
WTP Working Group

Churchill Downs Inc.
Magna Entertainment Corp.
New Jersey Sports and Exposition Authority
New York Racing Association Inc.
NTRA
The Jockey Club
Thoroughbred Racing Associations of North America Inc.
Woodbine Entertainment Group

WTP (Wagering Transmission Protocol) Documentation Public Release

Version 1.0

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Revision History

Date	Version	Description	Author
2004.09.01	1.00	Draft	mdh
2006.06.13	1.01	Update of Business Rules	jcl
2006.06.20	1.02	Text Updates & Names	jcl
2006.06.21	1.03	Change of Bet descriptions	mdh
2006.07.20	1.04	Header & Footer updates	jcl
2006.08.12	1.05	Change for response date	jcl

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Table of Contents

1.	Introduction.....	9
1.1	Purpose	9
1.2	Scope	9
1.3	Timeframe	9
1.4	Protocol Usage.....	9
2.	Introduction To Software Requirements Specification	10
2.1	Purpose	10
2.2	Scope	10
2.3	Definitions, Acronyms, and Abbreviations.....	10
2.4	References	10
2.5	Overview	10
3.	Overall Description	10
3.1	Use-Case Model Survey	12
3.2	Assumptions and Dependencies	14
4.	Specific Requirements	14
4.1	Use-Case Descriptions.....	14
4.1.1	UC1 – Make Wager Request.....	14
4.1.2	UC2 – Cancel Wager	14
4.1.3	UC3 – Cash/Refund Wager.....	15
4.1.4	UC4 – Request Voucher	16
4.1.5	UC5 – Cash Voucher	16
4.1.6	UC6 – Authorize Device.....	16
4.1.7	UC7 – Initialize Device.....	17
4.1.8	UC8 – Update Central Validation Source	18
4.1.9	UC9 – Send Display Information.....	18
4.1.10	UC10 – Broadcast Control Message	19
4.2	Supplementary Requirements	19
4.3	Non-Functional Requirements	19
4.3.1	System Availability.....	19
4.3.2	End to End Message Transit Time	19
5.	Supporting Information.....	20
6.	Introduction to Business Rules.....	21
6.1	Purpose	21
6.2	Scope	21
6.3	References	21
6.4	Overview	21
7.	Definitions.....	21
7.1	BR2 – Cancel Wager Conditions.....	21
7.1.1	BR2.1 – Pools Open (Steward’s Key is false).....	21
7.2	BR3-Currency Conversion default	21
7.3	BR4-Bet Descriptions	21

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.1	Bet Example.....	22
7.3.2	Win Bet	23
7.3.3	Place Bet	23
7.3.4	Show Bet.....	24
7.3.5	Win/Place/Show Bet	25
7.3.6	Win/Place Bet	26
7.3.7	Win/Show Bet.....	27
7.3.8	Place/Show Bet	28
7.3.9	Quinella Bet	29
7.3.10	Exacta Bet	30
7.3.11	Triacta Bet.....	32
7.3.12	Superfecta Bet.....	36
7.3.13	Pick “N” Bet where “N” is the number of races in the bet.....	40
7.3.14	Daily Double Bet	41
8.	Introduction to Message Elements Description.....	42
8.1	Purpose	42
8.2	Scope	42
8.3	References	42
8.4	Overview	42
9.	Wager Channel Messages	42
9.1	WM1 – Wager Message	42
9.1.1	WM1.1 – Message Type	42
9.1.2	WM1.2 – Date-Time	42
9.1.3	WM1.3 – Source ID	43
9.1.4	WM1.4 – Source Serial Number	43
9.1.5	WM1.5 – Customer ID.....	43
9.1.6	WM1.6 – Device ID.....	43
9.1.7	WM1.7 – Host ID	43
9.1.8	WM1.8 – Host Tote Hub ID	43
9.1.9	WM1.9 – Wager Sequence Number	43
9.1.10	WM1.10 – Pricing Date	44
9.1.11	WM1.11 – Card ID	44
9.1.12	WM1.12 – Race Number	44
9.1.13	WM1.13 – Pool.....	44
9.1.14	WM1.14 – Source Wager String.....	44
9.1.15	WM1.15 – Base Amount	44
9.1.16	WM1.16 – Total Amount.....	44
9.1.17	WM1.17 – Runners By Leg	45
9.1.18	WM1.18 – Funds Source	45
9.1.19	WM1.19 – Account Number.....	45
9.1.20	WM1.20 – Currency	45
9.1.21	WM1 - Wager Request Sample Message.....	46
9.2	WM2 - Wager Response.....	47
9.2.1	WM2.1 – Message Type	47
9.2.2	WM2.2 - Date Time	47
9.2.3	WM2.3 - Source ID.....	47
9.2.4	WM2.4 - Source Serial Number.....	47
9.2.5	WM2.5 - Customer ID	47
9.2.6	WM2.6 - Device ID	47

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.2.7	WM2.7 - Host ID	47
9.2.8	WM2.8 - Host Tote Hub ID	48
9.2.9	WM2.9 – Host Serial Number	48
9.2.10	WM2.10 – Sequence Number	48
9.2.11	WM2.11 – Wager Status	48
9.2.12	WM2.12 – Number of Bets	48
9.2.13	WM2 - Wager Response Sample Message	48
9.3	WM3 - Cancel Wager Request	49
9.3.1	WM3.1 – Message Type	49
9.3.2	WM3.2 - Date Time	49
9.3.3	WM3.3 - Source ID	49
9.3.4	WM3.4 - Source Serial Number	49
9.3.5	WM3.5 - Customer ID	49
9.3.6	WM3.6 - Device ID	49
9.3.7	WM3.7 - Host ID	49
9.3.8	WM3.8 - Host Tote Hub ID	49
9.3.9	WM3.9 – Host Serial Number	50
9.3.10	WM3 – Cancel Wager Request Sample Message	50
9.4	WM4 – Cash Wager Request	50
9.4.1	WM4.1 – Message Type	50
9.4.2	WM4.2 - Date Time	50
9.4.3	WM4.3 - Source ID	51
9.4.4	WM4.4 - Source Serial Number	51
9.4.5	WM4.5 - Customer ID	51
9.4.6	WM4.6 - Device ID	51
9.4.7	WM4.7 - Host ID	51
9.4.8	WM4.8 - Host Tote Hub ID	51
9.4.9	WM4.9 – Host Serial Number	51
9.4.10	WM4 – Cash Request Sample Message	51
9.5	WM5 – Wager Cash/Cancel Response	52
9.5.1	WM5.1 – Message Type	52
9.5.2	WM5.2 - Date Time	52
9.5.3	WM5.3 - Source ID	52
9.5.4	WM5.4 - Source Serial Number	52
9.5.5	WM5.5 - Customer ID	52
9.5.6	WM5.6 - Device ID	52
9.5.7	WM5.7 - Host ID	52
9.5.8	WM5.8 - Host Tote Hub ID	52
9.5.9	WM5.9 – Host Serial Number	52
9.5.10	WM5.10 – Wager Sequence Number	53
9.5.11	WM5.11 – Wager Status	53
9.5.12	WM5.12 – Wager Value	53
9.5.13	WM5.13 – Currency	53
9.5.14	WM5 – Cash Response Sample Message	53
9.6	WM6 - Pool Status	54
9.6.1	WM6.1 - Date Time	54
9.6.2	WM6.2 - Host ID	54
9.6.3	WM6.3 - Host Tote Hub ID	54
9.6.4	WM6.4 – Card ID	54
9.6.5	WM6.5– Race Number	54
9.6.6	WM6.6– Pool	54

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.6.7	WM6.7 – Pool Status	54
9.6.8	WM6 – Pool Staus Sample Message.....	55
9.7	WM7 - Scratch/Add Betting Interest	56
9.7.1	WM7.1 - Date Time	56
9.7.2	WM7.2 - Host ID	56
9.7.3	WM7.3 - Host Tote Hub ID	56
9.7.4	WM7.4 – Card ID	56
9.7.5	WM7.5– Race Number	56
9.7.6	WM7.6– Live Runner String.....	56
9.7.7	WM7 – Betting Interests Sample Message	56
10.	Initialization Channel Messages	57
10.1	IM1 –Initialization Request	57
10.1.1	IM1.1 – Date-Time	57
10.1.2	IM1.2 – Source ID	57
10.1.3	IM1.3 – Customer ID.....	57
10.1.4	IM1.4 – Device ID	57
10.1.5	IM1.5 – Host ID.....	57
10.1.6	IM1.6 – Host Tote Hub ID.....	57
10.1.7	IM1.7 – Card ID.....	57
10.1.8	IM1 – Initialization Request Sample Message.....	58
10.2	IM2 –Initialization Response.....	58
10.2.1	IM2.1 – Date-Time	58
10.2.2	IM2.2 – Source ID	58
10.2.3	IM2.3 – Customer ID.....	58
10.2.4	IM2.4 – Device ID	58
10.2.5	IM2.5 – Host ID.....	58
10.2.6	IM2.6 – Host Tote Hub ID.....	58
10.2.7	IM2.7 – Card ID.....	58
10.2.8	IM2.8 – Race.....	58
10.2.9	IM2.9 – Pool	59
10.2.10	IM2.10 – Pool Status	59
10.2.11	IM2.11 – Pool Unit	59
10.2.12	IM2.12 – Minimum Payoff.....	59
10.2.13	IM2.13 – Break.....	59
10.2.14	IM2.14 – Commission Name.....	59
10.2.15	IM2.15 – Commission Rate.....	59
10.2.16	IM2.16 – Rounding.....	59
10.2.17	IM2 – Initialization Response Sample Message.....	60
11.	Display Channel Messages	63
11.1	DM1 Minutes to Post.....	63
11.1.1	DM1.1 - Date Time	63
11.1.2	DM1.2 - Host ID	63
11.1.3	DM1.3 - Host Tote Hub ID	63
11.1.4	DM1.4 – Card ID	63
11.1.5	DM1.5– Race Number	63
11.1.6	DM1.6– Minutes to Post	63
12.	Authorization Channel Messages.....	64

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

12.1	AM1 Authorization Request	64
12.2	AM2 Authorization Response	64
13.	XML Schema	64
14.	Introduction to Glossary	69
14.1	Purpose	69
14.2	Scope	69
14.3	References	69
14.4	Overview	69
15.	Definitions	69
15.1	Software Engineering Terms	69
15.1.1	ASP Model	69
15.1.2	CSV	69
15.1.3	FTP	69
15.1.4	ODBC	69
15.1.5	O/S	69
15.1.6	Win2K	69
15.1.7	WinXP	69
15.1.8	Zip	70
15.2	Project Specific	70
15.2.1	Device	70
15.2.2	Export	70
15.2.3	Guest	70
15.2.4	Host System	70
15.2.5	ITSP	70
15.2.6	Race Card	70
15.2.7	Remote	70
15.2.8	Transaction Serial Number	70
15.2.9	WTP	70
15.2.10	Host in Control (HiC)	70
15.2.11	Trust Broker	71
15.2.12	Digital Certificates	71
15.2.13	Certificate Authority	71
Appendix A – Requirements List		72
Appendix B – Useful Info		73
ISO 8601		73
ISO 4217		73
UTC – Coordinated Universal Time		73
ITSP Pool Codes		73

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

List of Figures

Figure 1 - Logical Structure.....	11
Figure 2 - Potential Deployment.....	12
Figure 3 - Actor List.....	13
Figure 4 - UC1 - Make Wager.....	14
Figure 5 - UC2 - Cancel Wager Request.....	15
Figure 6 - UC3 - Cash Wager Request.....	15
Figure 7 - UC4 - Request Voucher.....	16
Figure 8 - UC5 - Cash Voucher.....	16
Figure 9 - UC4 - Initiate Communications.....	16
Figure 10 - UC7 - Initialize Device.....	17
Figure 11 - UC8 - Update Central Validation Source.....	18
Figure 12 - UC9 - Send Display Information.....	18
Figure 13 - UC10 - Broadcast Control Message.....	19

List of Tables

Table 1 - Actor List.....	13
Table 2 - List of Use Cases.....	14
Table 3 - WM1 - Wager Message.....	46
Table 4 - WM2 - Wager Response.....	48
Table 5 - WM3 - Cancel Wager Request.....	50
Table 6 - WM4 - Cash Request.....	51
Table 7 - WM5 - Wager Cash / Cancel Response.....	53
Table 8 - WM6 - Pool Status.....	55
Table 9 - WM7 - Scratch/Add Betting Interest.....	56
Table 10 - IM1 - Initialization Request.....	57
Table 11 - IM2 - Initialization Parameter Response.....	60
Table 12 - DM1 - Minutes to Post.....	64
Table A-1 List of Requirements.....	72

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Documentation Public Release

1. Introduction

This document is an amalgamation of the current working documents of the WTP Working Group.

1.1 Purpose

The purpose of the document is to release to the Legal Pari-Mutuel Industry Wagering Transmission Protocol 1.02 and to receive input for successive versions.

1.2 Scope

The set of rules described here deal with the WTP (Wagering Transmission Protocol).

1.3 Timeframe

All comments and proposed enhancements concerning this release need to be submitted in electronic text and supporting documentation to the Thoroughbred Racing Protective Bureau c/o Wagering@TRPB.com no later than 2006.10.01 for consideration by the full WTP working group at the October 2006 meeting.

1.4 Protocol Usage

All legal pari-mutuel wagering participants may receive an End User License Agreement (EULA) enabling permanent non-exclusive use of Wagering Transmission Protocol. Any participant may send this request to the Thoroughbred Racing Protective Bureau c/o Wagering@TRPB.com for circulation and approval by the Protocol owners.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Software Requirements Specification

2. Introduction To Software Requirements Specification

2.1 Purpose

This document fully describes the external behavior of the system. It also describes nonfunctional requirements, design constraints, and other factors necessary to provide a complete and comprehensive description of the requirements for the software.

2.2 Scope

The document will include all use-cases and nonfunctional specifications for the WTP (Wagering Transmission Protocol).

2.3 Definitions, Acronyms, and Abbreviations

Please see the WTP (Wagering Transmission Protocol) Glossary.

2.4 References

WTP (Wagering Transmission Protocol) – Business Rules
WTP (Wagering Transmission Protocol) – Glossary
WTP (Wagering Transmission Protocol) – Message Elements Description

2.5 Overview

The document is organized in five sections. After this introduction section is the Overall Description section which gives background on the requirements. The third section is the Specific Requirements which are detailed and described in the context of the use-cases. Section four deals with nonfunctional specifications and finally, section five deals with any additional information that may be useful.

3. Overall Description

The WTP is intended as an enabling protocol to make “Host in Control” (HIC) achievable. (See the Glossary for an explanation of Host in Control). The central tenant of an HIC system is to ensure that the host has knowledge of the details of every wager and that it verifies the validity of those wagers. Consequently, the WTP must have the ability to communicate the details of a wager from a remote system to the host and to return the response.

