

**USER GUIDE TO EVERYDAY TASKS** 

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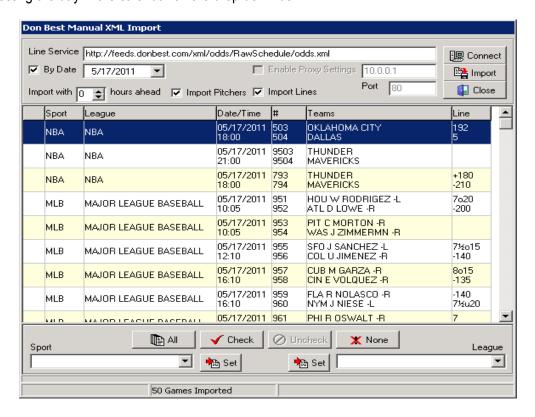
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## **How to Import Games**

To Import games go to the *Game Importer* application. Choose DonBest > Manual Import. the url http://xml.donbest.com/v2/rawschedule/

## **Import from Don Best:**

Select the Date for the events that you want to import by checking the "By Date" check box and selecting the day in the calendar on the drop down box.



Click on the "Connect" button and the Schedule (all events) for the date you selected will appear in the window.

If you do not select a specific date then all available games will be loaded into the Imports Schedule window.

If you want all of the events in the window to be imported into your schedule, click on "Check All"; if you only want a selected few then double click on each event.

When ready, click "Import" to import the selected games into your schedule.

A message will appear stating how many games where imported and/or if a game is already in the system and you want to import them again.

Click **OK** when done and close the window by clicking on the **X**.

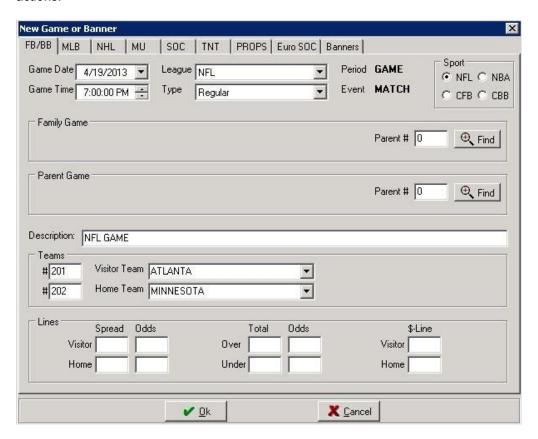
## **How to manually Create Games**

To manually create a game, go to the top menu and select "Games" then "Add a Game or Banner"

For the Major Sports (*NFL*, *College Football*, *NBA and College Basketball*) the screen is the same; you need only select the sport and fill in the blanks with the information you want.

**Note**: The lines and odds don't necessarily need to be entered at the time of the creation process; these can be added later when the game is already in the schedule.

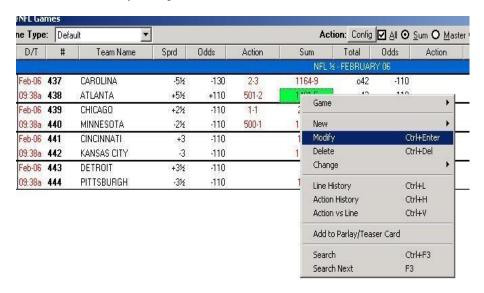
At the bottom of the screen you have the option to select **OK** to accept or **Cancel** to ignore your actions.



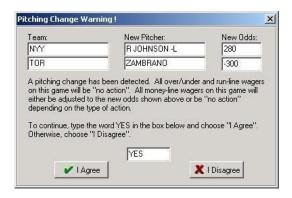
## **How to Modify a Game**

Modifying – date, time, league, type, team, description, related games, and/or lines. To modify a game right click on the specific game/s and click on "**Modify**" or cntrl+Enter.

Make the necessary change/s then click **OK** to save them.

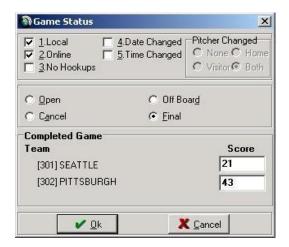


**Pitching Changes** The modify option is the one used for making **PITCHER CHANGES**. Once the new pitcher has been entered in the Pitcher field and the line has been adjusted the system will ask you to confirm the new entry and change, you will have to enter "**Yes**" for the process to modify all bets, and then you will have to run the Grade Task to score the bets that need to get graded.



