

## Details

A new feature made for the collection of money from agents depending on their players' activity. Each player represents a cost for the agent and according to the number of active players per week the cost per player can change. These settings are defined in the new structure designed to maintain different charges for different ranges with the option to divide all charges into online and local activity, as well as by sports, casino and horses.

## Changes

The agent must have an **agent profile**. This profile is a link to a table that contains the per-head settings as well as a range for the different prices; an agent may or may not have a per-head profile assigned. Agents without an agent profile will not participate in the per-head distribution process.

Scenario:

Per-Head Agent

- Description: Default
- Use split (yes/no);
  - No: uses Online and Local each as a whole.
  - Yes: splits into a charge for each of these options: online casino, online horses, online sports, local sports and local horses.
- If one player plays local and online
  - It counts once as local.
  - It counts as two plays.
- If split is not used, the table range (per-head Details) will look like this:

Range		Price	
From	To	Online	Local
1	50	25	30
51	100	22	28
101	200	20	25
201	500	15	20

- If split is used, the table range will look like this:

Range		Price				
From	To	Online Sports	Online Casino	Online Horses	Local Sports	Local Horses
1	50	25	25	30	30	35
51	100	23	20	25	28	30
101	200	20	15	22	25	28
201	500	15	10	18	20	25

**Note:** The values in the Agent per-head details are in USD (default currency). If an agent has a currency different than the default, it is converted to the agents' currency during the per-head calculations in the close of the week process.

## How it works

### Charges

The agent will be charged according to the number of active players per week. For a player who plays local and online there are options in the per-head configuration. If the per-head setting is Split, the player will count once for each instance used (Online sports, casino and online horses, and local sports and local horses)

### Distributors

If the distributor has an agent profile assigned, the system will count of all the players of his sub-agents for the charge - it works the same way as a level 1 agent.

There are four different combinations of settings between the distributor and sub-agent

Master Agent	Sub Agent	Action
With profile	With profile	There are per-head charges in both Agents If the master agent is a distributor the per-head will be applied more than once
With profile	No profile	There are per-head charges in the Master Agent
No profile	With profile	There are per-head charges in the Sub-Agent
No profile	No profile	There are no per-head charges

Agent's Per Head

### Transfer and Don't Transfer..

If the master agent is a distributor or if the option 'transfer money' is set, the per-head amount in the sub-agent is moved to the master agent. This will be the case if the master agent has no agent profile and his sub-agents have different agent profiles. The master agent will collect or group all the charges applied in his sub-agents.

### Example

Agent profile: Test1, assigned to all subagents

Range		Price	
From	To	Local	Online
1	25	50	40
26	60	45	35
61	100	40	30
101	150	35	25

Agent profile: Test2, assigned to Master Agent A

Range		Price	
From	To	Local	Online
1	25	40	30
26	60	35	25
61	100	20	10
101	150	15	5

Total Weekly Players:

	# Phone	# Web
Master Agent A	220	220

	# Phone	# Web
Sub 1	10	10
Sub 2	30	30
Sub 3	70	70
Sub 4	110	110

Total	220	220
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Agent's Per Head

**Result of per head prices**

		<b>\$ per player local</b>	<b>\$ per player online</b>
Master Agent A		15	5

	<b>\$</b>	<b>\$</b>
Sub 1	50	40
Sub 2	45	35
Sub 3	40	30
Sub 4	35	25

**Result of per head amounts**

		<b>\$ per player local</b>	<b>\$ per player online</b>
Master Agent A		3300	1100

	<b>\$</b>	<b>\$</b>
Sub 1	500	400
Sub 2	1350	1050
Sub 3	2800	2100
Sub 4	3850	2750

If the master Agent is a distributor and the subagents transfer their money to the master, the system will create "Xfers per-Head" or transfers to the master agent A; each sub-agent will create a single transfer to the master. If the master is not a distributor or the sub-agent doesn't transfer, the money will remain only in the sub-agent account.

Following the example, if the money is transferred to master A, his balance will be \$19,200, which breaks down like this:

- \$3300 for his per head charge for local players
- \$1100 for his per head charge for online players
- Sub1 (\$500 and \$400)
- Sub2 (\$1350 and \$1050)
- Sub3 (\$2800 and \$2100)
- Sub4 (\$3850 and \$2750)

Agent's Per Head

So this means \$8500 for the local per head charges from sub-agents and \$3300 for his local charges and \$6300 for the online charges from sub-agents and \$1100 directly for his online players.

**Note:** This scenario is particular, because per-head will be charged twice; generally the configuration applies per-head charges in the sub-agents or in the master agent, not in both.