It similarly must be able to handle the cancellations of wagers and initially in the case of non-calculating remote devices also handle ticket disposition (cashing) requests. It is understood that the physical cashing is taking place on the remote system but that the host is providing the disposition details. It may be envisioned that at a future date the host verification of disposition details is conducted with all remote systems.

Finally, there is the issue of a remote site beginning communications with the host system and the verification process that entails. It is also noted that where the remote system is not capable of communicating through ITSP to obtain race card information, that information must be sent through the WTP or associated channel.

There are four logical constructs that the protocol assumes are inherent in a “Host” system or Core Wagering Application. They are the Central Validation Source, the Initialization Engine, the Wagering Engine, and the Display Engine. Each would use a separate channel for communications so that the traffic could be prioritized. It is essential that the Wagering Engine and its associated channel receive the highest Quality of Service (QoS) within the network infrastructure. The channels for Authorization and Initialization are approximately equal in importance and would come next in the priority list while the Display channel would have the lowest priority.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

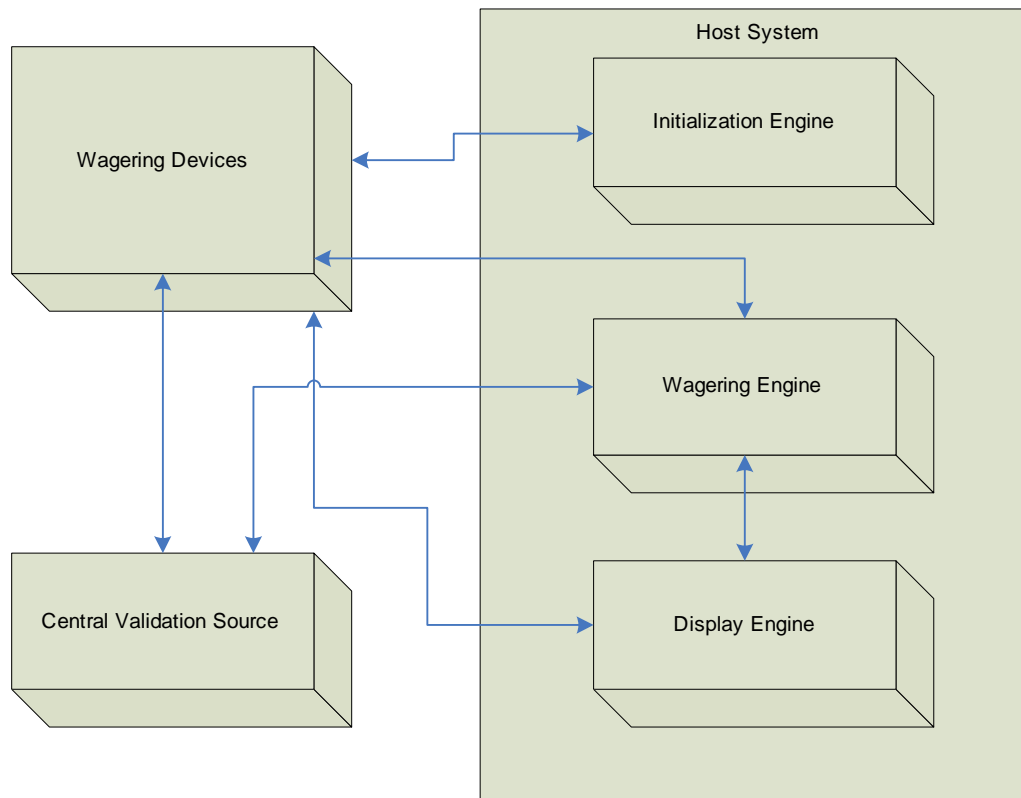


Figure 1 - Logical Structure

A typical sequence of events is given below:

- A Host connects to the Central Validation Source (CVS) and is authenticated and given its security token.
- The Host then sends to the Central Validation Source the list of devices that will be allowed to wager on its various cards. Some of these cards could be quite some time in the future.
- The Host connects to the Race Information Source (RIS) for all the information in the race program such as Trainers, Riders, Drivers, silks, etc...
- At some later time, a device, or device server connects to the CVS and requests authorization.
- The CVS recognizes the device and gives it a security token. It also gives the device a list of cards that it is authorized to wager on and the address of the hosts associated with those cards.
- The device will connect to the Security Database (SD)
- The device will now start connecting to each host's Initialization Engine (IE) and request its initialization parameters.
- At various intervals during the day, the host through its Wager Engine (WE) will broadcast its pool status message over the network. The host will also use its Display Engine (DE) to broadcast various display messages such as Minutes To Post and Win Odds.
- As customers interact with the wagering devices a series of wagers are placed and the device will make Wager Requests to the WE.
- The WE will either accept the wager and respond with the Host Serial Number or reject and give the reason why.
- As Races are conducted, the Host will price races on the WE and both the WE and DE will

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

- broadcast the results.
- Some customers will have winning wagers and will present them at the wagering device whereupon the device will make a Cash Wager Request to the WE.
- The WE will respond with the cash details of the winning wager(s).

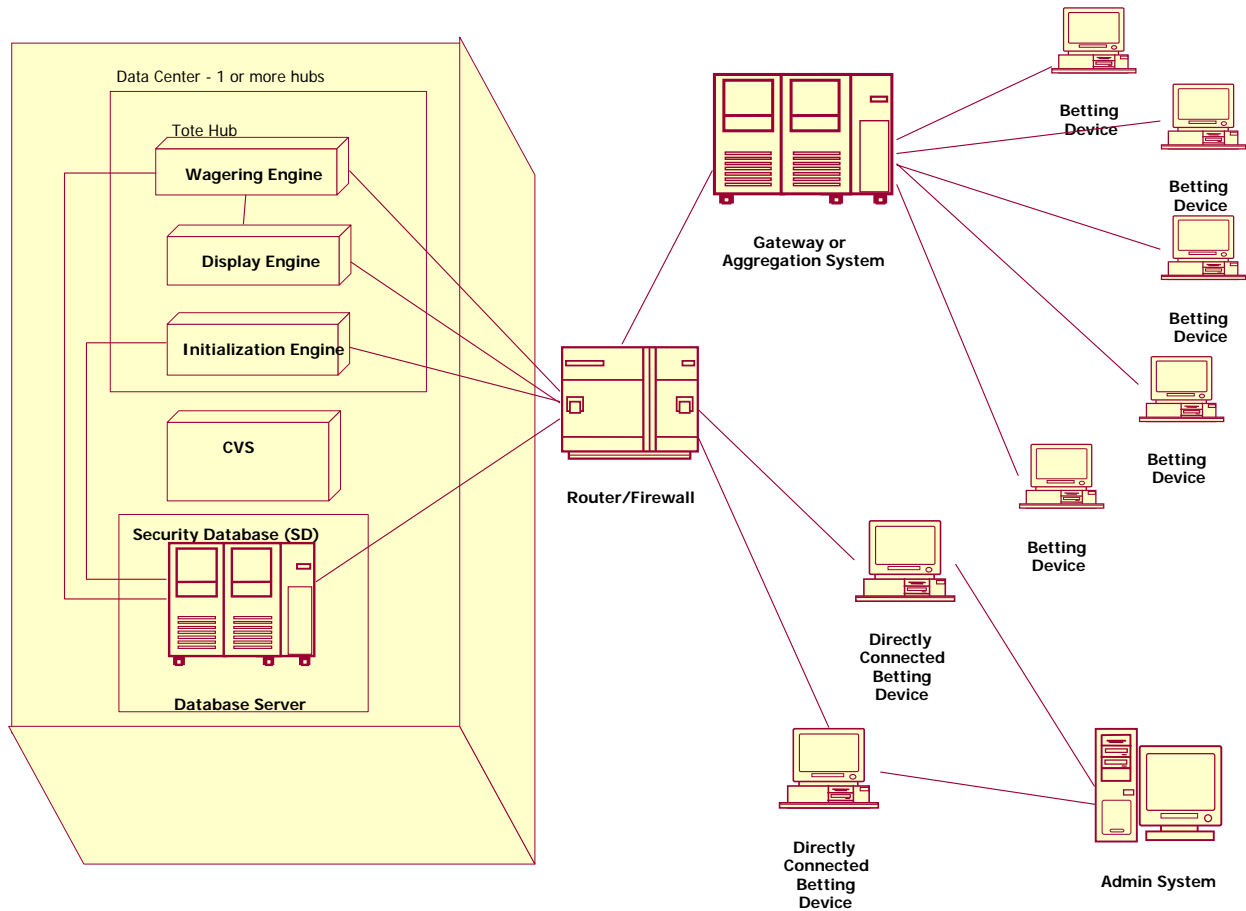


Figure 2 - Potential Deployment

3.1 Use-Case Model Survey

Presented below is a diagram of the use-cases as well as tables showing the list of actors and the use-cases:

A1	Wagering System (Hub, Aggregation Point, or Device)
A2	Wagering Engine (Host)
A3	Central Validation Source (External)
A4	Initialization Engine (Host)
A5	Display Engine (Host)

A6	Security Database (External)
----	------------------------------

Table 1 - Actor List

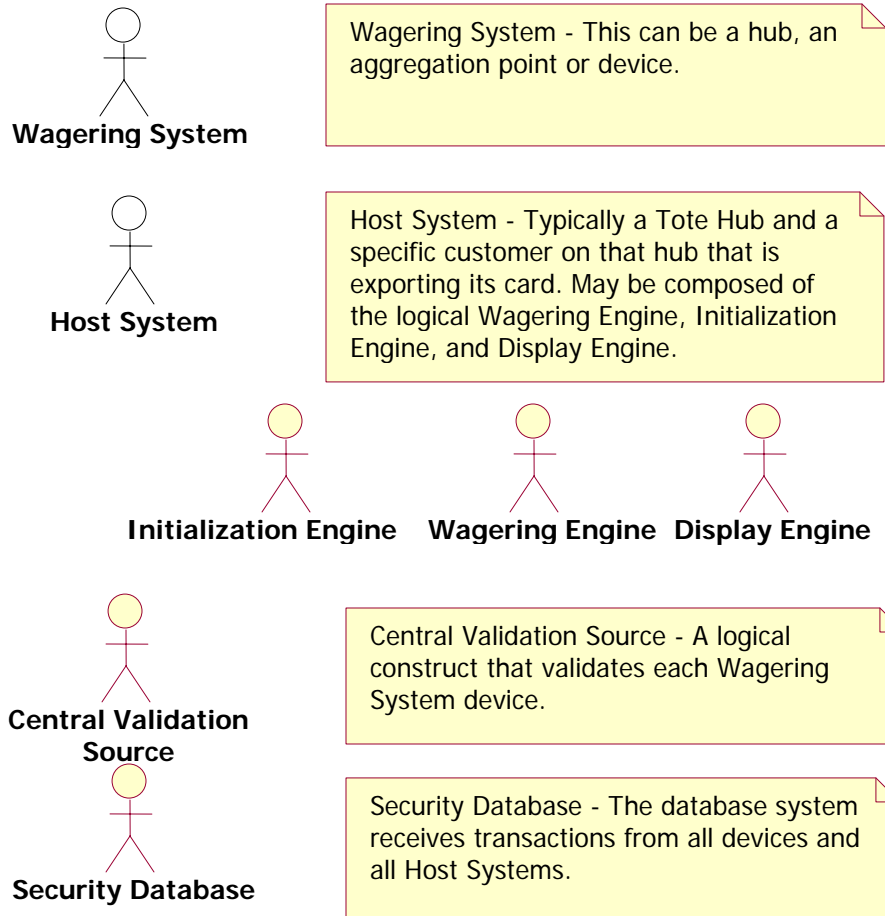


Figure 3 - Actor List

List of Use Cases

UC1	Make Wager
UC2	Cancel Wager
UC3	Cash/Refund Wager
UC4	Issue Voucher
UC5	Cash Voucher
UC6	Authorize Device
UC7	Initialize Device
UC8	Update Central Validation Source
UC9	Send Display Message

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

UC10	Broadcast Control Message
------	---------------------------

Table 2 - List of Use Cases

3.2 Assumptions and Dependencies

4. Specific Requirements

4.1 Use-Case Descriptions

4.1.1 UC1 – Make Wager Request

This Use Case describes the process of making a wager from a remote terminal or system to the host tote.

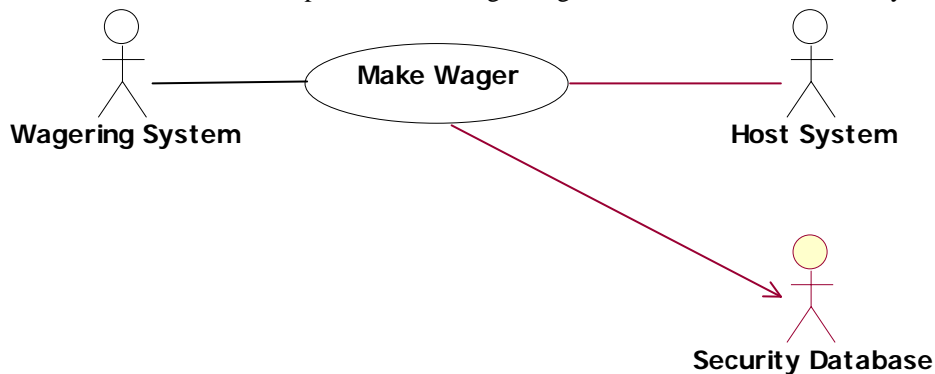


Figure 4 - UC1 - Make Wager

4.1.1.1 R1 – Wager Request

The host system must be able to accept a wager request from a remote system or terminal device and copy the request to the Security database. The remote system or terminal device must also send its request to the security database.

4.1.1.2 R2 – Wager Response

The host system must respond to the remote system or terminal device as to the disposition of its wager request. The remote system or terminal device must also send the response it receives to the security database.

4.1.2 UC2 – Cancel Wager

This use case involves the remote system requesting that a particular wager be cancelled and the host's response to that request.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

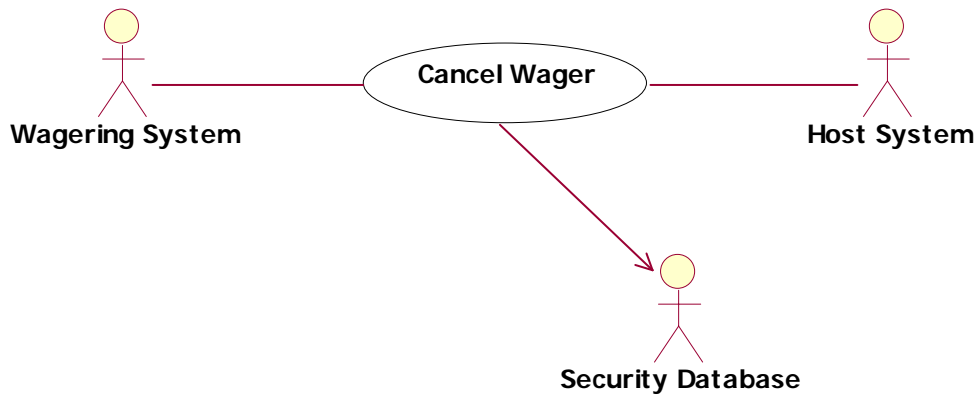


Figure 5 - UC2 - Cancel Wager Request

4.1.2.1 R3 – Ability to Cancel Wager

The system is required to handle a request from a remote to cancel a previous wager under certain allowed conditions.