## **How to Grade Games**

In the Dgs Lines Manger to grade games you first have to finalize them; go to the status window (right click on game or type ctrl+S), enter the score, click on the option called Final then click Ok.



When this is done go to **TASKS** and select the first option – "**Grade Games**" – or type **Ctrl+G**. The grade process may take a few seconds, but depending on how many games are graded at one time and how many bets there where on the events it may take a several minutes.

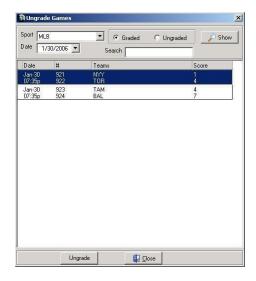
#### **Grade TASK**

When the Grade process is done a window will display the total graded games and bets along with the total Win/Lose/Net amounts.

**Note:** Please pay attention to the \***Skipped Bets** field. If there are any skipped bets after the grade process the next grade should grade those skipped bets; if the bets do not grade after a few times of running the grade tasks – please contact your technical department so they can check on the Error log to find the reason why bets are not getting graded. \***Skipped bets:** The grade process skips bets when they are tied up on any other process such as: a player making a bet at the specific moment, reports being run that require information from the specific accounts, etc; once the process releases those bets they get graded with the next grade process.

## **How to Ungrade Games**

To Ungrade games go to **TASKS** and select "**Ungrade Games**" or type **Ctrl+U**. Select the Sport and the date that you are looking for then click on **Show**. To look for a specific event under the date entered you may type the rotation number or the name in the *Search* box.



Highlight the event and then click **Ungrade**. Only one game can be ungraded at a time. When the ungrade process is done a window will display the total ungraded games and bets. **Note: \* Check for Skipped Bets**.

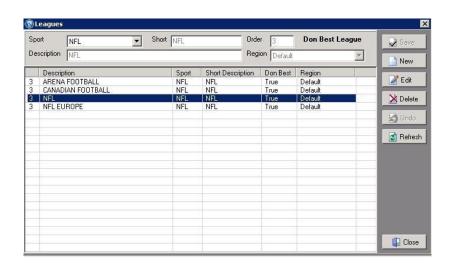
## **How to Create and Manage LEAGUES**

The Leagues are headers for different types of games, periods and any kind of event on the different sports.

To create new leagues go to Maintenance / Games configuration and click on **Leagues**.

Click on **New** and select the *Sport;* then enter a *short name* (max 5 characters), the Description of the league and the *order number* (order that the Leagues will be displayed in the list) and lastly the Region which is only a grouping option for better management. Then click **Save**.

\*Note: Don Best leagues are true and cannot be modified. All others are false.

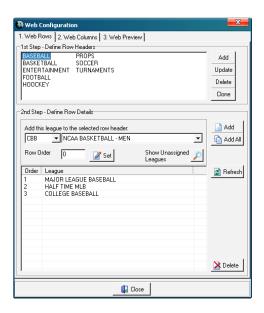


## Web Configuration - how to Manage LEAGUES for the website

Go to *Maintenance* > *Games configuration* > **Web Configuration** - this is where you will manage how your leagues will look online.

#### 1. Web Rows

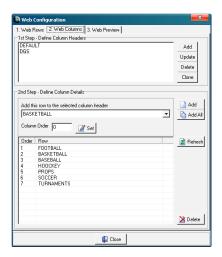
Here you will define what sports categories will be displayed in the website → Row Headers. For each of the Row Headers you will add the leagues that you want to display under them. Example: Under the Row Header Baseball you will add all baseball related leagues, such as Mayor League Baseball, College Baseball, MLB Props, etc; no matter what sport they belong to in the manager.



The **order** numbers for the leagues will determine which ones will be displayed first from top to bottom.

#### 2. Web Columns

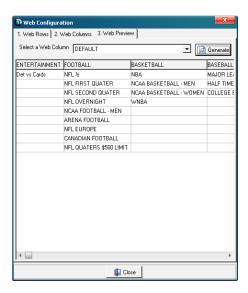
Web Columns are different sets of Web Rows that are later assigned to a BOOK - in case you want to offer different sports or leagues in your different websites (book).



