

RESOLUTION OF 18th OF NOVEMBER, 2011 FROM THE DIRECTORATE GENERAL FOR GAMING REGULATION, IN WHICH THE MONITORING SYSTEM DATA MODEL FOR INFORMATION CORRESPONDING TO GAMING OPERATION RECORDS IS APPROVED.

The resolution from the Directorate General for Gaming Regulation dated 16th November 2011, in which the Provisions to develop the technical specifications which the technical systems of the gaming operators must meet are approved, establishes in sections 5.1.1 and 5.1.3 what must determine the characteristics of the Internal Control System data which said operators must implement for the monitoring and supervision of the activities they carry out.

Based on this, the Directorate General

ORDERS

First: The approval of the data model for the system of information monitoring corresponding to the records of gaming operations, which is included as Annex I.

Second: The approval of the file structure of the data monitoring system in XSD format (XML Definition) which is included as Annex II, and which will be published on the Ministry of the Treasury Directorate General for Gaming Regulation web page.

It is possible to lodge an appeal against the present resolution, within one month taken from the day following its publication, before the Minister for the Treasury and Finance (articles 114 and 115 of Law 30/1992 dated 26th November, for the Regulation of Public Administrations and General Administrative Procedures).

Madrid, this 18th day of November 2011
GENERAL DIRECTOR FOR GAMING REGULATION
[Bears signature]
Inmaculada Vela Sastre

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1 Content

This Schedule contains the functional data model and the technical model of the information monitoring system corresponding to gaming operation records.

2 Functional data model

2.1 Types of information

Depending on its content and origin, the information that must be stored in the ALMACEN can be classified into the following categories:

- **User management** data:
 - Data from the user registration: player identification, personal data, limits, user registration status, etc.
 - Data from the player 's gaming account: money balances, deposits, withdrawals, participation in the game, prizes and other movements.
- **Game management** data:
 - Operator account data: The information includes participation, prizes, movements in pots and other movements. The model allows the visualization of adjustments among operators as part of a network.
 - Data about pots and live game rounds.
 - Game data, with specific information about each one of the game types, at the game, tournament and round levels.

2.2 Periodicity of information

Depending on its periodicity, the information can be classified as follows:

- Periodical information
- Real-time information

2.2.1 Periodical information

It consists of information which must be transmitted on a periodical basis and which contains a summary with a greater or lesser level of detail about the operations of the reported period.

Periodical information is expected to be transmitted soon after the moment which marks the end of the period. It is necessary to take into account the following two considerations:

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- Daily information will be defined by the interval comprised between 00:00 and 24:00 of each day, Spanish time. Information is expected to be transmitted before 04:00 am of the following day.
- Monthly information will be defined by the interval comprised between 00:00 of the 1st day of the month and 24:00 of the last day of the month, Spanish time, Spanish calendar. Information is expected to be transmitted before 04:00 am of the following day.

2.2.2 Real-time information

It consists of information items which must be generated as soon as a triggering event takes place.

The game software can finish the transaction before the Capture device has totally finished its task, although the Capture device must have received, as a minimum requirement, notification from the game software.

Real-time information must be recorded in the ALMACEN at intervals not exceeding 5 minutes.

2.3 Periodicity depending on the type of information

The following table defines the information requirements for each operator:

Type of information	Periodical		Real-time
	Daily	Monthly	
User management			
User registrations	X	X	
Gaming accounts	X	X	
Gaming management			
Operator account	X	X	
Pots and live game rounds	X	X	
Games			X

2.4 Movements, amount and units

The model must include the balance and all movements made, both those expressed in monetary units and those expressed in any other unit (such as points, bonuses and others).

The unit in which the monetary amounts are to be expressed is the euro.

The transmitted balance of a player expressed in the different units, either monetary or otherwise, must coincide with the balance which can be obtained by the user when logging in to his user registration and game account.

The initial balance must coincide with the final balance of the preceding period.

The movements transmitted in the model must embrace all movements made, regardless of the unit in which they are expressed, and they must provide a full explanation of balance variations within the game account.

In each period all accrued movements within that period must be transmitted. Movements are understood to be accrued at the moment they are produced and/or reflected in the player's game account.

A plus sign will be assigned to amounts deposited in the player's account, or to any operation which produces an increase in the deposited sum; while those operations which produce a reduction in the deposited sum will bear a minus sign, for example operations due to participation in a game or withdrawal of funds.

2.5 Monitoring system data

2.5.1 User management data

All operators managing users must provide information regarding their users in the form specified below.

2.5.1.1 User registration data

User registration data provide information about the users.

User registration data must be daily and monthly transmitted.

- Information must be given on a daily basis about all the user registration data which have undergone any changes during the day in any of the reported data.
- Information must be given on a monthly basis about all the user registrations, whether they have undergone changes or not, or whether they refer to active users or not.

The information to be provided is the following:

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- Identification details
 - Personal identification number (NIF) for residents or Foreigners' Identification Number (NIE) for non-residents.
 - For non-residents, one of the following documents: identity card, social security card, passport, driving license.
 - Name/s and surname/s

- Personal details
 - Date of birth
 - Sex
 - Address
 - For non-residents, country of residence
 - Nationality
 - E-mail address
 - Telephone

- Tax residence data
 - The tax residence code of the player, in accordance with model 763 for the voluntary payment of tax relating to gaming activities approved in Order EHA/1881/2011, of 5th July.

- Gaming system data
 - *JugadorId* [Player ID]
 - Login
 - Pseudonym
 - Reason: registration or modification

- Deposit limits
 - Daily
 - Weekly
 - Monthly

- User registration status
 - Current status

- o Status History

2.5.1.2 Gaming account data

Gaming account data provide information about the balances of the users' gaming accounts and all their movements.

Data will be transmitted daily and monthly.

- Information must be given on a daily basis regarding all the users whose accounts show on that day an initial or final balance different from zero, or that have shown some movements during the day.
- Information must be given on a monthly basis regarding all users that have a gaming account with the operator.

The information to be provided is the following (the most likely sign is included, according to that stipulated in paragraph 2.4):

- Totals: aggregate of all players with gaming account with the operator
 - o (+) Initial balance
 - o (+/-) Movements:
 - § (+) Total deposits, with a breakdown showing payments and types.
 - § (-) Total withdrawals, with a breakdown showing payments and types.
 - § (-) Total amount of participation in games, with a breakdown showing the type of game and the operator that has managed the game.
 - § (+) Cash prizes, with a breakdown showing the type of game and the operator that has managed the game.
 - § (+/-) Other movements, with a breakdown showing the concept and the operator that has managed the game.
 - o (+) Final balance
 - o (+) Prizes in kind, total valuation in kind, with a breakdown showing the type of game and the operator that has managed the game.
- Individual amount of each player with gaming account with the operator.

- In the case of deposits or withdrawals, information will be provided on each one of the individual deposit or withdrawal operations.
- Should the operator's platform implement several gaming accounts for each user registration, a breakdown of the final balance is to be included for each gaming account.

2.5.2 Gaming management data

2.5.2.1 Operator account

The operator account is the reflection of the game profit and loss account of the operator during the period in question.

The periodicity of transmission must be daily and monthly.