4.1.2.2 R4 – Cancellation Criteria Met

Cancellations are also subject to a number of criteria that sometimes vary amongst jurisdictions. The criteria are referenced in the Business Rules document under BR2.

4.1.3 UC3 – Cash/Refund Wager

This use case involves the remote system requesting that a particular wager be cashed and the host’s response to that request.

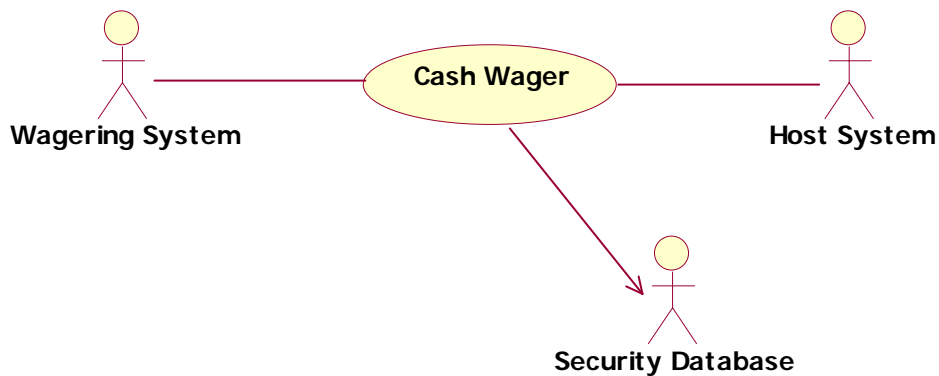


Figure 6 - UC3 - Cash Wager Request

4.1.3.1 R5 – Non-Calculating Device Cashing Request

Remote systems without calculating ability require a mechanism for obtaining ticket disposition details from a host system.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

4.1.3.2 R6 – Disposition Verification

It is envisioned that at some point all remote systems regardless of calculating ability will query the host system to verify wager dispositions.

4.1.4 UC4 – Request Voucher

This type of request is from devices attached to a host directly and is not to come through hub to hub communications since the local hub would honor the voucher request.



Figure 7 - UC4 - Request Voucher

4.1.4.1 R14 – Request Voucher

The ability to handle voucher transactions is required to support self serve wagering without having bill acceptors at every device or without using accounts.

4.1.5 UC5 – Cash Voucher

Obviously if the issuance of vouchers is allowed then there must also be a mechanism to cash them.

4.1.5.1 R15 – Cash Voucher

The ability to cash vouchers goes along with R14.



Figure 8 - UC5 - Cash Voucher

4.1.6 UC6 – Authorize Device through Central Validation System (CVS)

The initiation of communications is necessary to verify the identity of the remote and whether the remote has the right to take the event.



Figure 9 - UC4 - Initiate Communications

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

4.1.6.1 R7 – Verify Remote Nodes

It is necessary to verify the identity of the remote nodes at the initiation of communications.

4.1.6.2 R17 – Discover Central Validation Source

It will be necessary for devices to discover where the Central Validation Source is.

4.1.7 UC7 – Initialize Device

Customer-facing wagering devices require a set of information in order to allow wagering to take place. This information is essentially all of the race card object properties or a major subset of them. Examples would be the Track, Races, Wagering Pools, Entries, and Odds.

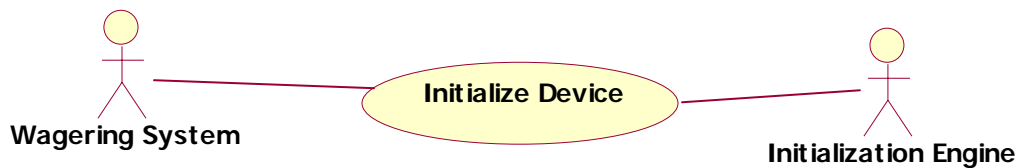


Figure 10 - UC7 - Initialize Device

4.1.7.1 R8 – Disseminate Event Information

Devices, be they customer facing or aggregation devices, require knowledge of race card parameters.

4.1.7.2 R9 – Available Cards

The list of available cards needs to be distributed.

4.1.7.3 R10 – Available Races

The list of available races for a given card needs to be distributed.

4.1.7.4 R11 – Available Wagering Pools

The list of available wagering pools for a given Race needs to be distributed.

4.1.7.5 R12 – Betting Interest – Entries

The list of entries for a given race needs to be distributed.

4.1.7.6 R13 – Other Available Information

In addition to the standard race information, it may be required to make horse names, jockeys/drivers, owners, trainers, and starting or current odds amongst other things available to the customers-facing wagering device.

4.1.7.7 R16 – Net Pool Parameters

The WTP assumes a net pool environment which therefore means that net pool parameters are required during the initialization procedure.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

4.1.8 UC8 – Update Central Validation Source

The Host system must be able to update the Central Validation Source as to what cards are available and to what locations.

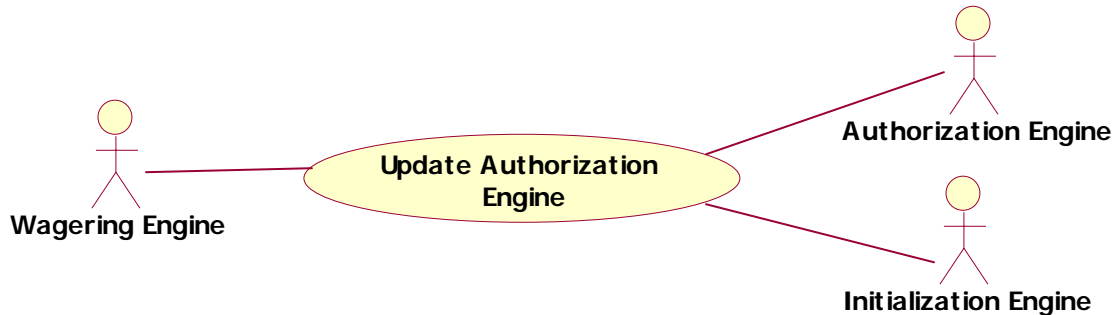


Figure 11 - UC8 - Update Central Validation Source

4.1.8.1 R26 – Update Central Validation Source

The CVS will need to be updated from hosts as to changes in events and who can wager on those events.

4.1.9 UC9 – Send Display Information

The Display Engine is responsible for sending all the required display information out to any device that requires it. The Send Display Engine needs to handle requests from devices for information.

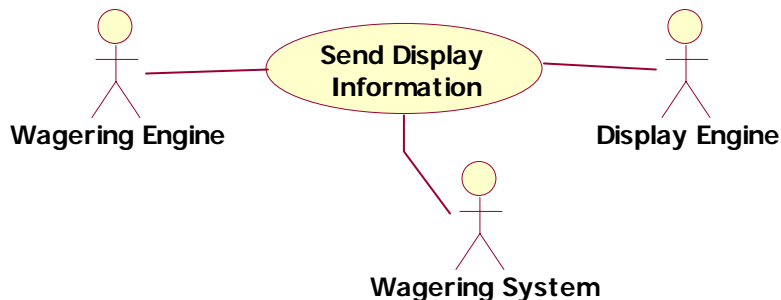


Figure 12 - UC9 - Send Display Information

4.1.9.1 R18 – Send MTP

There is a requirement for the DE to send Minutes to Post information to the wagering devices.

4.1.9.2 R19 – Send Win Odds and Pool Totals

The DE must be able to send out exact Win Odds and Pool Totals at various points throughout the day. In addition to these send points, the DE needs to handle requests from devices for current information.

4.1.9.3 R20 – Send Probable Prices

The DE must be able to send out Probable Prices for all pools at various points throughout the day if the pool(s) has been defined and wagered upon.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

4.1.9.4 R21 – Send Probables Requested

The DE must be able to send Probable Price information to customer-facing devices if the probables for that pool has been requested.

4.1.9.5 R22 – Send Will Pays

The DE must be able to send Will Pay information at various points throughout the day if the pool(s) has been defined and wagered upon.

4.1.9.6 R23 – Send Prices

The DE must be able to send Price information for all prices pools.

4.1.10 UC10 – Broadcast Control Message

The WE will send out control messages throughout the day. They indicate the status of pools and the like.



Figure 13 - UC10 - Broadcast Control Message

4.1.10.1 R24 – Send Pool Status

A pool status message is required in order to both open and close pools to wagering.

4.1.10.2 R25 – Send Runner Status

A runner status message is required in order to make wagering devices aware of scratches.

4.2 Supplementary Requirements

4.3 Non-Functional Requirements

4.3.1 System Availability

Due to the fact of greater internationalization of commingled pools and the fact that the WTP requires the host to verify all wagers into its pools, it becomes necessary for the host system to be available on an actual or near 7x24 basis.

4.3.2 End to End Message Transit Time

The adoption of WTP should not in any case cause appreciable delays in the printing of tickets at a remote terminal and to that end the return trip for a wager request – response should be ≤ 350 ms.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

5. Supporting Information

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Business Rules

6. Introduction to Business Rules

This document introduces the set of information that governs how the system deals with certain issues. This is literally the rules to be applied when doing calculations or making decisions.

6.1 Purpose

The purpose of the document is to have one central repository for the business rules for this project.

6.2 Scope

The set of rules described here deal with the WTP (Wagering Transmission Protocol).

6.3 References

WTP (Wagering Transmission Protocol) - Glossary

6.4 Overview

After this introduction section is the list of the individual business rules. The document has no other sections.

7. Definitions

7.1 BR2 – Cancel Wager Conditions

There are only certain conditions in which a wager cancellation is allowed. Certain conditions are universal and others are dependent on local jurisdiction rules and regulations.

7.1.1 BR2.1 – Pools Open (Steward's Key is false)

The pools which are affected by the wager must be open and therefore the Steward's Key must not have been activated (SK = False).

7.2 BR3-Currency Conversion default

In the absence of any contract prior to the adoption of WTP 1.0, Currency conversion rates shall be taken as the previous business day noon rate set in the country's national or official bank where the currency is converted (either Host or Retailer.) The minimum precision for the calculation of the conversion will be four (4) decimal places. This conversion is intended not to create an unfair advantage to any of the parties. If the Retail Location is converting the wager to the Host's currency, then the Retail Location will transmit the Wager Request in the Host's currency. If the Host is converting the currency at validation, then the Wager Request will be in the Retailer's currency.

7.3 BR4-Bet Descriptions

This section attempts to list the various bet types and how they should be interpreted. The first table is an example of the information.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.1 Bet Example

Bet Type: <The common name for the Bet>	
WTP Pool #	<The number assigned by WTP to the bet type>
ITSP Code	<The alphanumeric ITSP code for the bet if it exists>
Short Description	<A short description of the bet type>
Pools Affected	<The names of the pools that the bet type affects>
Pools Required	<The names of other pools required for this bet type and reason>

Modifier: <Indicates the possible modifier values that would change the interpretation of the bet string>	
Number of Legs	<The number of legs the bet type is involved with>
Leg-Race Mapping	<How the legs map to races>
Race Dupes Allowed	<Whether duplicate selections are allowed>
Selections per Leg	<The minimum and maximum number of selections per leg>
Semantics for String	<Rules for evaluating the bet string> n = betting interest
Calculation of Number of Bets	<Calculation formula for determining the number of bets involved>
Simple Bet Algorithm	<A simple algorithm for the bet>

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.2 Win Bet

Bet Type: WIN	
WTP Pool #	1
ITSP Code	WIN
Short Description	Choosing a betting interest to come in first.
Pools Affected	WIN
Pools Required	None

Modifier: STRAIGHT / BOX	
Number of Legs	1
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A
Race Dupes Allowed	NO
Semantics for String	#[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-” denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive.
Calculation of Number of Bets	$ L_1 $ Where L_1 is the set of betting interests chosen
Simple Bet Algorithm	$\forall Leg1$ $WINLeg1$

7.3.3 Place Bet

Bet Type: PLACE	
WTP Pool #	2
ITSP Code	PLC
Short Description	Choosing a betting interest to come in first, or second.
Pools Affected	PLACE
Pools Required	None

Modifier: STRAIGHT / BOX	
Number of Legs	1
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A
Race Dupes Allowed	NO
Semantics for String	#[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-” denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Calculation of Number of Bets	$ L_1 $ Where L_1 is the set of betting interests chosen
Simple Bet Algorithm	$\forall Leg1$ <i>PLACE</i> Leg1

7.3.4 Show Bet

Bet Type: SHOW	
WTP Pool #	3
ITSP Code	SHW
Short Description	Choosing a betting interest to come in first, second, or third.
Pools Affected	SHOW
Pools Required	None

Modifier: STRAIGHT / BOX	
Number of Legs	1
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A
Race Dupes Allowed	NO
Semantics for String	#[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive.
Calculation of Number of Bets	$ L_1 $ Where L_1 is the set of betting interests chosen
Simple Bet Algorithm	$\forall Leg1$ <i>SHOW</i> Leg1

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.5 Win/Place/Show Bet

Bet Type: WIN/PLACE/SHOW	
WTP Pool #	4
ITSP Code	None – (WPS is suggested)
Short Description	A combination of the WIN, PLACE, and SHOW bet types.
Pools Affected	WIN, PLACE, SHOW
Pools Required	None

Modifier: STRAIGHT / BOX	
Number of Legs	1
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A
Race Dupes Allowed	NO
Semantics for String	#[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive.
Calculation of Number of Bets	$3 \times L_1 $ Where L_1 is the set of betting interests chosen.
Simple Bet Algorithm	$\forall Leg1$ <i>WINLeg1</i> <i>PLACELeg1</i> <i>SHOWLeg1</i>

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.6 Win/Place Bet

Bet Type: WIN/PLACE	
WTP Pool #	5
ITSP Code	None – (WP is suggested)
Short Description	A combination of the WIN and PLACE bet types.
Pools Affected	WIN, PLACE
Pools Required	None

Modifier: STRAIGHT / BOX	
Number of Legs	1
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A
Race Dupes Allowed	NO
Semantics for String	#[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-” denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive.
Calculation of Number of Bets	$2 \times L_1 $ Where L_1 is the set of betting interests chosen.
Simple Bet Algorithm	$\forall Leg1$ <i>WINLeg1</i> <i>PLACELeg1</i>

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.7 Win/Show Bet

Bet Type: WIN/SHOW	
WTP Pool #	6
ITSP Code	None - (WS is suggested)
Short Description	A combination of the WIN and SHOW bet types.
Pools Affected	WIN, SHOW
Pools Required	None

Modifier: STRAIGHT / BOX	
Number of Legs	1
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A
Race Dupes Allowed	NO
Semantics for String	Same as WIN
Calculation of Number of Bets	$2 \times L_1 $ Where L_1 is the set of betting interests chosen.
Simple Bet Algorithm	$\forall Leg1$ $WINLeg1$ $SHOWLeg1$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.8 Place/Show Bet

Bet Type: PLACE/SHOW	
WTP Pool #	7
ITSP Code	None – (PS is suggested)
Short Description	A combination of the PLACE and SHOW bet types.
Pools Affected	PLACE, SHOW
Pools Required	None

Modifier: STRAIGHT / BOX	
Number of Legs	1
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A
Race Dupes Allowed	NO
Semantics for String	#[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-” denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive.
Calculation of Number of Bets	$2 \times L_1 $ Where L_1 is the set of betting interests chosen.
Simple Bet Algorithm	$\forall Leg1$ <i>PLACE</i> Leg1 <i>SHOW</i> Leg1

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.9 Quinella Bet

Bet Type: QUINELLA	
WTP Pool #	8
ITSP Code	QU
Short Description	Choose the betting interests to finish first and second in either order in one race.
Pools Affected	QUINELLA
Pools Required	None

Modifier: STRAIGHT / WHEEL / BOX	
Number of Legs	2
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A
Race Dupes Allowed	No
Semantics for String	#[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$\left(L_1 \times L_2 \right) - \left(\frac{ L_1 \cap L_2 \times (L_1 \cap L_2 + 1)}{2} \right)$ <p>Where: L_1 is the set of betting interests in the first leg. L_2 is the set of betting interests in the second leg.</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. $leg1 \diamond leg2$ if $leg1 < leg2$ CANDIDATE QNL $leg1/leg2$ Else CANDIDATE QNL $leg2/leg1$ REMOVE duplicate CANDIDATE bets

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.10 Exacta Bet

This bet is alternatively known as Perfecta, Exactor, and Forecast.