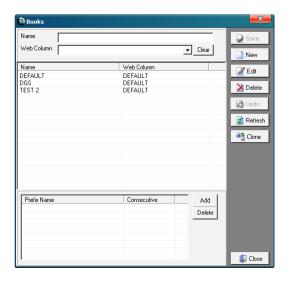
The *Order* number will determine the order on which the Rows/Categories will be displayed on the website from Left to Right.

#### 3. Web Preview

The web Preview when generated for a specific web column will show you how your Categories – Row Headers – and leagues will look in your website.



Once the Web Configuration is done you will need to assign the Web Columns to your books. Go to *Maintenance* > *Games Configuration* > *Books* 



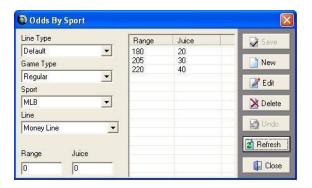
If the Book is an existing book to which you will assign or change the web column simply click on the book and hit the *Edit* button and assign the web column, then hit *Save*.

If the Book is a new book then the Web Column can be assigned to it during the creation process. You will have to hit **New** and enter the Name of the new book and assign the Web Column of your preference for that new book.

## How to set the Odds by Sport

The Odds by Sport is an option to create different odds for different Line types, by game type, by sport and for all lines available (spread, total, ML).

To set the odds go to the **Odds by Sport** sub-option of the *Profiles* tab under the *Maintenance* category.



Choose the information needed in each of the fields – Line Type, Game Type, Sport and Line – from the respective drop down boxes.

Click **New** and enter the Range and the Juice for the first range (The first range goes from -101 forward; enter the ranges as a positive number).

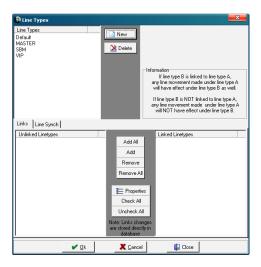
(i.e.: entering '180' in the range field, and '20' in the Juice field means that from -101 thru -180 the come back will be 20 cents= -120/EV, -180/+160.)

## **How to manage LINE TYPES**

The DGS software is capable of handling multiple line types. Line types give the sportsbook the capability to have different lines for different groups of players. Line types can be linked one to another. The most common use of this is to have one main line type that then replicates to other line types. Line types can also have different odds by line, sport and game type. See "Odds by sport".

**Note:** There is a Feature in the System Preferences > Manager Settings, under the "chart" window called "Recalculate Dogs odds on linked line types". When checked it will recalculate the dog odds on changes made on linked lines (in the case of different odds set for the different line types); the favorite will be the same for both line types but the comebacks will be recalculated to according to the set odds.

To **create a new line type**, go to the Line Types window. Click on New and enter the name of the line type then click Ok.

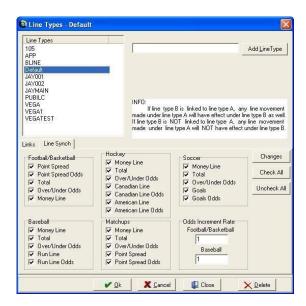


To link a line type, highlight the one you will link it to in the Top window. Then highlight the line type in the unlinked line type's box and click **Add selected** so it can be transferred to the linked line type's window.

Go to the **properties** button, when the new linked line type is highlighted, and make sure all options wanted linked are checked on all sports.



Also check on the **Line Sync tab** so that the correct options are checked for the new linked line types. (the line type has to be highlighted on the top)



Once the line types links settings are satisfactory, for the link process to be activated go to the lines manager **TASKS** and run the task called "**Resynchronize linked lines**".

## How to Close the Week

**Note:** DGS recommends all customers have a database maintenance plan – which includes regular backups - so that information can be restored in the event of an unwanted outcome of processes like the close of the week.