All operators will transmit their operator accounts independently of whether they manage the game completely, manage only the players, manage the game network or manage any other game factor. In each case the operator will transmit the data they manage.

The information to be provided is the following (the most likely sign is included, according to that stipulated in paragraph 2.4):

- Totals
 - (-) Players' participation in games, including all concepts paid by the user: entry fees or tickets, commissions, contribution to prize funds, to pots, additional pricing services, taxes and others.
 - (+) Prizes
 - (+) Prizes in kind, total valuation in kind
 - (+/-) Pot movements and live game rounds: when the prize fund has not been distributed, one contribution to a pot must be counted (+); or a decrease when the pot is given to a winner (-).
 - (+/-) Other movements
 - (+/-) Network adjustments due to the participation in a gaming network with other operators.

2.5.2.2 Data about pot and live game rounds accounts

Pot and live game rounds accounts are a reflection of the players participation amounts that have not yet been distributed in prizes and commissions.

This information is to be transmitted daily and monthly.

Pot and live game rounds accounts are to be transmitted by the operator which manages the development of the game, either fully or managing the network. They must not be transmitted for a game by those operators which only manage players.

Pots will be identified one by one. All the pots that were not closed (zero balance) in the previous period must be reported within the period. This also includes all the pots created in the period, whether they are closed or not at the end of the period in question.

Live game rounds will be represented with an aggregated total and a breakdown according to the foreseen completion date for the match or bet (engagement date).

The information to be provided per type of game is the following (the most likely sign is included, according to that stipulated in paragraph 2.4):

- Live game rounds:

- § (+) Initial balance
- § (+/-) Movements
- § (+) Final balance
- § (+) Breakdown of final balance by engagement date

- Pots

- § (+) Initial balance
- § (+/-) Movements
- § (+) Final balance
- § Breakdown at individual pot level: initial balance, movements and final balance

2.5.2.3 Game data

Game data contain gaming information on game, tournament or round levels.

- § Bets: each combination of events and facts on which the bet is placed
- § Blackjack, cash poker, baccarat: each play.
- § Tournament poker: each tournament.
- § Roulette: Each spin of the wheel
- § Bingo: each bingo game.
- § Contests: each contest.
- § Complementary games: each game.

Game data are to be transmitted by the operator which manages the development of the game, either fully or managing the network. They must not be transmitted for a game by those operators which only manage players.

Game data must be generated in real-time.

The game data must be transmitted by all operators managing the game development, whether they manage the game completely or only manage the network. They must not be transmitted for a game by those operators which only manage players.

The game data must be generated in real time.

The game data must be transmitted at the moment when in each match, hand, bet or throw is reached when the prizes must be distributed, including those cases in which as a consequence of the ever-changing nature of the game there is at the end no participant with the right to receive a prize.

In those matches, hands, throws or bets in which some variation in the game data is produced once the transmission has been made, the game data will be retransmitted, limited in that case to the incremented amounts.

The information for all types of game is composed of generic information for the totality of those having approved basic regulations and for specific information relating to each one in particular.

2.5.2.3.1 Generic data common to all games

The information to be provided is the following (the most likely sign is included):

- Game identifier: bet, game round, hand, tournament, contest.
- Description of the game
- Type of game
- Date/time of start of game
- Date/time of end of game
- Networked game: yes/no
- Postponed / cancelled / suspended game: yes / no
- Totals
 - (-) Participation
 - (+) Prizes
 - (+) Prizes in kind, valuation in cash
 - (+/-) Movements related to pots, with a breakdown by pot. Contribution of participation amounts to other pots (+), or distribution of a pot within this game round (-)
- Breakdown at the player level.
 - (-) Participation

- (+) Prizes
- (+) Prizes in kind, valuation in cash
- Breakdown of prizes in kind: prize description and valuation (+)

2.5.2.3.2 Specific data for each type of game

Bets:

- The bets will identify the market, according to the classification in Annex I section A of the Resolution in which the catalogue of sports, competitions and sporting events which can be included by operators in their betting programs is approved. Example: “2” for the sport of baseball or “4” for the sport of boxing.
- The bets will identify the event or competition. Example: “Spanish league: Real Madrid v. Barcelona”.
- The bets will identify the deed or act which has been the object of the bet. Examples: winner, podium, maximum scorer.
- In the case of combined or multiple bets each of the markets, events or competitions, and deeds will be identified.
- Live: yes/no.
- Type of bet: S-Simple, M-Multiple, C-Combined.
- Date/time of the start and end of sales.
- Number of betters: the betting records can group those betters who share market, event or competition, and deed.

Bingo:

- Bingo variant played
- Price of card
- Number of cards sold, those given for free not included
- Number of free cards
- Maximum number of cards purchased by one player

Cash poker (hand):

- Poker variant played

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- Subvariant, where the character of the table or the match must be reflected (Eg. “No limit” or “Sit&Go”).
 - Fixed-limit / no-limit / pot-limit poker
 - Id and name of the table
 - Small blind bet
 - Big blind bet
 - “Ante” bet

Tournament poker:

- Poker variant played
- Subvariant
- Price of entry fee/ticket
- Number of participants

Blackjack:

- Blackjack variant played
- Subvariant

Baccarat: no additional information

Roulette:

- Roulette variant
- Number of zeros
- Live roulette / no

Contests:

- The total number of shares and prizes
- Calls: number, price per minute, maximum cost of a call, total cost of participation, total cost of the additional tariff service.
 - SMS: number, Price of the SMS, total cost of participation, total cost of additional tariff service.

Complementary games:

- Name of the social game

2.6 Rectifications

If operators transmit incorrect data, they must proceed to rectify them. Hereinafter “rectification” shall refer to the correction of errors.

Rectification must in no case allow or imply erasure of the information in the ALMACEN, except with the previous and explicit NGC's approval.

For the rectification of the information, the declaration of new information will be used, together with a description of the previous incorrect information which must be replaced.

Each rectification must include the data for all fields and not just those that have been modified.

Operators will have to clearly distinguish throughout their activity between rectification and modifications which must be made as a consequence of the normal functioning of their technical systems and of their commercial use. In this way, and to serve as an example, the modifications to the balance of an account as a result of a complaint by a participant which has been upheld will not constitute rectification for the purposes of what is here established.

In those cases in which the operator detects that due to technical problems errors have been generated in a multitude of data which will require combined and simultaneous correction, then the operator must notify this contingency to the National Gaming Commission as soon as they have been notified of the problem.

3 Technical model

3.1 Information structure

3.1.1. Registers

Each information item generated in this model is called register. Technically, a register is an information element defined in the XSD of the data model for monitoring (hereinafter, XSD).

3.1.2 Subregisters

Each of the parts formed by several XML elements in which, due to technical reasons arising from the possible existence of very large registers, can be divided, is called a subregister (subdivision of the register).

3.1.3. Batch

A batch is an XML element defined in the XSD, which has a header and groups together one or several registers.

Batches represent files which are kept in the ALMACEN.

3.1.4 Batch signature

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A batch is a XML element that must be signed with the operator's certificate, or that of an IT provider duly authorized by the operator.

The specification for the digital signature of batches is XAdES-BES version 1.3.2.