Bet Type: EXACTA	
WTP Pool #	9
ITSP Code	EX
Short Description	Choose the betting interests to finish first and second in exact order in one race.
Pools Affected	EXACTA
Pools Required	None

Modifier: STRAIGHT / WHEEL / BOX / KEY	
Number of Legs	2
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A
Race Dupes Allowed	No
Semantics for String	#[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$(L_1 \times L_2 - L_1 \cap L_2)$ <p>Where: L_1 is the set of betting interests in the first leg. L_2 is the set of betting interests in the second leg.</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2 \text{ s.t. } leg1 \neq leg2$ EXACTA leg1/leg2

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Modifier: KEY BOX / COMBO BOX / BOX WHEEL / KEY WHEEL	
Number of Legs	2
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A
Race Dupes Allowed	Yes
Semantics for String	#[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$2 \times (L_1 \times L_2 - L_1 \cap L_2)$ <p>Where: L_1 is the set of betting interests in the first leg. L_2 is the set of betting interests in the second leg.</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2 \text{ s.t. } leg1 \langle \rangle leg2$ EXACTA $leg1/leg2$ EXACTA $leg2/leg1$

Modifier: POWER BOX	
Number of Legs	2
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A
Race Dupes Allowed	No
Semantics for String	#[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$(2 \times (L_1 \times L_2 - L_1 \cap L_2)) - d$ <p>Where: L_1 is the set of betting interests in the first leg. L_2 is the set of betting interests in the second leg. d is the number of duplicate wagers</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2 \text{ s.t. } leg1 \langle \rangle leg2$ EXACTA $leg1/leg2$ EXACTA $leg2/leg1$ Remove duplicate wagers

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.11 Triacta Bet

This bet is alternatively known as Triactor.

Bet Type: TRIACTA	
WTP Pool #	10
ITSP Code	TRI
Short Description	Choose the betting interests to finish first, second, and third in exact order in one race.
Pools Affected	TRIFECTA
Pools Required	None

Modifier: STRAIGHT / WHEEL / BOX / KEY	
Number of Legs	3
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A
Race Dupes Allowed	No
Semantics for String	#[,#][,#-#] / #[,#][,#-#] / #[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$\left(L_1 \times L_2 \times L_3 \right) - \left(L_1 \times L_2 \cap L_3 \right) - \left(L_2 \times L_1 \cap L_3 \right) - \left(L_3 \times L_1 \cap L_2 \right) + \left(2 \times L_1 \cap L_2 \cap L_3 \right)$ <p>Where: L_1 is the set of betting interests in the first leg L_2 is the set of betting interests in the second leg L_3 is the set of betting interests in the third leg</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2 \text{ s.t. } leg1 \langle \rangle leg2$ $\forall leg3 \text{ s.t. } leg1 \langle \rangle leg3 \text{ and } leg2 \langle \rangle leg3$ TRIFECTA $leg1/leg2/leg3$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Modifier: KEY BOX / COMBO BOX / BOXED WHEEL	
Number of Legs	3
Selections per leg	3 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A
Race Dupes Allowed	Yes
Semantics for String	#[,#][,#-#] / #[,#][,#-#] / #[,#][,#-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-” denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$6 \times \left(\frac{\left(L_1 \times L_2 \times L_3 \right) - \left(L_1 \times L_2 \cap L_3 \right) - \left(L_2 \times L_1 \cap L_3 \right) - \left(L_3 \times L_1 \cap L_2 \right) + \left(2 \times L_1 \cap L_2 \cap L_3 \right)}{\left(L_1 \times L_2 \times L_3 \right) - \left(L_1 \times L_2 \cap L_3 \right) - \left(L_2 \times L_1 \cap L_3 \right) - \left(L_3 \times L_1 \cap L_2 \right) + \left(2 \times L_1 \cap L_2 \cap L_3 \right)} \right)$ <p>Where: L_1 is the set of betting interests in the first leg L_2 is the set of betting interests in the second leg L_3 is the set of betting interests in the third leg</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. $leg1 \langle \rangle leg2$ $\forall leg3$ s.t. $leg1 \langle \rangle leg3$ and $leg2 \langle \rangle leg3$ TRIFECTA $leg1/leg2/leg3$ TRIFECTA $leg1/leg3/leg2$ TRIFECTA $leg2/leg1/leg3$ TRIFECTA $leg2/leg3/leg2$ TRIFECTA $leg3/leg1/leg2$ TRIFECTA $leg3/leg2/leg1$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Modifier: KEY WHEEL	
Number of Legs	3
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A
Race Dupes Allowed	Yes
Semantics for String	#[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$3 \times \left(\begin{aligned} &(L_1 \times L_2 \times L_3) - (L_1 \times L_2 \cap L_3) - (L_2 \times L_1 \cap L_3) - (L_3 \times L_1 \cap L_2) + \\ &(2 \times L_1 \cap L_2 \cap L_3) \end{aligned} \right)$ <p>Where: L_1 is the set of betting interests in the first leg L_2 is the set of betting interests in the second leg L_3 is the set of betting interests in the third leg</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. $leg1 \langle \rangle leg2$ $\forall leg3$ s.t. $leg1 \langle \rangle leg3$ and $leg2 \langle \rangle leg3$ TRIFECTA $leg1/leg2/leg3$ TRIFECTA $leg2/leg1/leg3$ TRIFECTA $leg2/leg3/leg1$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Modifier: POWER BOX	
Number of Legs	3
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A
Race Dupes Allowed	No
Semantics for String	#[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$6 \times \left(\frac{\left(L_1 \times L_2 \times L_3 \right) - \left(L_1 \times L_2 \cap L_3 \right) - \left(L_2 \times L_1 \cap L_3 \right) - \left(L_3 \times L_1 \cap L_2 \right) + \left(2 \times L_1 \cap L_2 \cap L_3 \right)}{\left(2 \times L_1 \cap L_2 \cap L_3 \right)} \right) - d$ <p>Where: L_1 is the set of betting interests in the first leg L_2 is the set of betting interests in the second leg L_3 is the set of betting interests in the third leg d is the number of duplicate wagers</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. $leg1 \langle \rangle leg2$ $\forall leg3$ s.t. $leg1 \langle \rangle leg3$ and $leg2 \langle \rangle leg3$ TRIFECTA $leg1/leg2/leg3$ TRIFECTA $leg1/leg3/leg2$ TRIFECTA $leg2/leg1/leg3$ TRIFECTA $leg2/leg3/leg2$ TRIFECTA $leg3/leg1/leg2$ TRIFECTA $leg3/leg2/leg1$ REMOVE duplicate wagers

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.12 Superfecta Bet

This bet is alternatively known as the Quadactor.

Bet Type: SUPERFECTA	
WTP Pool #	11
ITSP Code	SPR
Short Description	Choose the betting interests to finish first, second, third, and fourth in exact order in one race.
Pools Affected	SUPERFECTA
Pools Required	None

Modifier: STRAIGHT / WHEEL / BOX / KEY	
Number of Legs	4
Selections per leg	1 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A,A
Race Dupes Allowed	No
Semantics for String	#[,#][, #-#] / #[, #][, #-#] / #[, #][, #-#] / #[, #][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$\begin{aligned} & \left(L_1 \times L_2 \times L_3 \times L_4 \right) - \left(L_1 \times L_2 \times L_3 \cap L_4 \right) - \left(L_1 \times L_3 \times L_2 \cap L_4 \right) - \\ & \left(L_1 \times L_4 \times L_2 \cap L_4 \right) - \left(L_2 \times L_3 \times L_1 \cap L_4 \right) - \left(L_2 \times L_4 \times L_1 \cap L_3 \right) - \\ & \left(L_3 \times L_4 \times L_1 \cap L_2 \right) + 2 \left(L_1 \times L_2 \cap L_3 \cap L_4 \right) + 2 \left(L_2 \times L_1 \cap L_3 \cap L_4 \right) + \\ & 2 \left(L_3 \times L_1 \cap L_2 \cap L_4 \right) + 2 \left(L_4 \times L_1 \cap L_2 \cap L_3 \right) + \left(L_1 \cap L_2 \times L_3 \cap L_4 \right) + \\ & \left(L_1 \cap L_3 \times L_2 \cap L_4 \right) + \left(L_1 \cap L_4 \times L_2 \cap L_3 \right) - \left(6 \times L_1 \cap L_2 \cap L_3 \cap L_4 \right) \end{aligned}$ <p>Where: L_1 is the set of betting interests in the first leg L_2 is the set of betting interests in the second leg L_3 is the set of betting interests in the third leg L_4 is the set of betting interests in the fourth leg</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. $leg1 \diamond leg2$ $\forall leg3$ s.t. $leg1 \diamond leg3$ and $leg2 \diamond leg3$ $\forall leg4$ s.t. $leg1 \diamond leg4$ & $leg2 \diamond leg4$ & $leg3 \diamond leg4$ SUPERFECTA $leg1/leg2/leg3/leg4$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Modifier: KEY BOX / COMBO BOX / BOXED WHEEL	
Number of Legs	4
Selections per leg	4 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A,A
Race Dupes Allowed	Yes
Semantics for String	#[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$24 \times \left(\begin{aligned} & \left(L_1 \times L_2 \times L_3 \times L_4 \right) - \left(L_1 \times L_2 \times L_3 \cap L_4 \right) - \left(L_1 \times L_3 \times L_2 \cap L_4 \right) - \\ & \left(L_1 \times L_4 \times L_2 \cap L_4 \right) - \left(L_2 \times L_3 \times L_1 \cap L_4 \right) - \left(L_2 \times L_4 \times L_1 \cap L_3 \right) - \\ & \left(L_3 \times L_4 \times L_1 \cap L_2 \right) + 2 \left(L_1 \times L_2 \cap L_3 \cap L_4 \right) + 2 \left(L_2 \times L_1 \cap L_3 \cap L_4 \right) + \\ & 2 \left(L_3 \times L_1 \cap L_2 \cap L_4 \right) + 2 \left(L_4 \times L_1 \cap L_2 \cap L_3 \right) + \left(L_1 \cap L_2 \times L_3 \cap L_4 \right) + \\ & \left(L_1 \cap L_3 \times L_2 \cap L_4 \right) + \left(L_1 \cap L_4 \times L_2 \cap L_3 \right) - \left(6 \times L_1 \cap L_2 \cap L_3 \cap L_4 \right) \end{aligned} \right)$ <p>Where: L_1 is the set of betting interests in the first leg L_2 is the set of betting interests in the second leg L_3 is the set of betting interests in the third leg L_4 is the set of betting interests in the fourth leg</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. $leg1 \diamond leg2$ $\forall leg3$ s.t. $leg1 \diamond leg3$ and $leg2 \diamond leg3$ $\forall leg4$ s.t. $leg1 \diamond leg4$ & $leg2 \diamond leg4$ & $leg3 \diamond leg4$ SUPERFECTA $leg1/leg2/leg3/leg4$ SUPERFECTA $leg1/leg2/leg4/leg3$ SUPERFECTA $leg1/leg3/leg2/leg4$ SUPERFECTA $leg1/leg3/leg4/leg2$ SUPERFECTA $leg1/leg4/leg2/leg3$ SUPERFECTA $leg1/leg4/leg3/leg2$ SUPERFECTA $leg2/leg1/leg3/leg4$ SUPERFECTA $leg2/leg1/leg4/leg3$ SUPERFECTA $leg2/leg3/leg1/leg4$ SUPERFECTA $leg2/leg3/leg4/leg1$ SUPERFECTA $leg2/leg4/leg1/leg3$ SUPERFECTA $leg2/leg4/leg3/leg1$ SUPERFECTA $leg3/leg2/leg1/leg4$ SUPERFECTA $leg3/leg2/leg4/leg1$ SUPERFECTA $leg3/leg1/leg2/leg4$ SUPERFECTA $leg3/leg1/leg4/leg2$ SUPERFECTA $leg3/leg4/leg2/leg1$ SUPERFECTA $leg3/leg4/leg1/leg2$ SUPERFECTA $leg4/leg2/leg3/leg1$ SUPERFECTA $leg4/leg2/leg1/leg3$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

	<p>SUPERFECTA <i>leg4/leg3/leg2/leg1</i> SUPERFECTA <i>leg4/leg3/leg1/leg2</i> SUPERFECTA <i>leg4/leg1/leg2/leg3</i> SUPERFECTA <i>leg4/leg1/leg3/leg2</i></p>
--	---

