jackpots/Breakdown/Movement/Line/Amount: 1,450
- ..Jackpots/Breakdown/Movement/Line/Unit: EUR