Within this specification two signature methods will be accepted, the operator being able to opt for either:

- Use the XAdES-BES 1.3.2 "enveloped" signature.
 - In this case the signature will be included within the XML batch itself, given that the "enveloped" format embeds a "Signature" element within the batch XML .
 - The signed file will be called enveloped.xml".
- Use the signature XAdES-BES 1.3.2 "enveloping of a manifesto" of the batch.
 - The signature of a manifesto is specifically designed to optimize the signature process.
 - In this case two documents will be obtained: the original batch, which will be called "batch.xml", and the signature of the manifesto of the batch, which will be called "enveloping.xml".
 - The "enveloping" signing of the manifesto will be carried out as laid out in <http://www.w3.org/TR/xmldsig-core/#sec-o-Manifest> and <http://www.w3.org/TR/xmldsig-core/#def-SignatureEnveloping>.
 - The manifesto will refer to the file "batch.xml" through the URI <Reference> and contain the hash SHA-256 of the batch.

3.1.5. Batch compression and encryption

Each signed batch must be compressed and encrypted generating a ZIP file.

In the case of "enveloped" signatures, the ZIP file will contain only one file called "enveloped.xml".

In the case of "enveloping of a manifesto" signature the ZIP file will contain two files, "batch.xml" and "enveloping.xml".

In order to guarantee the compatibility of the ZIP format, the format must respect the WinZip extensions over the specification of PKWare in order to introduce encrypted AES-256. The information can be obtained at http://www.winzip.com/aes_info.htm and <ftp://ftp.info-zip.org/pub/infozip/doc/appnote-iz-latest.zip>.

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The compression algorithm will be “Deflate”.

The encryption algorithm will be “AES-256”. The password will be provided by the NGC and is to be guarded under the responsibility of the operator.

The result is a signed, compressed and encrypted file which is deposited in the file system of the ALMACEN.

3.2 Registers

The types of registers, classified by area, are defined in the following table

Area	Registers	Periodicity		
		Day	Month	Term
RU – <i>Registro de usuario</i> [User registration]	RUT – RUT – User registration (totals) RUD – User registration (by player)	X	X	
CJ – <i>Cuenta de juego</i> [Gaming account]	CJT – Gaming account (totals) CJD – Gaming account (by player)	X	X	
OP – <i>Cuenta de operador</i> [Operator account]	OPT – Operator account (totals) ORT – Network Operator Account (totals) BOT – Pots and live game rounds account (totals)	X	X	
JU – <i>Cuenta de juego</i> [Games Account]	JUT – Game (totals) JUD – Game (by players)			X

3.3 Directory Structure

The ALMACEN is organized in directories and areas. Details of the structure can be found below:

Level 1: NGC

Level 2: *OperadorId* [Operator Id] (several operators in the same ALMACEN)

Levels 3, 4, 5 & 6:

- RU – User Registration

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- Daily / Monthly
 - RUT – User Registration (totals)
 - RUD – User Registration (by player)
- CJ – Gaming account
 - Daily / Monthly
 - CJT – Gaming account (totals)
 - CJD – Gaming account (by player)
- OP – Operator
 - Subfolder for each Type of Game (see section 'Type of Game')
 - Daily / Monthly
 - OPT – Operator Account (totals)
 - ORT – Network Operator Account (totals)
 - BOT – Pots and live game rounds Account (totals)
- JU – Game
 - AAAAMMDD [Year-Month- Day] Day in progress
 - JUT – Game (totals)
 - Subfolder for each Type of Game
 - JUD – Game (by player)
 - Subfolder for each Type of Game
 - Previous ones

3.4. Game data packaging

Regarding the data for JU – *Juegos* [Games], the batches for the day in progress are maintained but the previous days must be grouped together in a single file.

Level 4 for *Juegos* [Games] will have a folder for the day in progress and another folder for the previous days:

- AAAAMMDD (Year-Month-Day) – for the day in progress
- Previous ones – for the previous days

The registers for *Juegos* [Games] are generated in real time. The day in progress will contain all the batches/files generated individually.

When the day finishes (24:00), the operator must proceed to package the whole *Juegos* [Games] folder of the day that has finished in a ZIP file without compression.

This packaged file must keep the relative route (the structure of subfolders from AAAAMMDD [Year-Month-Day]) and all the batches/files of the day. The format will be ZIP without compression and specifying a

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maximum file size of 1 GB (split). In this way, if the total *Juegos* [Games] file of the day exceeds the threshold of 1 GB, several fragments will be generated.

Finally this ZIP file (or the ZIP fragments of the file) must be moved to the “*Anteriores*” [Previous ones] folder and the operator can move the *Juegos* [Games] for the finished day.

3.5 File Nomenclature

3.5.1 RU – Registro de Usuario [User Registration]

The nomenclature is:

<OperadorId>_<AlmacenId>_<Tipo>_<Subtipo>_<Periodicidad>_<Fecha>_<Loteld> zip

Values:

- <OperadorId> is the identifier of the operator
- <AlmacenId> is the identifier of the ALMACEN [Store]
- <Tipo> [type] will be RU
- <Subtipo> [subtype] may be: RUT, RUD
- <Periodicidad> [Periodicity] may be: D (daily) or M [monthly]
- <Fecha> is the date on which the data are declared (not the date of writing in the ALMACEN). It will have the value AAAAMMDD for daily information and AAAAMMM for monthly information.
- <Loteld> is the identifier of the *lote* [batch]

3.5.2 CJ – Cuenta de Juego [Gaming Account]

The nomenclature is:

<OperadorId>_<AlmacenId>_<Tipo>_<Subtipo>_<Periodicidad>_<Fecha>_<Loteld> zip

Values:

- <OperadorId> is the identifier of the operator
- <AlmacenId> is the identifier of the ALMACEN [Store]
- <Tipo> [type] will be CJ
- <Subtipo> [subtype] may be: CJT, CJD
- <Periodicidad> [Periodicity] may be: D (daily) or M [monthly]
- <Fecha> is the date on which the data are declared (not the date of writing in the ALMACEN). It will have the value AAAAMMDD for daily information and AAAAMMM for monthly information.
- <Loteld> is the identifier of the *lote* [batch]

3.5.3 OP – Cuenta de Operador [Operator Account]

The nomenclature is:

<OperadorId>_<AlmacenId>_<Tipo>_<Subtipo>_<TipoJuego>_<Periodicidad>_<Fecha>_<Loteld> zip

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Values:

- <OperadorId> is the identifier of the operator
- <AlmacenId> is the identifier of the ALMACEN [Store]
- <Tipo> [type] will be OP
- <Subtipo> [subtype] may be: OPT, ORT or BOT
- <TipoJuego> [game type] according to the list of game types *Juego* [Game] (See section 'Tipo de Juego' [Type of Game])
- <Periodicidad> [Periodicity] may be: D (daily) or M [monthly]
- <Fecha> is the date on which the data are declared (not the date of writing in the ALMACEN). It will have the value AAAAMMDD for daily information and AAAAMMM for monthly information.
- <Loteld> is the identifier of the *lote* [batch]

3.5.4 – JU – Juegos [Games]

The files for the day in progress will have the following nomenclature:

<OperadorId>_<AlmacenId>_<Tipo>_<Subtipo>_<TipoJuego>_<FechaHora>_<Loteld> zip
--

Values:

- <OperadorId> is the identifier of the operator
- <Tipo> [type] will be JU
- <Subtipo> [subtype] may be: JUT or JUD
- <TipoJuego> [gametype] according to the list of game types *Juego* [Game] (See section 'Tipo de Juego' [Type of Game])
- <Fecha/Hora> is the date of the batch, format AAAAMMDDHHMMSS [Year-Month-Day-Hour-Minute-Second].
- <Loteld>. It is necessary to add the batch identifier because there might be several batches with the same nomenclature.