Modifier: KEY WHEEL	
Number of Legs	4
Selections per leg	4 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A,A
Race Dupes Allowed	Yes
Semantics for String	#[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$4 \times \left(\begin{aligned} & \left(L_1 \times L_2 \times L_3 \times L_4 \right) - \left(L_1 \times L_2 \times L_3 \cap L_4 \right) - \left(L_1 \times L_3 \times L_2 \cap L_4 \right) - \\ & \left(L_1 \times L_4 \times L_2 \cap L_4 \right) - \left(L_2 \times L_3 \times L_1 \cap L_4 \right) - \left(L_2 \times L_4 \times L_1 \cap L_3 \right) - \\ & \left(L_3 \times L_4 \times L_1 \cap L_2 \right) + 2 \left(L_1 \times L_2 \cap L_3 \cap L_4 \right) + 2 \left(L_2 \times L_1 \cap L_3 \cap L_4 \right) + \\ & 2 \left(L_3 \times L_1 \cap L_2 \cap L_4 \right) + 2 \left(L_4 \times L_1 \cap L_2 \cap L_3 \right) + \left(L_1 \cap L_2 \times L_3 \cap L_4 \right) + \\ & \left(L_1 \cap L_3 \times L_2 \cap L_4 \right) + \left(L_1 \cap L_4 \times L_2 \cap L_3 \right) - \left(6 \times L_1 \cap L_2 \cap L_3 \cap L_4 \right) \end{aligned} \right)$ <p>Where: <i>L</i>₁ is the set of betting interests in the first leg <i>L</i>₂ is the set of betting interests in the second leg <i>L</i>₃ is the set of betting interests in the third leg <i>L</i>₄ is the set of betting interests in the fourth leg</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. <i>leg1</i> <> <i>leg2</i> $\forall leg3$ s.t. <i>leg1</i> <> <i>leg3</i> and <i>leg2</i> <> <i>leg3</i> $\forall leg4$ s.t. <i>leg1</i> <> <i>leg4</i> & <i>leg2</i> <> <i>leg4</i> & <i>leg3</i> <> <i>leg4</i> SUPERFECTA <i>leg1/leg2/leg3/leg4</i> SUPERFECTA <i>leg2/leg1/leg4/leg3</i> SUPERFECTA <i>leg2/leg3/leg1/leg4</i> SUPERFECTA <i>leg2/leg3/leg4/leg1</i>

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Modifier: POWER BOX	
Number of Legs	4
Selections per leg	4 to n where n is the number of betting interests in the race.
Leg-Race Mapping	A,A,A,A
Race Dupes Allowed	Yes
Semantics for String	#[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] / #[,#][, #-#] where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$24 \times \left(\begin{aligned} & \left(L_1 \times L_2 \times L_3 \times L_4 \right) - \left(L_1 \times L_2 \times L_3 \cap L_4 \right) - \left(L_1 \times L_3 \times L_2 \cap L_4 \right) - \\ & \left(L_1 \times L_4 \times L_2 \cap L_4 \right) - \left(L_2 \times L_3 \times L_1 \cap L_4 \right) - \left(L_2 \times L_4 \times L_1 \cap L_3 \right) - \\ & \left(L_3 \times L_4 \times L_1 \cap L_2 \right) + 2 \left(L_1 \times L_2 \cap L_3 \cap L_4 \right) + 2 \left(L_2 \times L_1 \cap L_3 \cap L_4 \right) + \\ & 2 \left(L_3 \times L_1 \cap L_2 \cap L_4 \right) + 2 \left(L_4 \times L_1 \cap L_2 \cap L_3 \right) + \left(L_1 \cap L_2 \times L_3 \cap L_4 \right) + \\ & \left(L_1 \cap L_3 \times L_2 \cap L_4 \right) + \left(L_1 \cap L_4 \times L_2 \cap L_3 \right) - \left(6 \times L_1 \cap L_2 \cap L_3 \cap L_4 \right) \end{aligned} \right) - d$ <p>Where: L_1 is the set of betting interests in the first leg L_2 is the set of betting interests in the second leg L_3 is the set of betting interests in the third leg L_4 is the set of betting interests in the fourth leg d is the number of duplicate wagers</p>
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ s.t. $leg1 \diamond leg2$ $\forall leg3$ s.t. $leg1 \diamond leg3$ and $leg2 \diamond leg3$ $\forall leg4$ s.t. $leg1 \diamond leg4$ & $leg2 \diamond leg4$ & $leg3 \diamond leg4$ SUPERFECTA $leg1/leg2/leg3/leg4$ SUPERFECTA $leg1/leg2/leg4/leg3$ SUPERFECTA $leg1/leg3/leg2/leg4$ SUPERFECTA $leg1/leg3/leg4/leg2$ SUPERFECTA $leg1/leg4/leg2/leg3$ SUPERFECTA $leg1/leg4/leg3/leg2$ SUPERFECTA $leg2/leg1/leg3/leg4$ SUPERFECTA $leg2/leg1/leg4/leg3$ SUPERFECTA $leg2/leg3/leg1/leg4$ SUPERFECTA $leg2/leg3/leg4/leg1$ SUPERFECTA $leg2/leg4/leg1/leg3$ SUPERFECTA $leg2/leg4/leg3/leg1$ SUPERFECTA $leg3/leg2/leg1/leg4$ SUPERFECTA $leg3/leg2/leg4/leg1$ SUPERFECTA $leg3/leg1/leg2/leg4$ SUPERFECTA $leg3/leg1/leg4/leg2$ SUPERFECTA $leg3/leg4/leg2/leg1$ SUPERFECTA $leg3/leg4/leg1/leg2$ SUPERFECTA $leg4/leg2/leg3/leg1$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

	<p>SUPERFECTA <i>leg4/leg2/leg1/leg3</i> SUPERFECTA <i>leg4/leg3/leg2/leg1</i> SUPERFECTA <i>leg4/leg3/leg1/leg2</i> SUPERFECTA <i>leg4/leg1/leg2/leg3</i> SUPERFECTA <i>leg4/leg1/leg3/leg2</i></p>
--	--

7.3.13 Pick “N” Bet where “N” is the number of races in the bet

This bet is alternatively known as a Win “N”, Sweep “N”, Select “N”, Super “N”

Bet Type: PICK “N”	
WTP Pool #	TBA
ITSP Code	Pnn where the “nn” is the number of races expressed in two digits
Short Description	Choose the betting interests to finish first in each race included in the Pick N
Pools Affected	Pick N
Pools Required	Designated pools in each race of the Pick “N” for a mutuel favorite designation

Modifier: STRAIGHT / WHEEL	
Number of Legs	3 to <i>n</i>
Selections per leg	1 to the number of betting interests in the race for the corresponding leg.
Leg-Race Mapping	<i>a, b, c, ... n</i>
Race Dupes Allowed	No
Semantics for String	<i>#[,#[, #-#] / #[,#[, #-#] / ... / #[,#[, #-#]</i> where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-“ denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$ L_1 \times L_2 \times L_3 \dots \times L_n $ Where <i>L</i> ₁ is the set of betting interests in the first leg. <i>L</i> ₂ is the set of betting interests in the second leg. <i>L</i> ₃ is the set of betting interests in the third leg. ... <i>L</i> _n is the set of betting interests in the n th leg.
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ $\forall leg3$... $\forall legN$ PICK <i>leg1/leg2/leg3.../legN</i>

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

7.3.14 Daily Double Bet

Bet Type: DAILY DOUBLE	
WTP Pool #	TBA
ITSP Code	DBL
Short Description	Choose the betting interests to finish first in each of two designated races included in the Daily Double
Pools Affected	Daily Double
Pools Required	None

Modifier: STRAIGHT / WHEEL	
Number of Legs	2
Selections per leg	1 to the number of betting interests in the race for the corresponding leg.
Leg-Race Mapping	a, b
Race Dupes Allowed	No
Semantics for String	$\#[, \#][, \#- \#] / \#[, \#][, \#- \#]$ where # is the betting interest number, “,” is the delimiter between non-consecutive betting interests and “-” denotes a range of sequential and consecutive betting interests beginning and ending at the interests specified inclusive. The “/” denotes a leg separation.
Calculation of Number of Bets	$ L_1 \times L_2 $ Where L_1 is the set of betting interests in the first leg. L_2 is the set of betting interests in the second leg.
Simple Bet Algorithm	$\forall leg1$ $\forall leg2$ DAILY DOUBLE $leg1/leg2$

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Message Elements Description

8. Introduction to Message Elements Description

This document introduces the set of messages that make up the Wagering Transmission Protocol (WTP) and the elements of each. In addition, each message has an XML schema and example XML message.

8.1 Purpose

The purpose of the document is to describe the message types and their respective elements.

8.2 Scope

The scope of this document is the set of messages that make up the WTP (Wagering Transmission Protocol).

8.3 References

WTP (Wagering Transmission Protocol) – Glossary
WTP (Wagering Transmission Protocol) – Business Rules

8.4 Overview

After this introduction section are the message descriptions of each of the four channels of information of which the WTP is comprised. Section two describes the 3rd channel which is the Wagering messages. Although it has been designated as the 3rd channel it is by far the most important when Quality of Service (QOS) issues are discussed. That wager messages take precedence when moving over the network infrastructure is of primary importance.

The Authorization (CVS) and Initialization channels are obviously important since no device will be able to wager without proper security credentials or initialization parameters. However, the timeliness of delivery of these messages is of secondary importance when compared with wagering messages.

The Display channel is of lowest priority and in fact most devices will ignore much of the data being sent within this feed in favor of specific messages relevant to the end device.

9. Wager Channel Messages

9.1 WM1 – Wager Message

The wager message is the fundamental message of the protocol. It carries the information necessary to make a wager on the host system.

9.1.1 WM1.1 – Message Type

This field indicates the type of message being transmitted.

The data type or standard for this field is a 25 element character array (char[25]) encompassing all printable ANSI characters.

9.1.2 WM1.2 – Date-Time

This timestamp is generated by the sending system. All timestamps are to be converted to UTC. (Also

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

know as Greenwich Mean Time (GMT) or Zulu time.)

The data type or standard for this field is ISO 8601. (YYYY-MM-DDThh:mm:ss)

9.1.3 WM1.3 – Source ID

This field holds the unique identifier for the wagering computing platform that accepts bets and forwards them to the live host. The source system or server can serve one or more customers; Examples include: Tote system or hub, Account Wagering system, Terminal Services system; This number will be assigned by the CVS provider.

The data type or standard for this field is a 32 bit integer.

9.1.4 WM1.4 – Source Serial Number

The source serial number is a unique number or value assigned to the wager or group of wagers by the Source System or Server.

The data type or standard for this field is a 25 element character array (char[25])

9.1.5 WM1.5 – Customer ID

This field represents the business entity accepting the retail wagers from patrons; i.e. track, OTB, account wagering service. It has a direct simulcast contract with the Host.

The data type or standard for this field is the same as WM1.3.

9.1.6 WM1.6 – Device ID

This is a unique number assigned to each device that accepts wagers; this number will be assigned by the CVS provider.

The data type or standard for this field is a 64 bit integer.

9.1.7 WM1.7 – Host ID

A field that represents the Pari-Mutuel host for a wagering pool; the identifier will be assigned by the CVS provider.

The data type or standard for this field is the same as WM1.3.

9.1.8 WM1.8 – Host Tote Hub ID

The Host Tote Hub ID is an identifier for the Tote system providing wager processing services to the host.

The data type or standard for this field is the same as WM1.3.

9.1.9 WM1.9 – Wager Sequence Number

This is a unique number or value assigned to each of the wagers since information from WM1.9 down can be repeated.

The data type or standard for this field is an 8 bit Integer.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.1.10 WM1.10 – Pricing Date

This is the date that the wager or group of wagers will be priced at Pari-Mutuel Host. It is included in order to handle future wagers.

The data type or standard for this field is ISO 8601. (YYYY-MM-DD)

9.1.11 WM1.11 – Card ID

The Card ID is a unique identifier that represents a live racing track and race card.

The data type or standard for this field is the same as WM1.9.

9.1.12 WM1.12 – Race Number

The race number represents a specific race within the race card. (Collation Race)

The data type or standard for this field is the same as WM1.11.

9.1.13 WM1.13 – Pool

This represents the pool into which the wagers are being placed. A list of allowable pools is enumerated in the ITSP protocol and is duplicated in the appendix.

The data type or standard for this field is the same as WM1.11.

9.1.14 WM1.14 – Source Wager String

This field is a descriptive string of the original wager as formatted on the source system. It is intended as a reference in the Security Database so it can be understood how the deconstructed bets were originally placed by the customer. It contains the stake, pool, and runners.

The data type or standard for this field is a 255 element character array (char[255]) encompassing all printable ANSI characters.

9.1.15 WM1.15 – Base Amount

The Base Amount represents the customer's desired wager amount on the unit or straight bet element. For example, a \$3 TriBox on 1-2-3 would in fact total \$18.00 but the base amount on the deconstructed part-wheels would each be \$3.00. The base amount is expressed in the lowest monetary unit which in the United States would be pennies.

The data type or standard for this field is monetary data values from -2⁶³ (-922,337,203,685,477.5808) through 2⁶³ - 1 (+922,337,203,685,477.5807), with accuracy to a ten-thousandth of a monetary unit. Storage size is 8 bytes.

9.1.16 WM1.16 – Total Amount

The total amount represents the amount of the entire transaction. The amount is expressed in the lowest monetary unit which in the United States would be pennies.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

The data type or standard for this field is the same as WM1.15.

9.1.17 WM1.17 – Runners By Leg

The Betting interests.

The data type or standard for this field is a character array (char[255]) of numbers and symbols. ([0..9] -/,())
 Example: 1,3,4-7/1-3/1,9 → 1st Leg 1,3,4,5,6, and 7 with 2nd Leg 1,2, and 3 with 3rd Leg 1, and 9

9.1.18 WM1.18 – Funds Source

The funds source field is a value which represents a set of choices in an enumeration of funding possibilities including Cash, Named Account, Blind Account, Voucher, Winner, Credit, etc. The values are listed in a comma separated string.

The data type or standard for this field is the same as WM1.14.

9.1.19 WM1.19 – Account Number

This field is a unique value representation of an account number that points to a specific account on a guest system. The field will be blank if the wager did not come from and Account Wagering system or sub-system.

The data type or standard for this field is 50 element character array (char[50]) encompassing all printable ANSI characters.

9.1.20 WM1.20 – Currency

This field describes the type of currency in which the bet request was transferred to the Host.

The data type or standard for this field is ISO 4217

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Element #	Element Name	Date Type / Standard
WM1.1	Message Type	Char[25]
WM1.2	Date Time	ISO 8601 @ UTC
WM1.3	Source ID	32 bit Integer
WM1.4	Source Serial Number	Char[25]
WM1.5	Customer ID	32 bit Integer
WM1.6	Device ID	64 bit Integer
WM1.7	Host ID	32 bit Integer
WM1.8	Host Tote Hub ID	32 bit Integer
WM1.9	Wager Sequence Number	8 bit Integer
WM1.10	Pricing Date	ISO 8601
WM1.11	Card ID	8 bit Integer
WM1.12	Race Number	8 bit Integer
WM1.13	Pool	8 bit Integer
WM1.14	Source Wager String	Char[255]
WM1.15	Base Amount	Decimal
WM1.16	Total Amount	Decimal
WM1.17	Runners By Leg	Char[255]
WM1.18	Funds Source	Char[255]
WM1.19	Account Number	Char[50]
WM1.20	Currency	ISO 4217

Table 3 - WM1 - Wager Message

9.1.21 WM1 - Wager Request Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
<wagerRequestMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Wager Request</messageType>
  <messageID>
    <dateTime>20041226T130101</dateTime>
    <sourceID>1234</sourceID>
    <customerID>9999</customerID>
    <deviceID>4567829</deviceID>
    <hostID>25</hostID>
    <hostToteHubID>13</hostToteHubID>
  </messageID>
  <sourceSerialNumber>ABF001234FDE</sourceSerialNumber>
  <wager>
    <wagerSequenceNumber>1</wagerSequenceNumber>
    <pricingDate>20041226</pricingDate>
    <cardID>1</cardID>
    <raceNumber>1</raceNumber>
    <pool>3</pool>
    <sourceWagerString>R1-$2-SHO-3</sourceWagerString>
    <baseAmount>200.0000</baseAmount>
    <totalAmount>200.0000</totalAmount>
    <runnersByLeg>3</runnersByLeg>
  </wager>
</wagerRequestMessage>
```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

    <fundsSource>Cash</fundsSource>
    <accountNumber></accountNumber>
    <currency>USD</currency>
</wager>
<wager>
    <wagerSequenceNumber>2</wagerSequenceNumber>
    <pricingDate>20041226</pricingDate>
    <cardID>1</cardID>
    <raceNumber>1</raceNumber>
    <pool>2</pool>
    <sourceWagerString>R1-$4-PLC-4</sourceWagerString>
    <baseAmount>400.0000</baseAmount>
    <totalAmount>400.0000</totalAmount>
    <runnersByLeg>4</runnersByLeg>
    <fundsSource>Cash</fundsSource>
    <accountNumber></accountNumber>
    <currency>USD</currency>
</wager>
</wagerRequestMessage>

```

9.2 WM2 - Wager Response

The wager response message would be the host's response to the wager request. It supplies the Host Serial Number if the wager was successful or provides information about why the wager was rejected.