Please follow these steps to run the close of the week process:

- 1. All games from the days of the week to close MUST be graded; including HORSE bets. Check the **GAME SCORE Report** to make sure all scores are correct.
- 2. Run a **Wager listing Report** to make sure all bets that need to be settled that week are in fact settled and there are no pending bets that should not be.
  - ➤ IMPORTANT If an event(s) started during the 'week to be closed' and will end the next or in the future; the date must be changed to a date past the end of the closing week before running the close of the week task.
- 3. Run the report called **Distribution Default** under the FINANCIAL option of the REPORTS menu to check beforehand how the Agent commissions and balances will appear after you close the week. If you disagree with the information in that report please double check your agents settings (type, commissions, %'s, etc.) and change what you need; run the report again until the information meets your expectations.
- 4. Run the "TASK": "Process Agent Distributions" to close the week.
  - ➤ Make sure the date of the LAST DAY of the closing week is entered in the "week to process" date box.
  - > Time should be 11:59:59
- 5. Check a few players and agents balances to make sure the week was closed correctly. If something does not seem accurate we can assist you and if need be you may have to run the Task Undo Agent Distribution process, then fix whatever needs to be adjusted before running the close of the week again.

## **Related Limits**

#### What are the Related Limits for?

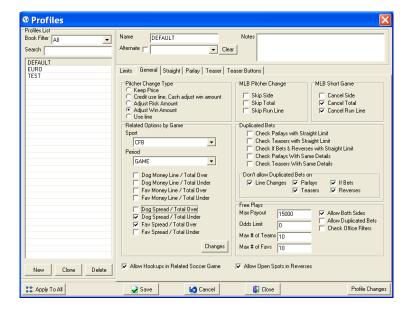
The Related Limits Options are for limiting same game or related games (parents/children) hookups, either partially or completely. Keep in mind that the options you pick will still be able to be parlayed individually with other games.

## **How to SET the RELATED LIMITS**

- 1. Go to Maintenance then Profiles and choose the PROFILE you will be limiting related plays to.
- 2. Go to the General Tab and under the "Related Limits Options" check the combinations you want to limit by SPORT and by PERIOD; the options you check are the options you want to limit completely or partially. The options are as follows:

Dog Money Line/Total Over Dog Money Line/Total Under Favorite Money Line/Total Over Favorite Money Line/Total Under

Dog Spread/Total Over Dog Spread/Total Under Favorite Spread/Total Over Favorite Spread/Total Under



- 3. Go to the LIMITS Tab and set the limits for the RELATED OPTIONS in the Game Type that will be used for the period and sport the you've just set; the RELATED field is the last one of the wager types; you need to enter an amount in the case of a specified limit, or a 0 {ZERO} in the case of NOT ALLOWED.
- \*\*NOTE: if not all games in the period will be limited then the game type that those games are on will need to have an amount in the Related field usually the same limit as regular parlays .
- 4. Go to System Preferences >to the Manager Settings and then to the Settings Tab and check the option called "Use Related Limits".
- 5. Log off and Close Both Applications (Manager and Client) then log back in.
- 6. Assign the GAME TYPE that you just set the related limits for to the games you want to control; if those games are already in that game type you will need to reassign the game type to those games.
- 7. Test the settings.

## How to set Games with Different Juice

There are a few ways to do this.

- 1. You may delete the odds from the screen and have a profile that has different Odds Default than the others. This way all players will see their set odds default.
  - i. Go to Maintenance, then Profiles, then Odds Default.
  - ii. Choose the Profile.
  - iii. Change the Default odds in the sport you wish to change, then save.
  - iv. Close the Odds Default window.
- 2. Another option is to set the odds by sport differently for a specific line type and either:
  - a. Unlink the spread odds for that sport on that line type from the main line type. This means that these odds will have to be changed manually if need be.
  - b. Check the option "Recalculate dog odds in linked line types" under the Manager settings of the system preferences options.
    - i. Go to Maintenance, then Profiles, then Odds By Sport.
    - ii. Choose the Line type, game type, sport and line that will be set.
    - iii. Set the Range and the Juice by clicking on new or edit, then save.

## **Creating a PROFILE**

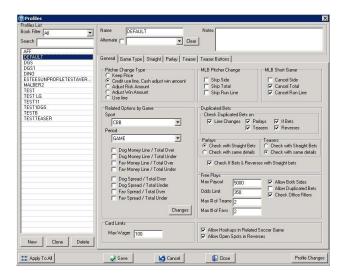
The Profiles feature is for Viewing, Modifying and Creating New Player Profile Rules.

As a recommendation, when creating a profile it may be best to clone it from one already established and make the necessary changes after this. This will save you some time from having to start from the beginning.

To enter a new profile, you must enter a new name to identify it after clicking on New. To make a copy of one profile to a new one, hit the Clone button.

## **GENERAL**

In this window the manager will set the general MLB rules and the Related limits options.