The packaged files for the *Juegos* [Games] of the previous days will have the following nomenclature:

<OperadorId>_<AlmacenId>_<Tipo>_DIARIO_<Fecha>_<ZIP>
--

Values:

- <OperadorId> is the identifier of the operator
- <Tipo> [type] will be JU
- <Fecha> date of the grouped day, format AAAAMMDD [Year-Month-Day].
- <ZIP>. The extension must be 'zip' but other correlative extensions will appear if fragmentation is necessary because the size of 1GB is exceeded.

3.6 General concepts

3.6.1. OperadorId [Operator ID]

It is the code provided by the NGC in the license granting process. The *OperadorId* is unique for each operator.

The unique *OperadorId* provided by the NGC must be indicated whenever a reference is made to an operator.

3.6.2. AlmacenId [Store ID]

It is the code provided by the Ngc in the license granting process. The *AlmacenId* is unique for each ALMACEN.

All the operators must share the same *AlmacenId* in those cases where an IT provider delivers services to several operators.

Should there be one or several ALMACENES [Stores] acting as a replica, the same *AlmacenId* as that of the main ALMACEN has to be used.

3.6.3. Player ID

The Player identifier identifies each one of the player in a univocal way. It is generated by the operator.

ID	OperadorId
	JugadorId

An operator which manages users who participate in a game network will know in addition to the identifier within the system of the operator itself, the identifier of the player in the network.

A game operator jointly organizing a game network will indicate in the game data the "OperatorID" of the operator which is managing the user, and the "PlayerID" which the player has within the network.

3.6.4 Player status

The player's 'status' is comprised by two fields:

- *EstadoCNJ* (NGC status), in which the operator is asked to distinguish between
 - A – *Activo* [Active]
 - S – *Suspendido* [Suspended]
 - C – *Cancelado* [Cancelled]
 - SC – *Suspendido cautelarmente* [Preventively suspended]
 - PR – *Prohibición subjetiva* [Subjectively forbidden]
 - O – *Otros* [Others]
- *EstadoOperador* (Operator status), in which the operator must introduce the name of the status as it is called in its platform.

3.6.5 Type of game

The types of game for the monitoring model are the following:

- *AHC* – Fixed-Odds Horseracing Bets

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- *AHM* – Mutual Horseracing Bets
- *ADC* – Fixed-Odds Sports Bets
- *ADM* – Mutual Sports Bets
- *AOC* – Other Fixed-Odds Bets
- *POT* – Tournament Poker
- *POC* – Cash Poker
- *BLJ* – Blackjack
- *PUN* – Baccarat
- *BNG* – Bingo
- *RLT* – Roulette
- *COC* – Contests
- *COM* – Complementary Games

3.6.6 Payment means and Type of payment means

The model includes the payment means and the type of payment means for the deposits and withdrawals of funds by players.

These data mean the following:

- Payment means: name of the provider of payment means
- Type of payment means: name of the means-of-payment product within the provider of payment means. A provider of payment means might offer several products.

3.6.7 Batch

A batch is exclusively used to group registers together. It would be unmanageable to have a file for each generated register.

Lote [Batch]	Cabecera [Header]
	Registro [Register]
	any <a href="http://www.w<sup>3</sup>.org/2000/09/x...">http://www.w³.org/2000/09/x...

<i>Loteld</i> [Batch Id]	This code is generated by the operator. It must be unique within one ALMACEN and operator.
any "http://www.w ³ .org/2000/09/xmlsig#"	Optional element connected to the space of XMLDSig names which allows the XSD to also be used for the validation of batch syntax after the enveloped signature.

3.6.8 Periodicity and batches

Batches must be generated in accordance with the following rules:

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- Periodical information (RU, CJ, OP): each register will go in one batch (or in several batches if the register is divided in subregisters). They are generated daily and monthly.
- Real-time information (JU): the batch will be generated when 5 minutes elapse since the previous batch or when 10,000 elements are reached.

3.6.9 Register

A register represents an information item that is reported to the ALMACEN.

Registers consists of a common head and specific information for each type of information.

The *RegistroBase* [Base Register] is the type from which all registers derive. It is an abstract type, which means that it cannot be presented directly. The registers which must be presented stem from the *RegistroBase* or from other intermediate abstract types.

		<i>RegistroCabecera</i> [Header register]	
		OperadorId	
		AlmacenId	
		RegistroId	
RegistroBase	<i>Cabecera</i> [Header]	SubregistroId	
		SubregistroTotal	
		Fecha	RegistroId
		Rectificacion	RegistroFecha

Breaking down of one register in subregisters. Registers with player breakdown (RUD, CJD, JUD) must be broken down in subregisters containing a maximum of 1,000 players each.

<i>RegistroId</i> [Register Id]	This code is generated by the operator. It must be unique within one ALMACEN and operator
<i>SubregistroId</i> [Register Id] / <i>SubregistroTotal</i> [Subregister Total]	When the register is not broken down, 1/1 will be indicated. When the breaking down is performed, for example one register with broken down information about 2,325 players, 3 subregisters will be generated: 1/3-1,000 players, 2/3-1,000 players, 3/3-325 players.
<i>RegistroFecha</i> [Register Date]	Date on which the register is generated

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<i>Rectificacion</i> [Rectification] <i>Rectificacion.RegistroId</i> <i>Rectificacion.RegistroFecha</i>	<p>The model permits to rectify data from a previous register. The rectification completely annuls the referenced register and must present a new record with the correct information.</p> <p>The referenced record must not be erased from the database.</p> <p>The rectification can only reference a record from the same ALMACEN (store).</p> <p>The referenced <i>RegistroId</i> to be annulled and rectified must be indicated, along with the date/time of the referenced record.</p>
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3.6.10. Rectifications

If operators detect that the data that they have recorded in some register are not correct, they must proceed to rectify them.

Only two types of rectifications are allowed:

- Complete substitution of a previous register presenting the new record. The '*Rectificacion*' fields will be used in the recording of the new register to indicate which record has been replaced. In the substitution, content must be indicated for all the fields (not only the modifications).
- Erasure of a record. There is a record which has as its only aim to indicate the erasure of a previous record. Whenever possible, substitution –and not erasure– must be used if the objective is to replace the erased record with a new record.

The substitution or erasure must always be generated inside the same ALMACEN [Store].

The replaced or erased record must not be physically eliminated. It will be understood that it has been logically annulled.

The record to carry out complete substitution is a new record which will have the "Rectification" fields active.