9.2.1 WM2.1 – Message Type

This is the same as WM1.1.

9.2.2 WM2.2 - Date Time

This is the same as WM1.2.

9.2.3 WM2.3 - Source ID

This is the same as WM1.3.

9.2.4 WM2.4 - Source Serial Number

This is the same as WM1.4

9.2.5 WM2.5 - Customer ID

This is the same as WM1.5.

9.2.6 WM2.6 - Device ID

This is the same as WM1.6.

9.2.7 WM2.7 - Host ID

This is the same as WM1.7.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.2.8 WM2.8 - Host Tote Hub ID

This is the same as WM1.8.

9.2.9 WM2.9 – Host Serial Number

This is a unique number or value assigned to the wager or group of wagers by the Host Tote system or hub.

The data type or standard for this field is the same as WM1.4.

9.2.10 WM2.10 – Sequence Number

This is the same as WM1.9.

9.2.11 WM2.11 – Wager Status

This field will indicate (as does the presence of a Host Serial Number) the acceptance of a wager, or in the case of a wager rejection, a code as to the reason for the rejection.

The data type or standard for this field is the same as WM1.3.

9.2.12 WM2.12 – Number of Bets

This field will indicate the number of individual bets the wager contained.

The data type or standard for this field is the same as WM1.3.

Element #	Element Name	Date Type / Standard
WM2.1	Message Type	Char[25]
WM2.2	Date Time	ISO 8601 @ UTC
WM2.3	Source ID	32 bit Integer
WM2.4	Source Serial Number	Char[25]
WM2.5	Customer ID	32 bit Integer
WM2.6	Device ID	64 bit Integer
WM2.7	Host ID	32 bit Integer
WM2.8	Host Tote Hub ID	32 bit Integer
WM2.9	Host Serial Number	Char[25]
WM2.10	Wager Sequence Number	8 bit Integer
WM2.11	Wager Status	32 bit Integer
WM2.12	Number of Bets	32 bit Integer

Table 4 - WM2 - Wager Response

9.2.13 WM2 - Wager Response Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
```

Confidential

CDI, MEC, NJSEA, NYRA,
NTRA, TJC, TRA, WEG,
2006

Page 48

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```
<wagerResponseMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Wager Response</messageType>
  <messageID>
    <dateTime>2004-12-26T13:01:01</dateTime>
    <sourceID>1234</sourceID>
    <customerID>9999</customerID>
    <deviceID>4567829</deviceID>
    <hostID>25</hostID>
    <hostToteHubID>13</hostToteHubID>
  </messageID>
  <sourceSerialNumber>ABF001234FDE</sourceSerialNumber>
  <hostSerialNumber>ABCDEF1234567890</hostSerialNumber>
  <wagerStatus>1024</wagerStatus>
</wagerResponseMessage>
```

9.3 WM3 - Cancel Wager Request

This message originates with the remote site and simply asks the host to cancel a previous wager. The host will comply provided that certain conditions as indicated by BR2 are met.

9.3.1 WM3.1 – Message Type

This is the same as WM1.1.

9.3.2 WM3.2 - Date Time

This is the same as WM1.2.

9.3.3 WM3.3 - Source ID

This is the same as WM1.3.

9.3.4 WM3.4 - Source Serial Number

This is the same as WM1.4

9.3.5 WM3.5 - Customer ID

This is the same as WM1.5.

9.3.6 WM3.6 - Device ID

This is the same as WM1.6.

9.3.7 WM3.7 - Host ID

This is the same as WM1.7.

9.3.8 WM3.8 - Host Tote Hub ID

This is the same as WM1.8.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.3.9 WM3.9 – Host Serial Number

This is a unique number or value assigned to the wager or group of wagers by the Host Tote system or hub.

The data type or standard for this field is the same as WM1.4.

Element #	Element Name	Date Type / Standard
WM3.1	Message Type	Char[25]
WM3.2	Date Time	ISO 8601 @ UTC
WM3.3	Source ID	32 bit Integer
WM3.4	Source Serial Number	Char[25]
WM3.5	Customer ID	32 bit Integer
WM3.6	Device ID	64 bit Integer
WM3.7	Host ID	32 bit Integer
WM3.8	Host Tote Hub ID	32 bit Integer
WM3.9	Host Serial Number	Char[25]

Table 5 - WM3 - Cancel Wager Request

9.3.10 WM3 – Cancel Wager Request Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
<wagerCancelRequestMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Wager Cancel</messageType>
  <messageID>
    <dateTime>2004-12-26T13:01:01</dateTime>
    <sourceID>1234</sourceID>
    <customerID>9999</customerID>
    <deviceID>4567829</deviceID>
    <hostID>25</hostID>
    <hostToteHubID>13</hostToteHubID>
  </messageID>
  <sourceSerialNumber>ABF001234FDE</sourceSerialNumber>
  <hostSerialNumber>ABCDEF1234567890</hostSerialNumber>
</wagerCancelRequestMessage>
```

9.4 WM4 – Cash Wager Request

This message originates with the remote site and asks the host to provide the cash details for a wager. The message is identical to the cancel wager request except for the Message Type.

9.4.1 WM4.1 – Message Type

This is the same as WM1.1.

9.4.2 WM4.2 - Date Time

This is the same as WM1.2.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.4.3 *WM4.3 - Source ID*

This is the same as WM1.3.

9.4.4 *WM4.4 - Source Serial Number*

This is the same as WM1.4

9.4.5 *WM4.5 - Customer ID*

This is the same as WM1.5.

9.4.6 *WM4.6 - Device ID*

This is the same as WM1.6.

9.4.7 *WM4.7 - Host ID*

This is the same as WM1.7.

9.4.8 *WM4.8 - Host Tote Hub ID*

This is the same as WM1.8.

9.4.9 *WM4.9 – Host Serial Number*

This is a unique number or value assigned to the wager or group of wagers by the Host Tote system or hub.

The data type or standard for this field is the same as WM1.4.

Element #	Element Name	Date Type / Standard
WM4.1	Message Type	Char[25]
WM4.2	Date Time	ISO 8601 @ UTC
WM4.3	Source ID	32 bit Integer
WM4.4	Source Serial Number	Char[25]
WM4.5	Customer ID	32 bit Integer
WM4.6	Device ID	64 bit Integer
WM4.7	Host ID	32 bit Integer
WM4.8	Host Tote Hub ID	32 bit Integer
WM4.9	Host Serial Number	Char[25]

Table 6 - WM4 - Cash Request

9.4.10 *WM4 – Cash Request Sample Message*

```
<?xml version="1.0" encoding="utf-8" ?>
<cashRequestMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Cash Request</messageType>
  <messageID>
```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

<dateTime>2004-12-26T13:01:01</dateTime>
<sourceID>1234</sourceID>
<customerID>9999</customerID>
<deviceID>4567829</deviceID>
<hostID>25</hostID>
<hostToteHubID>13</hostToteHubID>
</messageID>
<sourceSerialNumber>ABF001234FDE</sourceSerialNumber>
<hostSerialNumber>ABCDEF1234567890</hostSerialNumber>
</cashRequestMessage>

```

9.5 WM5 – Wager Cash/Cancel Response

The wager cash/cancel response message would be the host's response to the wager cash request or wager cancel request. It supplies the same information as the wager response with the addition of value details.

9.5.1 WM5.1 – Message Type

This is the same as WM1.1.

9.5.2 WM5.2 - Date Time

This is the same as WM1.2.

9.5.3 WM5.3 - Source ID

This is the same as WM1.3.

9.5.4 WM5.4 - Source Serial Number

This is the same as WM1.4

9.5.5 WM5.5 - Customer ID

This is the same as WM1.5.

9.5.6 WM5.6 - Device ID

This is the same as WM1.6.

9.5.7 WM5.7 - Host ID

This is the same as WM1.7.

9.5.8 WM5.8 - Host Tote Hub ID

This is the same as WM1.8.

9.5.9 WM5.9 – Host Serial Number

This is a unique number or value assigned to the wager or group of wagers by the Host Tote system or hub.

The data type or standard for this field is the same as WM1.4.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.5.10 WM5.10 – Wager Sequence Number

This field is the same as WM1.9

9.5.11 WM5.11 – Wager Status

This field will indicate disposition of a wager (non-winner, winner, winner with IRS, refund, still alive).

The data type or standard for this field is the same as WM1.3.

9.5.12 WM5.12 – Wager Value

This field represents the ultimate disposition of the wager and its final value to the customer.

The data type or standard for this field is the same as WM1.15.

9.5.13 WM5.13 – Currency

This field is the same as WM1.20.

Element #	Element Name	Date Type / Standard
WM5.1	Message Type	Char[25]
WM5.2	Date Time	ISO 8601 @ UTC
WM5.3	Source ID	32 bit Integer
WM5.4	Source Serial Number	Char[25]
WM5.5	Customer ID	32 bit Integer
WM5.6	Device ID	64 bit Integer
WM5.7	Host ID	32 bit Integer
WM5.8	Host Tote Hub ID	32 bit Integer
WM5.9	Host Serial Number	Char[25]
WM5.10	Wager Sequence Number	8 bit Integer
WM5.11	Wager Status	32 bit Integer
WM5.12	Wager Value	Decimal
WM5.13	Currency	ISO 4217

Table 7 - WM5 - Wager Cash / Cancel Response

9.5.14 WM5 – Cash Response Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
<cashResponseMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Cash Request</messageType>
  <messageID>
    <dateTime>2004-12-26T13:01:01</dateTime>
```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

<sourceID>1234</sourceID>
<customerID>9999</customerID>
<deviceID>4567829</deviceID>
<hostID>25</hostID>
<hostToteHubID>13</hostToteHubID>
</messageID>
<sourceSerialNumber>ABF001234FDE</sourceSerialNumber>
<hostSerialNumber>ABCDEF1234567890</hostSerialNumber>
<cashDetail>
  <wagerSequenceNumber>2</wagerSequenceNumber>
  <wagerStatus>2048</wagerStatus>
  <wagerValue>4.25</wagerValue>
  <currency>USD</currecny>
</cashDetail>
<cashDetail>
  <wagerSequenceNumber>4</wagerSequenceNumber>
  <wagerStatus>2048</wagerStatus>
  <wagerValue>25.10</wagerValue>
  <currency>USD</currecny>
</cashDetail>
</cashResponseMessage>

```

9.6 WM6 - Pool Status

This message will handle the cases of opening, closing, or making pools (races) official.

9.6.1 WM6.1 - Date Time

This is the same as WM1.1.

9.6.2 WM6.2 - Host ID

This is the same as WM1.6.

9.6.3 WM6.3 - Host Tote Hub ID

This is the same as WM1.7.

9.6.4 WM6.4 – Card ID

The data type or standard for this field is the same as WM1.10.

9.6.5 WM6.5– Race Number

The data type or standard for this field is the same as WM1.10.

9.6.6 WM6.6– Pool

The data type or standard for this field is the same as WM1.10.

9.6.7 WM6.7 – Pool Status

The status would indicate whether the pool is open or closed.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

This is the same as WM1.2.

Element #	Element Name	Date Type / Standard
WM6.1	Date Time	ISO 8601 @ UTC
WM6.2	Host ID	32 bit Integer
WM6.3	Host Tote Hub ID	32 bit Integer
WM6.4	Card ID	32 bit Integer
WM6.5	Race Number	8 bit Integer
WM6.6	Pool	8 bit Integer
WM6.7	Pool Status	32 bit Integer

Table 8 - WM6 - Pool Status

9.6.8 WM6 – Pool Status Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
<poolStatusMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Pool Status</messageType>
  <header>
    <dateTime>2004-12-26T13:01:01</dateTime>
    <hostID>25</hostID>
    <hostToteHubID>13</hostToteHubID>
    <cardID>321456</cardID>
    <race>4</race>
  </header>
  <poolStatusDetail>
    <pool>1</pool>
    <status>OPEN</status>
  </poolStatusDetail>
  <poolStatusDetail>
    <pool>2</pool>
    <status>OPEN</status>
  </poolStatusDetail>
  <poolStatusDetail>
    <pool>3</pool>
    <status>OPEN</status>
  </poolStatusDetail>
  <poolStatusDetail>
    <pool>6</pool>
    <status>OPEN</status>
  </poolStatusDetail>
  <poolStatusDetail>
    <pool>9</pool>
    <status>OPEN</status>
  </poolStatusDetail>
</poolStatusMessage>
```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

9.7 WM7 - Scratch/Add Betting Interest

9.7.1 WM7.1 - Date Time

This is the same as WM1.1.

9.7.2 WM7.2 - Host ID

This is the same as WM1.6.

9.7.3 WM7.3 - Host Tote Hub ID

This is the same as WM1.7.

9.7.4 WM7.4 – Card ID

The data type or standard for this field is the same as WM1.10.

9.7.5 WM7.5– Race Number

The data type or standard for this field is the same as WM1.10.

9.7.6 WM7.6– Live Runner String

The data type or standard for this field is the same as WM1.16.

Element #	Element Name	Date Type / Standard
WM6.1	Date Time	ISO 8601 @ UTC
WM6.2	Host ID	32 bit Integer
WM6.3	Host Tote Hub ID	32 bit Integer
WM6.4	Card ID	32 bit Integer
WM6.5	Race Number	8 bit Integer
WM6.6	Live Runner String	Char[255]

Table 9 - WM7 - Scratch/Add Betting Interest

9.7.7 WM7 – Betting Interests Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
<bettingInterestMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Betting Interest Status</messageType>
  <header>
    <dateTime>2004-12-26T13:01:01</dateTime>
    <hostID>25</hostID>
    <hostToteHubID>13</hostToteHubID>
    <cardID>321456</cardID>
    <race>4</race>
  </header>
  <bettingInterests>1-L,1A-L,2-L,3-L,4-S,5-L,6-L,7-S,8-L,9-L,10-L</bettingInterests>
```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

</bettingInterestMessage>

10. Initialization Channel Messages

10.1 IM1 – Initialization Request

This message assumes that the device making the request has gone through the authorization process and now knows which events it is allowed to take and the address of the corresponding host(s).