\* <u>Duplicated Bets</u> - When you don't want players to make duplicate bets (after the set limit) you need to make sure that the options under "**Check Duplicated Bets on**" are checked.

## Parlays & Teaser special duplicate rules:

Check with Straight bets: checks for straighbets before allowing a team into a parlay/teaser.

Check with same details: checks for other parlay/teaser with the exact same combination. — Does not stop a combination with only one same detail but All details and only when they reach the limit.

## Game Type

## Game type settings - free half points:

For PROMOS or specific packages of players that will receive this "treatment"; it offers the option to allow this on/off 3 on NFL and CFB. **NOTE:** 1 pt. in this space equals ½.

Max Times same team can be involved in bets

**Check Limit per Team/Total** 

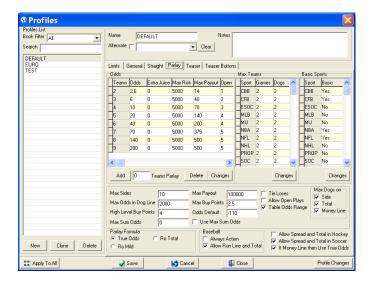
Max Points for Side/total combinations

#### **STRAIGHT**

Set the Straight rules for point purchase and If Bets.

## **PARLAYS**

DGS allows the managers to custom make their own parlays by teams, odds, open spots, payout parlay formula, and more, by profile.



#### **TEASERS**

Teasers can be customized by number of Teams, Points, Odds & Grading Rules.

On this screen, the sportsbook can specify all details for teaser plays. An unlimited number of teasers can be created. On each of the lines you can make a teaser for football and basketball, both college and pro, all in one or you can choose to make them separately.

#### **LIMITS PROFILES**

In this window you will set the Local & Online Limits which is the maximum wager amount allowed per bet.

## Game Type:

This column contains a list 'description' of the names of the game types created by the manager

## Local:

Set the local limits for all game types that will be used and on all \*wager types that will be accepted by sport (CBB, CFB, MLB, MU, etc).

#### Online:

Set the online limits for all game types that will be used and on all \*wager types that will be accepted by sport (CBB, CFB, MLB, MU, etc).

## \*Wager type:

All wager types active in the profile must have the limits (side, total, money line, parlays, teasers, if bets and reverses) by **Game type** (Regular, Halves, Circled, Added, etc) as long as this one is used. If a limit space is left on ZERO, that wager type will not be permitted.

## **Set All Values:**

This option will set all limits at a same number which will be the one entered in this space. When on Local Limits it will set all local limits the same; and, when on Online Limits it will set all local limits the same.

## **Limits Changes:**

When clicking on this button a window will display all changes made on the limits, with the field description, the old and new values of the detail, the date and time and the user who modified the field.

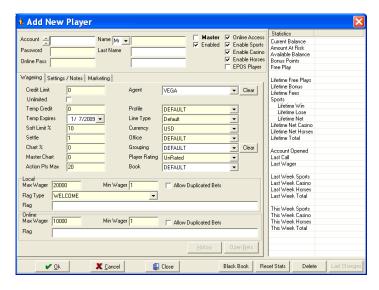
## How to create a Player

To create a Player go to the top menu and select "Add New" from the Players category.



Enter the player ID, name, last name and the Personal info (not all necessary) in the "Marketing" tab.

If the player is a "credit" player you must fill in the credit information in the "Wagering" tab such as the Credit Limit.



If the player is a "**post-up**" player you must make a player "**Receipt**" once you are done entering the player's personal information.



On both cases you will have to double check the "Settings/Notes" tab to make sure everything is correct. The player settings are automatically checked from what the book has set on the System Defaults settings.

Also, check that the correct accesses are granted the player, such as:

**Enabled:** enables account locally **Online access:** enables online access

Enable Sports: enables sports access both local and online

Enable Casino: enables casino access

**Enable Horses:** enables Racing access both local and online **Master:** checks player as Master for the Master Action Chart **EPOS Player:** checks player as Epos Player for DGS Epos users

## How to create a New Agent

To create an Agent go to the top menu and select "**Add New**" from the Agents category.



Enter the Agent ID, name and password. As well as:

**Book:** Determines the book that the agent belongs to – for the purpose of system users to be able to view his info – a user that does not have the right to a specific book will not see the agents under that book.