The record to carry out the erasure of a record is the NullificationRecord.

3.6.11 Periodical registers

Registers of periodical information are based on "RegistroPeriodicoBase", which in turn derives from the "RegistroBase" to which additional fields are added in order to be able to determine the period with respect to which the data are reported.

	<i>RegistroBase</i>	
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	[Base Register]	
RegistroPeriodicoBase [Base Periodical Register]		
	<i>Periodicidad</i> [Periodicity]	<i>Día</i> [Day]
	<i>Periodo</i> [Period]	<i>Mes</i> [Month]

Once again, the *RegistroPeriodicoBase* is an abstract type which cannot be presented directly.

Periodicity	<i>Daily or Monthly</i>
Day / Month	AAAAMMDD (Year-Month-Day) / AAAAMM (Year-Month)

3.6.12 Amount

The “Amount” data type is used to describe balances or movements which can be expressed in monetary or other unit amounts.

<i>Importe</i>		<i>Linea</i> [Line]		<i>Cantidad</i> [Amount]
				<i>Unidad</i> [Unit]

“Amount” allows the introduction of zero or various lines of “Quantity” and “Unit”.

For “Unit” a fixed value “EUR” is established for any movement carried out with real money. The operator can freely use other units to describe its points system.

3.6.13 Types of free movement

The operator must explain all movements which produce a change in the player’s balance. Those predefined movements, such as “deposits”, “withdrawals”, “participation” and “prizes” do not allow for all the possible types of movement which could have a bearing on the player’s balance.

The element “Concept” is free and allows the operator to extend the model by defining his own type of movement when there is no correspondence with one of the predefined movement types.

In any case, the operator must use the predefined elements whenever possible.

The National Gaming Commission reserves the right to define any other concept for obligatory use.

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3.6.14 Breakdowns which are repeated various times

Various types of data are created which represent breakdowns in order to improve the maintainability of the model.

BreakdownOperator

Total amount and breakdown by operator.

DesgloseOperator	Total		
	Desglose [Breakdown]		OperadorId [Operator ID]
			Importe [Amount]

BreakdownOperator Concept

Total amount and breakdown by operator and concept.

DesgloseOperatorConcepto [Breakdown by Operator and by Concept]	Total		
	Desglose [Breakdown]		OperadorId [Operator ID]
			Concepto [Concept]
			Importe [Amount]

BreakdownOperatorTypeGame

Total amount and breakdown by operator and type of game.

DesgloseOperatorTipoJuego [Breakdown by Operator and by Type of game]	Total		
	Desglose [Breakdown]		OperadorId [Operator ID]
			TipoJuego [Type of game]
			Importe [Amount]

BreakdownMeansPayment

Total amount and breakdown by means and type of payment.

DesgloseMedioPago [Breakdown by Means of payment]	Total		
	Desglose [Breakdown]		MedioPago [Means of payment]
			TipoMedioPago [Type of means of payment]

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				<i>Importe</i> [Amount]
--	--	--	--	-------------------------

Breakdown Operations

Total amount and breakdown of each of the operations of charge or payment.

Desglose Operaciones [Breakdown by Operations]	Total		
			Operaciones [Operations]
			Fecha [Date]
			Medio Pago [Means of payment]
			Tipo Medio Pago [Type of means of payment]
		Importe [Amount]	

3.7 Register description

3.7.1 Registro RUT – Registro de Usuario (totales) [User Registration (totals)]

The *Registro RUT* has total data about players. It has the following definition:

	<i>Registro Periodico Base</i> [Base Periodical Register]	
<i>Registro RUT</i>		<i>Numero Jugadores</i> [Number of Players]
		<i>Numero Altas</i> [Number of Registrations]
		<i>Numero Jugadores Por Estado</i> [Number of Players by status]

The register goes in an individual batch

<i>Numero Jugadores</i>	Number of players, regardless of their status
<i>Numero Altas</i>	Number of user registrations carried out during the period.
<i>Numero Jugadores Por Estado</i>	Number of players broken down for each status (Combination of <i>Estado CNJ</i> [NGC Status] and <i>Estado Operador</i> [Operator Status]. The status is considered on the date coinciding with the end of the period

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	Numero jugadores por estado	EstadoCNJ [NGC Status] EstadoOperador [Operator Status] Numero [Number]
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3.7.2 RegistroRUD – Registro de Usuario (por jugador) [User Registration (by player)]

The *RegistroRUD* has all the personal data, of identification, limits and status of the players' user registration.

The RUD has the following definition

	<i>RegistroPeriodicoBase</i> [Base Periodical Register]	
<i>RegistroRUD</i>		<i>ID</i>
		<i>CambiosEnDatos</i> [Changes in data]
		<i>RegionFiscal</i> [Region for tax purposes]
		<i>Residente</i> [Resident] <i>NoResidente</i> [Non-Resident]
		<i>FechaNacimiento</i> [Date of birth]
		<i>Login</i>
	<i>Jugador</i> [Player]	<i>Pseudonimo</i> [Pseudonym] <i>Nombre</i> [Name] <i>Apellido1</i> [1 st Surname] <i>Apellido2</i> [2 nd Surname]
		<i>email</i>
		<i>Sexo</i> [Sex]
		<i>Domicilio</i> [Address]
		<i>Telefono</i> [Telephone]
		<i>LimitesDeposito</i> [Limits on deposits]
		<i>Estado</i> [Status]

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From 1,000 players, the register must be broken down in subregisters. From 10 subregisters, several batches have to be generated.

<i>ID</i>	ID	OperadorId	JugadorId
	<p>The operator must always indicate the <i>JugadorId</i> in its own platform. <i>OperadorId</i> (the operator itself) + <i>JugadorId</i></p> <p>Additionally, if the player takes part in networked games, the operator must indicate how the player is identified in each one of these networks: <i>OperadorId</i> (co-organizing operator) + <i>JugadorId</i></p>		
<i>CambiosEnDatos</i>	If the player has had changes in data (or registration): Y/N		
<i>RegionFiscal</i>	According to a list of codes in accordance with model 763 for voluntary payment of Tax on gaming activities approved in Order EHA/1881/2011, dated 5 th July. The list is reproduced in Annex 7.1 of the technical specifications document.		
<i>Residente</i>	Player's identifying data		
<i>NoResidente</i>	<i>Residente</i>	Nacionalidad [Nacionalidad] DNI [Spanish National Identity Card] ----- NIE [Foreigners' Identification Number] RegionFiscal [Region for tax purposes]	
	----- <i>NoResidente</i>	Nacionalidad [Nacionalidad] PaisResidencia [Country of residence] TipoDocumento [Type of Document] Documento [Document]	
Residents: nationality and DNI/NIE. Non-residents: nationality, country of residence as well as type and number of the official document used as an identification.			
<i>FechaNacimiento</i>	Date of birth		
<i>Login</i>	User's login in the platform		

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<i>Pseudonimo</i>	Pseudonym or pseudonyms (nickname) used by the player in the platform	
<i>Nombre</i>	Name	
<i>Apellido1</i>	First surname	
<i>Apellido2</i>	Second surname	
<i>Email</i>	Email	
<i>Sexo</i>	Male/Female	
<i>Domicilio</i>	Address, City/Town, Postal Code and Country	
<i>Telefono</i>	Telephone	
<i>LimitesDeposito</i>	Limits on deposits: daily, weekly, monthly Should the player delete one limit, "-1" will be entered in the field.	
<i>Estado</i>	Current status and history of the status which the player has gone through in the operator:	
	EstadoCNJ [NGC status]	EstadoCNJ [NGC status]
	EstadoOperador [Operator Status]	Estado Operador [Operator status]
-----	Historico [Status History]	Desde [Since]
The history must include the current status too. Each EstadoCNJ can correspond with one or several EstadoOperador.		