10.1.1 IM1.1 – Date-Time

The data type or standard for this field is ISO 8601. (YYYY-MM-DDThh:mm:ss)

10.1.2 IM1.2 – Source ID

The data type or standard for this field is the same as WM1.2.

10.1.3 IM1.3 – Customer ID

The data type or standard for this field is the same as WM1.2.

10.1.4 IM1.4 – Device ID

The data type or standard for this field is the same as WM1.5.

10.1.5 IM1.5 – Host ID

The data type or standard for this field is the same as WM1.6.

10.1.6 IM1.6 – Host Tote Hub ID

The data type or standard for this field is the same as WM1.2.

10.1.7 IM1.7 – Card ID

The data type or standard for this field is the same as WM1.10.

Element #	Element Name	Date Type / Standard
IM1.1	Date Time	ISO 8601 @ UTC
IM1.2	Source ID	32 bit Integer
IM1.3	Customer ID	32 bit Integer
IM1.4	Device ID	32 bit Integer
IM1.5	Host ID	32 bit Integer
IM1.6	Host Tote Hub ID	32 bit Integer
IM1.7	Card ID	32 bit Integer

Table 10 – IM1- Initialization Request

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

10.1.8 IM1 – Initialization Request Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
<initRequestMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Init Request</messageType>
  <messageID>
    <dateTime>2004-12-26T13:01:01</dateTime>
    <sourceID>1234</sourceID>
    <customerID>9999</customerID>
    <deviceID>4567829</deviceID>
    <hostID>25</hostID>
    <hostToteHubID>13</hostToteHubID>
  </messageID>
  <cardID>345672</cardID>
</initRequestMessage>
```

10.2 IM2 – Initialization Response

10.2.1 IM2.1 – Date-Time

The data type or standard for this field is ISO 8601. (YYYY-MM-DDThh:mm:ss)

10.2.2 IM2.2 – Source ID

The data type or standard for this field is the same as WM1.2.

10.2.3 IM2.3 – Customer ID

The data type or standard for this field is the same as WM1.2.

10.2.4 IM2.4 – Device ID

The data type or standard for this field is the same as WM1.5.

10.2.5 IM2.5 – Host ID

The data type or standard for this field is the same as WM1.6.

10.2.6 IM2.6 – Host Tote Hub ID

The data type or standard for this field is the same as WM1.2.

10.2.7 IM2.7 – Card ID

The data type or standard for this field is the same as WM1.10.

10.2.8 IM2.8 – Race

The data type or standard for this field is the same as WM1.12.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

10.2.9 IM2.9 – Pool

The data type or standard for this field is the same as WM1.12.

10.2.10 IM2.10 – Pool Status

The data type or standard for this field is the same as WM1.4.

10.2.11 IM2.11 – Pool Unit

The data type or standard for this field is the same as WM1.15.

10.2.12 IM2.12 – Minimum Payoff

The data type or standard for this field is the same as WM1.15.

10.2.13 IM2.13 – Break

The data type or standard for this field is the same as WM1.15.

10.2.14 IM2.14 – Commission Name

The data type or standard for this field is the same as WM1.4.

10.2.15 IM2.15 – Commission Rate

The data type or standard for this field is the same as WM1.15.

10.2.16 IM2.16 – Rounding

The data type or standard for this field is the same as WM1.15.

Element #	Element Name	Date Type / Standard
IM2.1	Date Time	ISO 8601 @ UTC
IM2.2	Source ID	32 bit Integer
IM2.3	Customer ID	32 bit Integer
IM2.4	Device ID	32 bit Integer
IM2.5	Host ID	32 bit Integer
IM2.6	Host Tote Hub ID	32 bit Integer
IM2.7	Card ID	32 bit Integer
IM2.8	Race	8 bit Integer
IM2.9	Pool	8 bit Integer
IM2.10	Pool Status	Char[25]
IM2.11	Pool Unit	Decimal
IM2.12	Minimum Payoff	Decimal
IM2.13	Break	Decimal
IM2.14	Commission Name	Char[25]
IM2.16	Rounding	Decimal

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Table 11 – IM2 - Initialization Parameter Response

10.2.17 IM2 – Initialization Response Sample Message

```
<?xml version="1.0" encoding="utf-8" ?>
<initResponseMessage xmlns="http://tempuri.org/po.xsd" >
  <messageType>Init Response</messageType>
  <messageID>
    <dateTime>2004-12-26T13:01:01</dateTime>
    <sourceID>1234</sourceID>
    <customerID>9999</customerID>
    <deviceID>4567829</deviceID>
    <hostID>25</hostID>
    <hostToteHubID>13</hostToteHubID>
  </messageID>
  <cardID>345672</cardID>
  <eventDate>2004-12-26T14:00:00</eventDate>
  <race>
    <number>1</number>
    <raceName>Big Stakes</raceName>
    <poolStatusDetail>
      <pool>1</pool>
      <status>CLOSED</status>
      <poolConfig>
        <poolUnit>1.00</poolUnit>
        <minPayoff>0.05</minPayoff>
        <break>0.05</break>
        <commissions>
          <commissionName>Track</commissionName>
          <rate>13.5</rate>
          <rounding>.005</rounding>
        </commissions>
        <commissions>
          <commissionName>State</commissionName>
          <rate>2.5</rate>
          <rounding>.005</rounding>
        </commissions>
      </poolConfig>
    </poolStatusDetail>
    <poolStatusDetail>
      <pool>2</pool>
      <status>CLOSED</status>
      <poolConfig>
        <poolUnit>1.00</poolUnit>
        <minPayoff>0.05</minPayoff>
        <break>0.05</break>
      </poolConfig>
    </poolStatusDetail>
  </race>
</initResponseMessage>
```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

    <commissions>
      <commissionName>Track</commissionName>
      <rate>13.5</rate>
      <rounding>.005</rounding>
    </commissions>
    <commissions>
      <commissionName>State</commissionName>
      <rate>2.5</rate>
      <rounding>.005</rounding>
    </commissions>
  </poolConfig>
</poolStatusDetail>
<poolStatusDetail>
  <pool>3</pool>
  <status>CLOSED</status>
  <poolConfig>
    <poolUnit>1.00</poolUnit>
    <minPayoff>0.05</minPayoff>
    <break>0.05</break>
    <commissions>
      <commissionName>Track</commissionName>
      <rate>13.5</rate>
      <rounding>.005</rounding>
    </commissions>
    <commissions>
      <commissionName>State</commissionName>
      <rate>2.5</rate>
      <rounding>.005</rounding>
    </commissions>
  </poolConfig>
</poolStatusDetail>
<poolStatusDetail>
  <pool>5</pool>
  <status>CLOSED</status>
  <poolConfig>
    <poolUnit>1.00</poolUnit>
    <minPayoff>0.05</minPayoff>
    <break>0.05</break>
    <commissions>
      <commissionName>Track</commissionName>
      <rate>13.5</rate>
      <rounding>.005</rounding>
    </commissions>
    <commissions>
      <commissionName>State</commissionName>
      <rate>2.5</rate>
      <rounding>.005</rounding>
    </commissions>
  </poolConfig>
</poolStatusDetail>
</race>
<race>
  <number>2</number>
  <raceName></raceName>

```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

<poolStatusDetail>
  <pool>1</pool>
  <status>CLOSED</status>
  <poolConfig>
    <poolUnit>1.00</poolUnit>
    <minPayoff>0.05</minPayoff>
    <break>0.05</break>
    <commissions>
      <commissionName>Track</commissionName>
      <rate>13.5</rate>
      <rounding>.005</rounding>
    </commissions>
    <commissions>
      <commissionName>State</commissionName>
      <rate>2.5</rate>
      <rounding>.005</rounding>
    </commissions>
  </poolConfig>
</poolStatusDetail>
<poolStatusDetail>
  <pool>2</pool>
  <status>CLOSED</status>
  <poolConfig>
    <poolUnit>1.00</poolUnit>
    <minPayoff>0.05</minPayoff>
    <break>0.05</break>
    <commissions>
      <commissionName>Track</commissionName>
      <rate>13.5</rate>
      <rounding>.005</rounding>
    </commissions>
    <commissions>
      <commissionName>State</commissionName>
      <rate>2.5</rate>
      <rounding>.005</rounding>
    </commissions>
  </poolConfig>
</poolStatusDetail>
<poolStatusDetail>
  <pool>3</pool>
  <status>CLOSED</status>
  <poolConfig>
    <poolUnit>1.00</poolUnit>
    <minPayoff>0.05</minPayoff>
    <break>0.05</break>
    <commissions>
      <commissionName>Track</commissionName>
      <rate>13.5</rate>
      <rounding>.005</rounding>
    </commissions>
    <commissions>
      <commissionName>State</commissionName>
      <rate>2.5</rate>
      <rounding>.005</rounding>
    </commissions>
  </poolConfig>
</poolStatusDetail>

```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

        </commissions>
    </poolConfig>
</poolStatusDetail>
<poolStatusDetail>
    <pool>6</pool>
    <status>CLOSED</status>
    <poolConfig>
        <poolUnit>1.00</poolUnit>
        <minPayoff>0.05</minPayoff>
        <break>0.05</break>
        <commissions>
            <commissionName>Track</commissionName>
            <rate>13.5</rate>
            <rounding>.005</rounding>
        </commissions>
        <commissions>
            <commissionName>State</commissionName>
            <rate>2.5</rate>
            <rounding>.005</rounding>
        </commissions>
    </poolConfig>
</poolStatusDetail>
</race>
</initResponseMessage>

```

11. Display Channel Messages

11.1 DM1 Minutes to Post

11.1.1 DM1.1 - Date Time

This is the same as WM1.1.

11.1.2 DM1.2 - Host ID

This is the same as WM1.6.

11.1.3 DM1.3 - Host Tote Hub ID

This is the same as WM1.7.

11.1.4 DM1.4 – Card ID

The data type or standard for this field is the same as WM1.10.

11.1.5 DM1.5– Race Number

The data type or standard for this field is the same as WM1.10.

11.1.6 DM1.6– Minutes to Post

The data type or standard for this field is the same as WM1.6.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Element #	Element Name	Date Type / Standard
DM1.1	Date Time	ISO 8601 @ UTC
DM1.2	Host ID	32 bit Integer
DM1.3	Host Tote Hub ID	32 bit Integer
DM1.4	Card ID	32 bit Integer
DM1.5	Race Number	8 bit Integer
DM1.6	Minutes to Post	32 bit Integer

Table 12 – DM1 - Minutes to Post

More display messages will be defined in the next draft.

12. Authorization Channel Messages

Most of the elements of the Authorization messages can not be specified at this time since a security mechanism or technology has not been chosen. See Use Case #?.

12.1 AM1 Authorization Request

The end device will make a request of the Central Validation Source in order to receive it's security token, get it's list of authorized events, and the list of host addresses so that it can start making requests for Initialization Parameters.

12.2 AM2 Authorization Response

The response will contain the security token, list of authorized events, and the addresses of the hosts for those events.

13. XML Schema

```
<?xml version="1.0" encoding="utf-8" ?>
<xs:schema targetNamespace="http://tempuri.org/XMLSchema.xsd"
elementFormDefault="qualified"
xmlns="http://tempuri.org/XMLSchema.xsd"
xmlns:mstns="http://tempuri.org/XMLSchema.xsd"
xmlns:xs="http://www.w3.org/2001/XMLSchema">
  <xs:annotation>
    <xs:documentation xml:lang="en">
      Message schema for WTP
      Copyright 2004 Magna Entertainment Corp. All rights reserved.
      Copyright 2004 Churchill Downs Inc. All rights reserved.
      Copyright 2004 New York Racing Association All rights reserved.
      Copyright 2004 New Jersey Sports and Exhibition Authority All rights
reserved.
      Copyright 2004 Woodbine Entertainment Group All rights reserved.
    </xs:documentation>
  </xs:annotation>
</xs:schema>
```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

</xs:annotation>
<xs:element name="wagerRequest" type="WagerRequestMessageType" />
<xs:complexType name="WagerRequestMessageType">
  <xs:sequence>
    <xs:element name="messageType" type="xs:string" />
    <xs:element name="messageID" type="MessageIDType" />
    <xs:element name="sourceSerialNumber" type="xs:string" />
    <xs:element name="wagers" type="WagerType" />
  </xs:sequence>
</xs:complexType>
<xs:complexType name="MessageIDType">
  <xs:sequence>
    <xs:element name="dateTime" type="xs:dateTime" />
    <xs:element name="sourceID" type="xs:integer" />
    <xs:element name="customerID" type="xs:integer" />
    <xs:element name="deviceID" type="xs:long" />
    <xs:element name="hostID" type="xs:integer" />
    <xs:element name="hostToteHubID" type="xs:integer" />
  </xs:sequence>
</xs:complexType>
<xs:complexType name="BroadcastHeaderType">
  <xs:sequence>
    <xs:element name="dateTime" type="xs:dateTime" />
    <xs:element name="hostID" type="xs:integer" />
    <xs:element name="hostToteHubID" type="xs:integer" />
    <xs:element name="cardID" type="xs:integer" />
    <xs:element name="race" type="xs:short" />
  </xs:sequence>
</xs:complexType>
<xs:complexType name="WagerType">
  <xs:sequence>
    <xs:element name="wager" minOccurs="1" maxOccurs="unbounded">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="wagerSequenceNumber" type="xs:short" />
          <xs:element name="pricingDate" type="xs:date" />
          <xs:element name="cardID" type="xs:short" />
          <xs:element name="raceNumber" type="xs:short" />
          <xs:element name="pool" type="xs:short" />
          <xs:element name="sourceWagerString" type="xs:string" />
          <xs:element name="baseAmount" type="xs:decimal" />
          <xs:element name="totalAmount" type="xs:decimal" />
          <xs:element name="runnersByLeg" type="xs:string" />
          <xs:element name="fundsSource" type="xs:string" />
          <xs:element name="accountNumber" type="xs:string" />
          <xs:element name="currency" type="xs:string" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>
<xs:complexType name="CashDetailType">
  <xs:sequence>
    <xs:element name="cashDetail" minOccurs="1" maxOccurs="unbounded">

```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

    <xs:complexType>
      <xs:sequence>
        <xs:element name="wagerSequenceNumber" type="xs:short" />
        <xs:element name="wagerStatus" type="xs:integer" />
        <xs:element name="wagerValue" type="xs:decimal" />
        <xs:element name="currency" type="xs:string" />
      </xs:sequence>
    </xs:complexType>
  </xs:element>
</xs:sequence>
</xs:complexType>
<xs:complexType name="RaceType">
  <xs:sequence>
    <xs:element name="race" minOccurs="0" maxOccurs="unbounded">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="number" type="xs:short" />
          <xs:element name="raceName" type="xs:string" />
          <xs:element name="pool" type="PoolStatusDetailType"
minOccurs="0" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>
<xs:complexType name="PoolStatusDetailType">
  <xs:sequence>
    <xs:element name="poolStatusDetail" minOccurs="1"
maxOccurs="unbounded">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="pool" type="xs:short" />
          <xs:element name="status" type="xs:string" />
          <xs:element name="poolConfig" type="PoolConfigType"
minOccurs="0" maxOccurs="1" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>
<xs:complexType name="PoolConfigType">
  <xs:sequence>
    <xs:element name="poolConfig" minOccurs="1" maxOccurs="1">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="poolUnit" type="xs:decimal" />
          <xs:element name="minPayoff" type="xs:decimal" />
          <xs:element name="break" type="xs:decimal" />
          <xs:element name="commissions" type="CommissionsType" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>