**Grouping:** determines the group that the Agent will be under (not completely necessary, it is mainly for reporting purposes)

**Currency:** Determines the currency of the agents account.

**Line Type:** Choose a line type so the AGENT LINES will be activated in the website so the agent can manipulate the lines for his players only and if he chooses he can Follow the line type chosen here.

**Distributor Dropbox:** Select the "Master Agent" of the agent you are creating, if the case calls for it.

**Make up:** Enter the Agents Make-Up figure if the case calls for it.

**Commission** %: Commission percent paid to agent.

**Per Head:** Type of PerHead Agent. Types are set in Maintenance > Agents > PerHead.

**Distributor Checkbox:** determines if the player is a Distributor (Master Agent)

**Don't Transfer Player Activity:** determines whether the Agent's player's cero out every week (unchecked), or keep a running balance (checked).

The types of agents you can have are:

**Profit:** When the percentage % commission for the agent will be of player losses only.

**Red Line:** the Agent will earn the commission only when the commission of the players' total loss is more than the makeup - if any. If there is no makeup then the agent will get the full commission of the players' loss. (Agent may or may not have a Make-up figure).

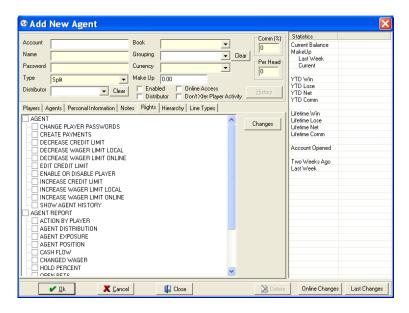
**Split:** Lose/win = pay/get paid.

\*Partner: The total %100 commission needs to be split between all the agents involved in the partnership.

\*Bonus: TBD

The Agent's personal information can be added in the **Personal Information** tab.

The **Rights** tab displays a list of rights that the agent may have in regards to which reports he may view and what information he can modify of his players.



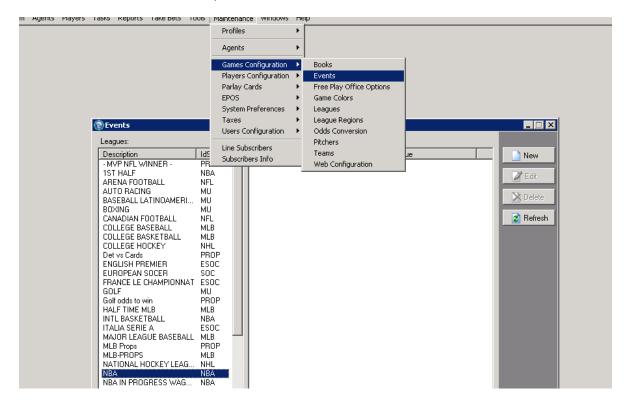
The **Hierarchy** tab displays a tiered down order of Master and Sub Agents.

The **Line Types** tab displays a list of all line types and the one(s) assigned so the agent can manipulate it for the whole book.

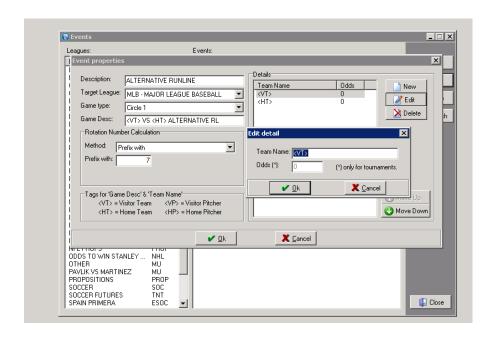
## **EVENTS**

The Events feature allows you to create different events/props that are related\* to a specific sport which you can add to a game at any given time and where you will always see them grouped together with the parent game.

1. To create events for a sport you must firs go to the Manager > Maintenance > Game Configuration > Events – as shown in the pic below.