All the data corresponding to a player must be completed, no matter it is a registration or a modification or a monthly list.

3.7.3 RegistroCJT – Cuenta de Juego (totales) [Gaming Account (totals)]

The *RegistroCJT* has the following definition:

	<i>RegistroPeriodicoBase</i> [Base Periodical Register]	
<i>RegistroCJT</i>		
		Saldoinicial [Initial balance]
		Depositos [Deposits]

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		<i>Retiradas</i> [Withdrawals]
		<i>Participacion</i> [Participation]
		<i>ParticipacionDevolucion</i> [Participation Refund]
		<i>Premios</i> [Prizes]
		<i>Otros</i> [Others]
		<i>SaldoFinal</i> [Final balance]
		<i>SaldoFinalDisponible</i> [Final balance available]
		<i>PremiosEspecie</i> [Prizes in kind]

NOTE: The register goes in an individual batch.

<i>Saldoinicial</i>	Initial balance
<i>Depositos</i>	DesgloseMedioPago [Breakdown by means of payment]
<i>Retiradas</i>	DesgloseMedioPago [Breakdown by means of payment]
<i>Participacion</i>	DesgloseOperadorTipoJuego [Breakdown by game and by operator] Depending on the operator that has managed the game in which the player has participated.
<i>ParticipacionDevolucion</i>	DesgloseOperadorTipoJuego [Breakdown by game and by operator] Depending on the operator that has managed the game in which the player has participated.
<i>Premios</i>	DesgloseOperadorTipoJuego [Breakdown by game and by operator] Depending on the operator that has managed the game in which the player has participated.
<i>Otros</i>	DesgloseOperadorConcepto [Breakdown by Operator and by Concept]
<i>SaldoFinal</i>	Final Balance
<i>PremiosEspecie</i>	DesgloseOperadorTipoJuego [Breakdown by game and by operator]

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3.7.4 RegistroCJD – Cuenta de Juego (por jugador) [Gaming Account (by player)]

The *RegistroCJD* has the following definition:

	<i>RegistroPeriodicoBase</i> [Base Periodical Register]	
<i>RegistroCJD</i>		
		<i>ID</i>
		<i>Saldoinicial</i> [Initial balance]
		<i>Depositos</i> [Deposits]
		<i>Retiradas</i> [Withdrawals]
		<i>Participacion</i> [Participation]
	<i>Jugador</i> [Player]	<i>ParticipacionDevolucion</i> [Participation Refund]
		<i>Premios</i> [Prizes]
		<i>Otros</i> [Others]
		<i>SaldoFinal</i> [Final balance]
		<i>PremiosEspecie</i> [Prizes in kind]
		<i>Cuentas</i> [Accounts]

NOTE: From 1,000 players, the register must be broken down in subregisters. From 10 subregisters, several batches have to be generated.

<i>ID</i>	Player identification	-----	OperadorId
	ID		JugadorId
	The operator must always indicate the <i>JugadorId</i> in its own platform. <i>OperadorId</i> (the operator itself) + <i>JugadorId</i>		
	Additionally, if the player takes part in networked games, the operator must indicate how the player is identified in each one of these networks: <i>OperadorId</i> (co-organizing operator) + <i>JugadorId</i>		
<i>Saldoinicial</i>	Initial balance		
<i>Depositos</i>	DesgloseOperaciones [Breakdown by Operations]		
<i>Retiradas</i>	DesgloseOperaciones [Breakdown by Operations]		
<i>Participación</i>	DesgloseOperadorTipoJuego [Breakdown by game]		

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	and by operator]		
<i>ParticipacionDevolucion</i>	DesgloseOperadorTipoJuego [Breakdown by game and by operator]		
<i>Premios</i>	DesgloseOperadorTipoJuego [Breakdown by game and by operator]		
<i>Otros</i>	DesgloseOperadorConcepto [Breakdown by Operator and by Concept]		
<i>SaldoFinal</i>	Final Balance		
<i>PremiosEspecie</i>	DesgloseOperadorTipoJuego [Breakdown by game and by operator]		
<i>Cuentas</i>	Breakdown of the final balance for each one of the gaming accounts that the same player may have:		
	<table border="1"> <tr> <td>Cuentas [Accounts]</td> <td>Cuenta [Account] SaldoFinal [Final balance]</td> </tr> </table>	Cuentas [Accounts]	Cuenta [Account] SaldoFinal [Final balance]
	Cuentas [Accounts]	Cuenta [Account] SaldoFinal [Final balance]	
<i>Cuenta</i> [Account] is the identifier of the account in the platform			

3.7.5 RegistroOPT and RegistroORT – Cuenta de Operador (totals) [Operator account (totals)]

There are two types of operator account register:

- RegistroOPT – Operator with user management (totals).
- RegistroORT – Operator/co-organizer of network (totals).

Every operator that carries out user management must present the *RegistroOPT*.

Every operator that co-organizes a networked game must present the *RegistroORT*.

In both cases, it is necessary to present an individual register for each one of the game types.

NOTA: If one operator simultaneously co-organizes a networked game to which it also supplies players as an operator that manages users, the operator must present both registers.

RegistroOPT and *RegistroORT* have the same definition. One of them is shown below:

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	<i>RegistroPeriodicoBase</i> [Base Periodical Register]	
<i>RegistroOPT</i>		
		<i>TipoJuego</i> [Type of game]
		<i>Participacion</i> [Participation]
		<i>ParticipacionDevolucion</i> [Participation Refund]
		<i>Premios</i> [Prizes]
		<i>PremiosEspecie</i> [Prizes in kind]
		<i>Botes</i> [Pots]
		<i>AjustesRed</i> [Network adjustment]
		<i>Otros</i> [Others]

NOTE: an individual batch will be created for each register

<i>TipoJuego</i>	Type of game with respect to which the data are declared
<i>Participacion</i>	DesgloseOperador [Breakdown by Operator]
<i>ParticipacionDevolucion</i>	DesgloseOperador [Breakdown by Operator]
<i>Premios</i>	DesgloseOperador [Breakdown by Operator]
<i>PremiosEspecie</i>	DesgloseOperador [Breakdown by Operator]
<i>Botes</i>	DesgloseOperador [Breakdown by Operator]
<i>Otros</i>	DesgloseOperadorConcepto [Breakdown by Operator and by Concept]
<i>AjustesRed</i>	DesgloseOperador [Breakdown by Operator] AjustesRed [Net adjustments] allows adjustments to be reflected between the different operators of a network. For example, the operator who is joint organizer of the network could use this field to indicate a distribution of commission (AjustesRed positive) to the other operators in the ORT register. Consequently the other operators of the network will have to indicate reception of the commission (AjustesRed negative) in the OPT register.

