

# LongShot Sports

a Solana dApp

# *LongShotSportsMarkets*

[longshotsports.xyz](https://longshotsports.xyz)

- A solana dApp for betting on sports events.
- Leveraging decentralization to create sports markets with fewer fees and better odds.
- With LongShot you can be a sportsbook authority, market maker, oracle validator [FUTURE] or just a sports bettor.

# Why I am building LongShot

- It is at the intersection of two of my biggest interests, sports and crypto/blockchain.
- I see sports betting as a perfect use case for blockchain/smart contract technology.
- I hope LongShot can have an effect on the sports betting industry similar to what Robinhood did to the financial markets: force companies that are complacent with their current fees to reduce their fees and put more money back in the average consumer's pocket.

# Why LongShot can be superior

A real world example: Vikings v.s. Bears: Oct 15

	Fanduel Sports book	LongShot (with our proposed fees)	No Fees Sports book (Not Real)
Vikings Moneyline	-156	-150.15	-143
Implied prob. (MIN)	$156 / 256 = .609$	$150.15 / 250.15 = .600$	$143 / 243 = .589$
Bears Moneyline	+132	+138.23	+143
Implied prob. (CHI)	$100 / 232 = .431$	$100 / 238.23 = .42$	$100 / 243 = .411$
Combined prob.	1.04	1.02	1.00
Juice (fees)	4%	2%	0%

# LongShot fee structure

Fee	Default Amount	Description
sports book fee	1%	Paid to sportsbook authority denominated in whichever token is being wagered
market maker fee	1%	Paid to the market maker denominated in whichever token is being wagered
[FUTURE] protocol fee	1%	Converted to USDC and placed in USDC/LS liquidity pool
[FUTURE] oracle fee	1%	Paid to validators in LS token

\*all fees will need to be dialed in to proper levels, the total fee in this structure = trad. sportsbooks

# Why I am suited to build LongShot

- I have prior experience with Solana while working with Jump Trading
- I am hard working, self driven and a fast learner.
- Passion for blockchain technology.
- I have been following sports/playing sports for as long as I can remember

# How I built LongShot

- Used `npx create-solana-dapp` from <https://github.com/solana-developers/create-solana-dapp>
- Brainstormed the config accounts structure and the endpoints that I would need on my Solana program
- Wrote the Solana program with anchor framework and Rust
- Tested with typescript (solana/web3.js) every time I completed an endpoint of the Solana program.
- Built the frontend using the scaffold from above.
- Registered longshotsports.xyz and deployed using AWS

# LongShot functionality

- 6 event types have been implemented in the Solana program:
  - GameWinner: bet on winner of the game with or without spread
  - GameTotal: bet over/under total points in the game
  - SeasonChampion: bet on the champion of a league
  - SeasonConferenceChampion: bet on the champion of a conference of a league
  - SeasonPlayoffAppearance: bet on whether a team makes the playoffs
  - SeasonWinTotal: bet over/under the amount of wins for a season
- Only GameWinner with no spread is active on the frontend.
- Cash the bet in before the event has concluded has been implemented on the Solana program, but not active on the frontend.
- More features like daily fantasy, player props and parlays are planned for the FUTURE.



I encourage you to checkout  
longshotsports.xyz, the LongShot  
Document and the GitHub for  
more info!

longshotsports.xyz

Username: user

Password: LongShot2023