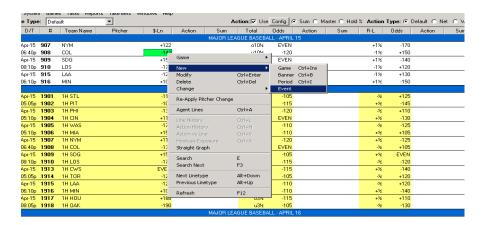


- The events screen will come up and you will proceed to create events by following these steps:
  - a. Select the league/sport combo from the list of the left. This is the league that is or will be assigned to the game(s) that you want to create the events for.
  - b. Click "New" to open the Event properties window and proceed to edit or fill in the spaces with the information required.
    - i. Description: Name of the event. i.e.: Alternate Run line
    - Target League: shows the League selected.
    - iii. Game Type: game type (limits and rules) selected for the event.
    - iv. Game Desc: enter the Tags for the description of the game = Teams
    - v. Enter the rotation number calculation: Prefix with 7 means the events will begin with a 7 and the rest of the number is the same as the parent game.
    - vi. Click the "new" button to add the details of the event (teams).
    - vii. You may or may not add the odds at the time you are creating the team. If you do not add the odds you may add them later when you create the events from the game (in the lines manager).

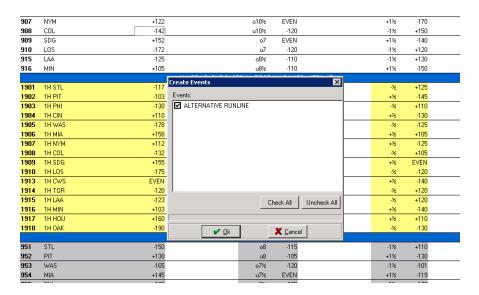


Once you have added all the details you want you need to go to the Lines Manager to add the events to the game(s) desired.

In the lines manager go to the game you wish to add the events to and right click on it go to New > Event – as shown in the pic below.



You will see a window pop up with the list of events that you have created for that sport of which you will select the one(s) you want then click ok.



Depending on how many events you chose it may take a few seconds or even minutes for the system to create them. Once it's done you will see now a games screen with that game and the events created for it. You may now proceed to enter the lines and open or close the events as you wish.



All events will have the same time as the parent game and so it will close at the same time the parent game closes.

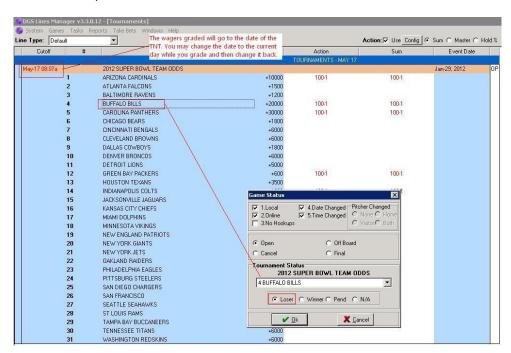
You may create as many events as you need. Once an event is created you can add it to any game you want.

Each event needs to be scored and graded individually and manually.

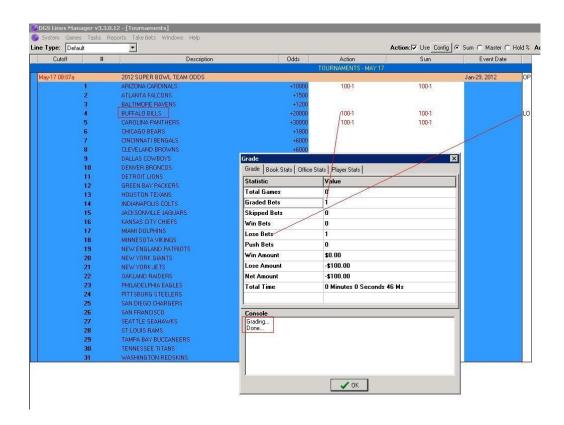
For customers to wager on these events via the **website** they must click on the **+ sign** next to the game they are interested in. Clicking this plus sign will display all events related to that specific game.

# How to grade teams out of the pool (TNTs) as soon as they get eliminated from the specific competition.

In the DGS TNTs you Can grade teams out of the pool (losers) as soon as they get eliminated –. You can do this by going to the contender and right clicking to get the Status window on which you will have 4 options to check for that specific contender: Loser, Winner, Pend and N/A (no action/cancelled).



When you pick the option you want you have to go to **Tasks > Grade** so the bets can be graded – only from that specific contender. Please note that the date that the TNT has at the time is where the wager/s are going to go so we recommend the date be that of the current day while you grade and then you can change it back to whichever date you want to display for the rest of the TNT.



Graded and pending wagers from the same TNT as seen on the customer's account via the Client.