3.7.6. RegistroBOT – Pot and Live Game Rounds Account (totals)

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The operator that manages a game must also assume the management of live game rounds and pots and will have to present the *RegistroBOT* for each game.

The *RegistroBOT* has the following definition:

	<i>RegistroPeriodicoBase</i>	
<i>RegistroBOT</i>		
	<i>TipoJuego</i> [Type of game]	
		<i>SaldoInicial</i> [Initial balance]
		<i>Movimientos</i> [Movements]
	<i>PartidasVivas</i> [Live Game rounds]	<i>SaldoFinal</i> [Final balance]
		<i>DesgloseCompromiso</i> [Engagement Breakdown]
		<i>Saldo Inicial</i> [Initial balance]
	<i>Botes</i> [Pots]	<i>Movimientos</i> [Movements]
		<i>SaldoFinal Otros</i> [Final balance]
		<i>DesgloseBotes</i> [Pot breakdown]

NOTE: an individual batch will be created for each register

<i>TipoJuego</i>	Type of game
<i>PartidasVivas</i>	Initial balance Movements Final balance Engagement Breakdown, with the breakdown of the final balance according to the engagement date. If the final balance is zero, the breakdown can be omitted.
<i>Botes</i>	Initial balance Movements Final balance Pot breakdown, with the breakdown of the initial balance, movements and final balance, by individual pots

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		Boteld [Pot ID] BoteDesc [Pot Description] FechaInicio [Start date] ----- FechaFin [End date] Saldoinicial [Initial balance] Movimientos [Movements] SaldoFinal [Final balance]
		The breakdown can be omitted if the initial balance, the movements and the final balance is zero

There will be game types with definitions that do not contain or allow pots. In these cases, the element *Botes* will be completed with zero amounts.

3.7.7 RegistroJUT and RegistroJUD – Juego [Game]

Two registers must be generated at the end of each game or round:

- *RegistroJUT – Juegos* [Games], totals. It contains the game data, as well as a summary of participation amounts, prizes, etc.
- *RegistroJUD – Juegos* [Games], broken down by players. It contains the breakdown corresponding to each player.

If the number of players is very high, the *RegistroJUD* might be divided into subregisters.

3.7.7.1 RegistroJUT – Juego (totales) [Game (totals)]

The *RegistroJUT* defines the general fields of a game. It is an abstract type, which has to be extended to other registers so that the specific fields of each game type can be completed. These are the types which extend to *RegistroJUT* and the ones which must be reported:

- *RegistroApuesta* [Bet register]
- *RegistroPokerTorneo* [Tournament poker register]
- *RegistroPokerCash* [Cash poker register]
- *RegistroBlackjack* [Blackjack register]
- *RegistroPuntoBanca* [Baccarat register]
- *RegistroRuleta* [Roulette register]

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- *RegistroBingo* [Bingo register]
- *RegistroConcurso* [Contest register]
- *RegistroComplementario* [Complementary register]
- *RegistroJuegosSociales* [Social games register]

The *RegistroJUT* has the following definition:

	<i>RegistroBase</i> [Base Register]	
<i>RegistroJUT</i>		
	<i>JuegoID</i> [Game ID]	
	<i>JuegoDesc</i> [Game description]	
	<i>TipoJuego</i> [Type of game]	
	<i>FechaInicio</i> [Start end]	
	<i>FechaFin</i> [End date]	
	<i>JuegoEnRed</i> [Networked game]	
	<i>JuegoAplazado</i> [Postponed game]	
	<i>JuegoSuspendido</i> [Suspended Game]	
	<i>JuegoCancelado</i> [Cancelled Game]	
		<i>Participacion</i> [Participation]
		<i>ParticipacionDevolucion</i> [Participation refund]
	<i>Totales</i>	<i>Premios</i> [Prizes]
		<i>PremiosEspecie</i> [Prizes in kind]
		<i>Botes</i> [Pots]

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<i>Juegold</i>	Game identifier (in each type of game: round, contest, tournament, etc.)	
<i>JuegoDesc</i>	Description of the game	
<i>TipoJuego</i>	Type of game	
<i>FechaInicio</i>	Game start date/time	
<i>FechaFin</i>	Game end date/time	
<i>JuegoEnRed</i>	If the game is organized between several operators: Y/N	
<i>JuegoAplazado</i>	If the game has been postponed: Y/N	
<i>JuegoSuspendido</i>	If the game has been suspended: Y/N	
<i>JuegoCancelado</i>	If the game has been cancelled: Y/N	
<i>Participacion</i>	DesgloseOperador [Breakdown by Operator]	
<i>ParticipacionDevolucion</i>	DesgloseOperador [Breakdown by Operator]	
<i>Premios</i>	DesgloseOperador [Breakdown by Operator]	
<i>PremiosEspecie</i>	DesgloseOperador [Breakdown by Operator]	
<i>Botes</i>	Movements in pots: total and breakdown by individual pot	
	Total [Total]	Boteld [Pot ID]
	--- Desglose [Breakdown]	BoteDesc [Pot description] Movimiento [Movement]
	It is assumed that the operator that manages the game is the one that manages the pot.	

When the operator co-organizes a networked red, the amounts must be broken down by the *OperadorId* that manages players.

3.7.7.2 Register for each type of game

3.7.7.2.1 RegistroApuesta

This register corresponds to all the types of betting games.

	<i>RegistroJUT</i>	
<i>RegistroApuesta</i>		
		<i>EnDirecto</i> [Live]
		<i>TipoApuesta</i> [Type of bet]
		<i>NumeroEventos</i> [Number of events]

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		<i>Eventos</i> [Events]
		<i>FechaInicioComercializacion</i> [Commercialization start date]
		<i>FechaFinComercializacion</i> [Commercialization end date]
		<i>NumeroApostantes</i> [Number of bettors]

<i>EnDirecto</i>	Y/N
<i>TipoApuesta</i>	S-Simple, M-Multiple, C-Combined
<i>NumeroEventos</i>	Number of events on which the bet is based (1 or several)
<i>Eventos</i>	Description of the events which form it: market, short and long name of the event, fact on which the bet is made, start and end date of the event
<i>FechaInicioComercializacion</i>	Bet commercialization start date/time
<i>FechaFinComercializacion</i>	Bet commercialization end date/time
<i>NumeroApostantes</i>	Number of players

3.7.7.2.2 RegistroPokerCash

	<i>RegistroJUT</i>	
<i>RegistroPokerCash</i>		
		<i>Variante</i> [Variant]
		<i>Subvariante</i> [Subvariant]
		<i>Limites</i> [Limits]
		<i>Mesald</i> [Table ID]
		<i>MesaDescripcion</i> [Table Description]
		<i>ApuestaCiegaPequeña</i> [Small blind bet]
		<i>ApuestaCiegaGrande</i> [Big blind bet]
		<i>ApuestaAnte</i> [Highest bet placed]

