**Title**

**Method and System for Commission-Based Replication of Contest Entries on a Wagering or Pick’em Platform**

**Abstract**

A method and system are provided for enabling users of a wagering or pick’em contest platform to share entries such that other users can replicate or partially replicate those entries, and wherein the original user receives a commission or incentive when replication occurs. The process facilitates social sharing of lineup data, incentivizes engagement, and enables automated tracking and commission distribution for tailed entries.

**Description**

**Technical Field**

The present invention relates generally to online gaming and wagering systems and, more particularly, to a method and system for enabling commission-based replication of user entries in a contest or pick’em environment.

**Background**

Existing online wagering and fantasy contest platforms allow users to submit contest entries and share information socially. However, these systems do not provide a mechanism by which a first user can directly benefit financially when another user replicates or submits an entry based on the first user’s shared entry. The disclosed system provides a structured, trackable, and automated way to attribute downstream entries to an originating entry and to allocate commission payments to the originating user.

**Summary of the Invention**

In one embodiment, a computer-implemented method comprises:

1. receiving, at a server, a first entry from a first user device associated with a first user;
2. generating a shareable object corresponding to the first entry, the shareable object including a link or encoded identifier that references the entry data;
3. transmitting the shareable object for display or distribution through in-platform messaging or external communication channels;
4. receiving, from a second user device, a request initiated by interaction with the shareable object;
5. retrieving and rendering, on the second user device, a representation of the first user’s entry or subset thereof;
6. prompting the second user to confirm, modify, or submit a replicated entry corresponding to the first entry;
7. receiving, from the second user, confirmation of the replicated entry including a wager or entry amount;
8. recording an association between the second user’s replicated entry and the originating first entry; and
9. allocating a commission or incentive to the first user based on at least one of: (a) the second user’s entry amount, (b) the number of replicated entries, or (c) the outcome of the replicated entry.

**Detailed Description**

In one implementation, a centralized server maintains user accounts, contest data, and entry metadata. When a first user (“User A”) submits a contest entry comprising a plurality of player selections or statistical predictions, the server generates a unique identifier linked to that entry. The identifier is embedded within a shareable URL, message token, or other reference element.

The shareable object may be transmitted via an in-app mechanism (e.g., friend feed, chat interface) or via out-of-platform mechanisms such as SMS, email, or social media.

When a second user (“User B”) activates the shareable link, the system authenticates the user and retrieves the entry associated with the identifier. The user interface then presents the entry data and optionally allows User B to replicate all or part of the entry, select different wager amounts, or otherwise modify the entry before submission.

Upon submission, the replicated entry is stored with a relational mapping to the originating entry and user. The system then automatically computes a commission amount owed to the originating user. The commission may represent a fixed percentage of the replicated entry’s stake, entry fee, or platform commission, and may be credited to User A’s platform account balance.

The system may further record all downstream entries derived from a given originating entry, allowing ongoing tracking of total commission earnings. Commission calculations may be triggered in real time or in batch settlement cycles.

This process may be implemented using a distributed computing architecture comprising user devices (e.g., smartphones, tablets, computers), one or more application servers executing the contest engine, and a payment processing subsystem that handles crediting and debiting of funds.

**Claims (example)**

1. **A computer-implemented method** comprising:
   * receiving a first entry submitted by a first user of a contest platform;
   * generating a shareable object comprising a reference to said first entry;
   * transmitting the shareable object for external or internal distribution;
   * receiving a request from a second user initiated by activation of said shareable object;
   * displaying, to the second user, a representation of the first entry;
   * receiving from the second user a confirmation of a replicated entry corresponding to the first entry; and
   * allocating a commission to the first user based on parameters of the replicated entry.
2. **The method of claim 1**, wherein the commission is calculated as a percentage of a monetary amount associated with the replicated entry.
3. **The method of claim 1**, wherein the shareable object comprises a URL, QR code, or digital token referencing a unique identifier of the first entry.
4. **The method of claim 1**, further comprising recording a relational mapping between the first user’s entry and each replicated entry for audit and payout tracking.
5. **The method of claim 1**, wherein said contest platform is a real-money wagering system implementing a pick’em or fantasy-style contest.
6. **A system** comprising one or more processors configured to perform the method of any preceding claim.