```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

<xs:complexType name="CommissionsType">
  <xs:sequence>
    <xs:element name="commissions" minOccurs="1" maxOccurs="unbounded">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="commissionName" type="xs:string" />
          <xs:element name="rate" type="xs:decimal" />
          <xs:element name="rounding" type="xs:decimal" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>
<xs:element name="wagerResponseMessage" type="WagerResponseMessageType" />
<xs:complexType name="WagerResponseMessageType">
  <xs:sequence>
    <xs:element name="messageType" type="xs:string" />
    <xs:element name="messageID" type="MessageIDType" />
    <xs:element name="sourceSerialNumber" type="xs:string" />
    <xs:element name="hostSerialNumber" type="xs:string" />
    <xs:element name="wagerResponse" type="xs:integer" />
  </xs:sequence>
</xs:complexType>
<xs:element name="wagerCancelRequestMessage"
type="WagerCancelRequestMessageType" />
<xs:complexType name="WagerCancelRequestMessageType">
  <xs:sequence>
    <xs:element name="messageType" type="xs:string" />
    <xs:element name="messageID" type="MessageIDType" />
    <xs:element name="sourceSerialNumber" type="xs:string" />
    <xs:element name="hostSerialNumber" type="xs:string" />
  </xs:sequence>
</xs:complexType>
<xs:element name="cashRequestMessage" type="CashRequestMessageType" />
<xs:complexType name="CashRequestMessageType">
  <xs:sequence>
    <xs:element name="messageType" type="xs:string" />
    <xs:element name="messageID" type="MessageIDType" />
    <xs:element name="sourceSerialNumber" type="xs:string" />
    <xs:element name="hostSerialNumber" type="xs:string" />
  </xs:sequence>
</xs:complexType>
<xs:element name="cashResponseMessage" type="CashResponseMessageType" />
<xs:complexType name="CashResponseMessageType">
  <xs:sequence>
    <xs:element name="messageType" type="xs:string" />
    <xs:element name="messageID" type="MessageIDType" />
    <xs:element name="sourceSerialNumber" type="xs:string" />
    <xs:element name="hostSerialNumber" type="xs:string" />
    <xs:element name="cashDetail" type="CashDetailType" />
  </xs:sequence>
</xs:complexType>
<xs:element name="poolStatusMessage" type="PoolStatusType" />
<xs:complexType name="PoolStatusType">

```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

```

    <xs:sequence>
      <xs:element name="messageType" type="xs:string" />
      <xs:element name="header" type="BroadcastHeaderType" />
      <xs:element name="poolStatusDetail" type="PoolStatusDetailType" />
    </xs:sequence>
  </xs:complexType>
  <xs:element name="bettingInterestMessage"
type="BettingInterestMessageType" />
  <xs:complexType name="BettingInterestMessageType">
    <xs:sequence>
      <xs:element name="messageType" type="xs:string" />
      <xs:element name="header" type="BroadcastHeaderType" />
      <xs:element name="bettingInterests" type="xs:string" />
    </xs:sequence>
  </xs:complexType>
  <xs:element name="initRequestMessage" type="InitRequestMessageType" />
  <xs:complexType name="InitRequestMessageType">
    <xs:sequence>
      <xs:element name="messageType" type="xs:string" />
      <xs:element name="messageID" type="MessageIDType" />
      <xs:element name="cardID" type="xs:integer" />
    </xs:sequence>
  </xs:complexType>
  <xs:element name="initResponseMessage" type="InitResponseMessageType" />
  <xs:complexType name="InitResponseMessageType">
    <xs:sequence>
      <xs:element name="messageType" type="xs:string" />
      <xs:element name="messageID" type="MessageIDType" />
      <xs:element name="cardID" type="xs:integer" />
      <xs:element name="eventDate" type="xs:dateTime" />
      <xs:element name="race" type="RaceType" minOccurs="1"
maxOccurs="unbounded"></xs:element>
    </xs:sequence>
  </xs:complexType>
</xs:schema>

```

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Glossary

14. Introduction to Glossary

14.1 Purpose

This document is used to define terminology specific to the problem domain, explaining terms that may be unfamiliar to the reader of the use-case descriptions or other project documents. Often, this document can be used as an informal data dictionary, capturing data definitions so that use-case descriptions and other project documents can focus on what the system must do with the information.

14.2 Scope

This document is meant to provide definitions of terms used through out the project documentation.

14.3 References

None

14.4 Overview

This document is broken into three sections. The first is this introduction while the second is the actual definitions of the projects terms. It is possible that the third section will remain empty since it is only used to describe UML stereotypes that are specific to a project and that aren't already contained within the Rational Unified Process and the XDE tool.

15. Definitions

15.1 Software Engineering Terms

The following definitions are restricted to the field of software engineering and software vendor products.

15.1.1 *ASP Model*

Application Service Provider is a model of software delivery whereby applications are centrally located and delivered to customers by means of a web or web client interface.

15.1.2 *CSV*

A file format – comma separated values.

15.1.3 *FTP*

An acronym for File Transfer Protocol, a protocol used to transfer files over the internet.

15.1.4 *ODBC*

An acronym for Open Database Connectivity, a database programming interface from Microsoft that provides a common language for Windows applications to access databases on a network.

15.1.5 *O/S*

An acronym that stands for “Operating System” which is the essential piece of software required to run a general purpose computer.

15.1.6 *Win2K*

This is a nickname to describe the Microsoft 2000 Operating System. The O/S has a server and a client configuration.

15.1.7 *WinXP*

This is a nickname to describe the Microsoft XP Operating System. The O/S is for client desktops and has a professional and a home version but any reference in project documentation would refer to the former. Where the home version is intended the narrative will explicitly indicate this.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

15.1.8 *Zip*

A file which has been compressed into the .ZIP file format.

15.2 **Project Specific**

The following definitions are those used in the field of WTP (Wagering Transmission Protocol).

15.2.1 *Device*

The actual hardware and software that makes a wager for / or by a customer.

15.2.2 *Export*

A race card at a Host facility where the Host allows guests to wager into commingled pools.

15.2.3 *Guest*

A tote hub or wagering subsystem that wagers on an *export* card from the Host. This term is usually synonymous with *remote*.

15.2.4 *Host System*

Also shortened to Host; this is the system (usually through a Tote Hub) that accepts wagers on a program (Race Card) that it has available for export (allows wagering from remote sources). This term means the pari-mutuel host, and is located in the jurisdiction that serves as the pari-mutuel host.

15.2.5 *ITSP*

This is the acronym for Inter-Tote System Protocol which is the current method that tote systems use to “talk” to each other for the purposes of commingled wagering.

15.2.6 *Race Card*

A Race Card is a set of races usually from one race track.

15.2.7 *Remote*

A wagering facility that wagers on a Host race card. Usually synonymous with the term *guest*.

15.2.8 *Transaction Serial Number*

A number or expression that uniquely identifies the transaction. There may be several of these associated with one transaction since many systems are involved but the important idea is that a specific identifier exists to track a transaction through all the systems that it traverses.

15.2.9 *WTP*

An information exchange protocol to communicate individual wager detail from the system accepting the wager to the host tote system for the live pari-mutuel event and that host’s verification that the wager is acceptable in content and timing. This protocol is also intended to provide the information from both the originating system and the live host to an independent third party database for security purposes.

15.2.10 *Host in Control (HiC)*

The host tote system for the pari-mutuel event is in control of the acceptance of every wager. This includes accepting the wager pool, the runners chosen and the timing of the close of wagering. The licensed operator of the originating system maintains responsibility for the financial management, and the legal and tax regulations for that jurisdiction.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

15.2.11 *Trust Broker*

The Central Validation Source (CVS) provider that verifies the authenticity of the participants and the devices used for wagering. This entity may use a combination of technology and administrative methods for this purpose.

15.2.12 *Digital Certificates*

A software marker that encrypts electronic transactions with a uniquely identifiable key. This insures that the identity of the participant is known and that the communication cannot be corrupted. See also Certificate Authority.

15.2.13 *Certificate Authority*

A system or organization that creates and distributes digital certificates. See also Digital Certificates.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Appendix A – Requirements List

Number	Description	Subsystem	Use-Case
R1	Wager Request	?	UC1
R2	Wager Response	?	UC1
R3	Ability to cancel a Wager		UC2
R4	Cancellation Criteria Met		UC2
R5	Ticket disposition (cash) information		UC3
R6	Disposition Verification		UC3
R7	Verify Remote Nodes		UC6
R8	Disseminate Event Information		UC7
R9	Available Cards		UC7
R10	Available Races		UC7
R11	Available Pools		UC7
R12	Available Entries		UC7
R13	Other Information		UC7
R14	Voucher Request		UC4
R15	Voucher Cash		UC5
R16	Net Pool Parameters		UC7
R17	Discovery of Central Validation Source		UC6
R18	Send MTP		UC9
R19	Send Win Odds and Pool Totals		UC9
R20	Send Probable Matrices		UC9
R21	Send Tri Leading Runners		UC9
R22	Send DD and Win3 Will Pays		UC9
R23	Send Prices		UC9
R24	Send Pool Status		UC10
R25	Send Runner Status		UC10
R26	Update Central Validation Source		UC8

Table A-1 List of Requirements

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

Appendix B – Useful Info

Link to list of Central Banks - <http://www.centralbanking.co.uk/links>

ISO 8601

This information has been obtained from <http://www.iso.ch/iso/en/prods-services/popstds/datesandtime.html>.

Date and time represents a specified time of a specified day. When use is made of the calendar date the representation is:

YYYY-MM-DDThh:mm:ss

where the capital letter T is used to separate the date and time components. Thus, for a very precise date and time, look at this:

Example: 2003-04-01T13:01:02 represents one minute and two seconds after one o'clock in the afternoon of 2003-04-01.

ISO 4217

This information has been obtained from <http://www.iso.org/iso/en/prods-services/popstds/currencycodes.html>.

The ISO 4217 currency code is usually composed of the country's two-character ISO 3166 country code, plus a one-character currency designator. For example, the code for Australian Dollars is simply Australia's two-character ISO 3166 code (AU) plus a one-character currency designator (D).

UTC – Coordinated Universal Time

Information on UTC can be found at <http://aa.usno.navy.mil/faq/docs/UT.html>.

ITSP Pool Codes

Reproduced from ITSP 05.19.

The valid <pool code> values are:

<u>Code</u>	<u>Name</u>	<u>Transfer</u>	<u>Description</u>
...	No Pool	None	No pool is specified.
WIN	Win	Single Leg	Choose the runner to finish first in one race.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

<i>PLC</i>	Place	Single Leg	Choose the runner to finish first or second in one race.
<i>SHW</i>	Show	Single Leg	Choose the runner to finish first, second, or third in one race.
<i>DD</i>	Daily Double	Double Leg	Choose the runner to finish first in two designated races.
<i>EX</i>	Exacta/Perfecta	Double Leg	Choose the runners to finish first and second in exact order in one race.
<i>QU</i>	Quinella	Double Leg Symmetric	Choose the runners to finish first and second in either order in one race.
<i>TRI</i>	Trifecta	Triple Leg	Choose the runners to finish first, second, and third in exact order in one race.
<i>SPR</i>	Superfecta	Late Scan	Choose the runners to finish first, second, third, and fourth in exact order in one race.
<i>BP</i>	Big Perfecta	Double Leg	Choose the runners to finish first and second in exact order for two designated races with an exchange to the second race.
<i>BQ</i>	Big Quinella	Double Leg Symmetric	Choose the runners to finish first and second in either order for two designated races with an exchange to the second race.
<i>QD</i>	Quinella Double	Double Leg Symmetric	Early Scan Choose runners to finish first and second in either order, in each of two designated races.
<i>DE</i>	Double Exacta	Double Leg	Early Scan Choose runners to finish first and second in exact order, in each of two designated races.
<i>ITE</i>	Italian Double	Double Leg	(Duplice Accoppiata in order) Exacta Pool / Late Scan Choose the runners to finish first and second in exact order with an exchange to a designated second race, which could have either an <i>ITE</i> or an <i>ITQ</i> .
<i>ITQ</i>	Italian Double	Double Leg Symmetric	(Duplice Accoppiata not in order) Quinella Pool / Late Scan Choose the runners to finish first and second in either order with an exchange to a designated second race, which could have either an <i>ITE</i> or an <i>ITQ</i> .
<i>TT</i>	Twin Trifecta	Triple Leg	Choose the runners to finish first, second, and third in exact order for two designated races with an exchange to the second race.

WTP (Wagering Transmission Protocol) 1	Version: 1.03
Documentation Public Release	Date: 2006.08.12
G:\TRA-Online\WTP10.doc	

<i>TS</i>	Tri Super	Triple Leg/Late Scan	Choose the runners to finish first, second, and third in exact order for the first of two designated races with an exchange to the second race in which the runners are chosen to finish first, second, third, and fourth in exact order.
<i>SS</i>	Twin Superfecta	Late Scan/Late Scan	Choose the runners to finish first, second, third, and fourth in exact order for two designated races with an exchange to the second race.
<i>P03</i>	Pick Three	Triple Leg	Choose the runners to finish first in three designated races.
<i>Pnn</i>	Pick-N	Early Scan	Choose the runners to finish in a designated finish for <i>nn</i> designated races. The supported values for <i>nn</i> are from 4 through 12.
<i>ETS</i>	Ex-Tri-Spr	Double/Triple/Late Scan	Choose the runners to finish first and second in exact order in the first of three designated races with an exchange to the second race to choose the runners to finish first, second, and third in exact order with another exchange to the third race to choose the runners to finish first, second, third, and fourth in exact order.
<i>OMN</i>	Omni	Double Leg Symmetric	Choose two runners to finish first, second, or third in any order in one race.
<i>Enn</i>	Exact-N	Late Scan	Choose the runners to finish first through <i>nn</i> th in exact order in one race. The supported values for <i>nn</i> are 5 through 12.
<i>PPT</i>	Perfecta-Perfecta-	Late Scan	Choose runners to finish first and second in exact Trifecta order in each of two designated races, and to finish first, second and third in exact order in a third race.