<i>Variante</i>	<p>Poker variant:</p> <ul style="list-style-type: none"> • TH – Texas Hold'em • DR – Draw • OM – Omaha • ST – Stud
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<i>Subvariante</i>	Character of the table or the match must be reflected (Eg. “No limit” or “Sit&Go”).
<i>Limits</i>	<ul style="list-style-type: none"> • CL (Fixed-limit) • SL (No-limit) • LB (Pot-limit)
<i>Mesald</i> <i>MesaDescripcion</i>	Identifier and description of the table
<i>ApuestaInicialPequeña</i> <i>ApuestaInicialGrande</i> <i>ApuestaAnte</i>	<p>Initial small bet</p> <p>Initial big bet</p> <p>Should any of these elements not be used depending on the poker variant, a (-1) will be entered.</p>

3.7.7.2.3 RegistroPokerTorneo

<i>RegistroPokerTorneo</i>	<i>RegistroJUT</i>	
		<i>Variante</i> [Variant]
		<i>Subvariante</i> [Subvariant]
		<i>NumeroParticipantes</i> [Number of participants]
		<i>ImporteMaximoEntrada</i> [Entry fee/ticket maximum amount]

<i>Variante</i>	<p>Poker variant:</p> <ul style="list-style-type: none"> • TH – Texas Hold'em • DR – Draw • OM – Omaha • ST – Stud
<i>Subvariante</i>	Character of the table or the match must be reflected (Eg. “No limit” or “Sit&Go”).
<i>NumeroParticipantes</i>	Number of participants

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<i>ImporteMaximoEntrada</i>	Maximum price of the entry fee/ticket
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3.7.7.2.4 RegistroBlackjack

	<i>RegistroJUT</i>	
<i>RegistroBlackjack</i>		
		<i>Variante</i> [Variant]
		<i>Subvariante</i> [Subvariant]

<i>Variante</i>	Blackjack variant: <ul style="list-style-type: none">• CL - Classic• AM – American• PO - Pontoon• SU – Surrender• 21 – Super21
<i>Subvariante</i>	Free for the operator

3.7.7.2.5 RegistroPuntoBanca

It does not add any elements to the basis JUT register.

	<i>RegistroJUT</i>	
<i>RegistroPuntoBanca</i>		

3.7.7.2.6 RegistroRuleta

	<i>RegistroJUT</i>	
<i>RegistroRuleta</i>		
		<i>Variante</i> [Variant]
		<i>NumeroCeros</i> [Number of zeros]
		<i>EnVivo</i> [Live]
		<i>EnDiferido</i> [Deferred]

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<i>Variante</i>	Roulette variant: • French (or European) • American
<i>NumeroCeros</i>	Number of 'zero' squares
<i>EnVivo</i>	If the roulette is live: Y/N
<i>EnDiferido</i>	If the roulette is live, it will be indicated whether the retransmission is deferred (S) or live (N). If there is no live roulette, (N) will be indicated.

3.7.7.2.7 RegistroBingo

	<i>RegistroJUT</i>	
<i>RegistroBingo</i>		
		<i>Variante</i> [Variant]
		<i>PrecioCarton</i> [Card price]
		<i>NumeroCartonesVendidos</i> [Number of cards sold]
		<i>NumeroCartonesGratis</i> [Number of free cards]
		<i>MaximoCartonesJugador</i> [Maximum cards per player]

<i>Variante</i>	Bingo variant: 90, 80 or 75
<i>PrecioCarton</i>	Card price
<i>NumeroCartonesVendidos</i>	Number of cards sold. Free cards are not included
<i>NumeroCartonesGratis</i>	Number of free cards
<i>NumeroCartonesJugador</i>	Number of cards bought by a player

3.7.7.2.8 RegistroConcurso

	<i>RegistroJUT</i>	
<i>RegistroConcurso</i>		
		<i>NumeroParticipaciones</i> [Number of participations]

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		<i>NumeroPremiados</i> [Number of prize winners]
		<i>NumeroLlamadas</i> [Number of calls]
		<i>PrecioMinutoLlamada</i> [Price of Call per minute]
		<i>ImporteMaximoLlamada</i> [Call Maximum Price]
		<i>ParticipacionLlamadas</i> [Call Participation]
		<i>STALLlamadas</i> [ATS Calls]
		<i>NumeroSMS</i> [SMS Number]
		<i>PrecioSMS</i> [SMS Price]
		<i>ParticipacionSMS</i> [SMS Participation]
		<i>STASMS</i> [ATS SMS]

<i>NumeroParticipaciones</i>	Total amount of participations in the contest
<i>NumeroPremiados</i>	Total number of prize winners
<i>NumeroLlamadas</i>	Number of calls
<i>PrecioMinutoLlamada</i>	Final price per minute of call for the user
<i>ImporteMaximoLlamada</i>	Maximum amount paid for a call by a player
<i>ParticipacionLlamadas</i>	Total amount of participation paid by players for calls, including additional tariff services and others
<i>STALLlamadas</i>	Amount of the part of calls corresponding to additional tariff services
<i>NumeroSMS</i>	SMS's number
<i>PrecioSMS</i>	SMS's price. If there are several prices,
<i>ParticipacionSMS</i>	Total amount of participation paid by players for SMSs, including additional tariff services and others
<i>STASMS</i>	Amount of the part of additional tariff services corresponding to SMS

3.7.7.2.9 RegistroComplementarios [Complementary Games Register]

	<i>RegistroJUT</i>	
<i>RegistroComplementarios</i>		
		<i>Variante</i> [Variant]

<i>Variante</i>	Indicate the name of the game
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3.7.7.3 – RegistroJUD – Juego Desglosado [Broken down game]

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The *RegistroJUD* contains information broken down by player.

It must be presented at the same moment as the *RegistroJUT*, which has the totals and descriptive information of the game.

The *RegistroJUD* has the following definition:

	<i>RegistroBase</i>	
<i>RegistroJUD</i>		
	<i>Juegold</i> [Game ID]	
		<i>ID</i>
		<i>Participacion</i> [Participation]
	<i>Jugador</i> [Player]	<i>ParticipacionDevolucion</i> [Participation Refund]
		<i>Premios</i> [Prizes]
		<i>PremiosEspecie</i> [Prizes in kind]
		<i>DesglosePremios</i> [Prize breakdown]

NOTE: From 1,000 players, the register must be broken down in subregisters. From 10 subregisters, several batches have to be generated.

<i>Juegold</i>	Identifier of the game or round. It must coincide with the <i>Juegold</i> of the <i>RegistroJUT</i>	
<i>Jugador</i>	Identification of the player: <i>OperadorId</i> + <i>JugadorId</i> . Operator to which the player belongs and player identifier. In the case of networked games, the <i>OperadorId</i> is the operator to which the player belongs, whereas the <i>JugadorId</i> is the networked player identifier (the identifier known by the network co-organizer operator).	
<i>Participacion</i>	Gross participation in the game	
<i>ParticipacionDevolucion</i>	Annulments or refunds of participation in the game	
<i>Premios</i>	Prizes	
<i>PremiosEspecie</i>	Prizes in kind, total, valued in euros	
<i>DesgloseEspecie</i>	Breakdown of prizes in kind	
	-----	<i>Descripcion</i> [Description]
		<i>Valoracion</i> [Valuation]