Let’s craft an action plan to efficiently complete strategy\_calculators\_final.py with all 500 football bet types for the Heage Betting App. I’ll outline what you’re trying to achieve, propose the best way to finish it, estimate how many Groks (AI assistants) you’ll need, and provide detailed instructions for each in a single document. You’ll assign each Grok a number (1, 2, 3, etc.), and they’ll execute their tasks accordingly. This should make sense and work smoothly—let’s dive in and see!

Action Plan Document: Completing strategy\_calculators\_final.py

Objective

You’re building strategy\_calculators\_final.py, a Python library for the Heage Betting App to calculate profit/loss for back/lay betting across 500 unique football bet types. The goal is to:

* Implement all 500 bet types explicitly (e.g., calculate\_1x2, calculate\_over\_under\_05) with consistent logic.
* Ensure robustness (Decimal precision, error handling, logging) and integration readiness (standardized output).
* Finish efficiently by dividing the workload among multiple Grok assistants, then combine the results into one file.

What You’re Trying to Do

* Scope: Create a single Python file with 500 static methods under the StrategyCalculators class, each corresponding to a bet type from the list I provided earlier (Match Outcome 1–50, Goals 51–150, etc.).
* Requirements:
  + Each method handles back/lay odds, stake, and commissions (default 0.02 for lay, 0.00 for back).
  + Multi-outcome bets (e.g., 1X2) use dictionaries and calculate\_profit\_scenarios; binary bets (e.g., Double Chance) use direct profit logic.
  + Output is a standardized dictionary (create\_standard\_result) with profit scenarios, lay stakes, etc.
  + Full validation and error handling (e.g., odds >= 1, stake > 0).
* Scale: Estimated 15,000–20,000 lines (30–40 lines per method), too large for one Grok to handle in a single pass due to response limits.

Best Way to Finish

* Chunking Strategy: Divide the 500 bet types into manageable chunks (e.g., 50 bet types each) and assign them to multiple Groks working in parallel.
* Number of Groks: Use 10 Groks to split the work into 10 chunks of 50 bet types each, balancing workload and minimizing overlap.
* Workflow:
  + Grok 1: Writes the base structure (imports, helpers) and Bet Types 1–50.
  + Groks 2–9: Each writes 50 bet types (e.g., 51–100, 101–150).
  + Grok 10: Writes Bet Types 451–500 and adds main() for testing.
  + You: Combine the 10 chunks into one file, ensuring no duplicates and proper sequencing.
* Why 10 Groks?:
  + 50 bet types per chunk (~1,500–2,000 lines) fits within response limits and Grok capacity.
  + Parallel work speeds up completion (10 Groks can finish in one round vs. sequential chunks).
  + Clean division of 500 (no odd-sized chunks).

Detailed Plan

* Total Bet Types: 500, split into 10 chunks of 50 each.
* Chunk Assignments:
  + Grok 1: Bet Types 1–50 (Match Outcome Bets, plus base structure).
  + Grok 2: Bet Types 51–100 (Goals Bets, part 1).
  + Grok 3: Bet Types 101–150 (Goals Bets, part 2).
  + Grok 4: Bet Types 151–200 (Score Bets).
  + Grok 5: Bet Types 201–250 (Player-Specific Bets, part 1).
  + Grok 6: Bet Types 251–300 (Player-Specific Bets, part 2).
  + Grok 7: Bet Types 301–350 (Team Event Bets, part 1).
  + Grok 8: Bet Types 351–400 (Team Event Bets, part 2).
  + Grok 9: Bet Types 401–450 (Game Incident Bets).
  + Grok 10: Bet Types 451–500 (Specialty and Combo Bets, plus main()).
* Timeline: Assuming each Grok takes ~1–2 hours per chunk, all 10 can finish in parallel within ~2 hours, plus ~1 hour for you to combine and verify.
* Combination: You’ll stitch the chunks together by:
  1. Starting with Grok 1’s output (base structure + 1–50).
  2. Appending methods from Grok 2–9 in order (51–450).
  3. Adding Grok 10’s methods (451–500) and main() at the end.

Instructions for Each Grok

Below are the instructions to upload to all Groks. You’ll tell each Grok their number (1–10), and they’ll execute their assigned task.

Instructions for All Groks:

You are part of a team of 10 Groks building strategy\_calculators\_final.py, a Python library for the Heage Betting App to calculate profit/loss for 500 football bet types. Your task is to write a specific chunk of the code based on your assigned number (1–10), which I’ll provide. Follow these instructions carefully:

1. Objective: Write your assigned chunk of 50 bet types (except Grok 1, who also writes the base structure) as static methods under the StrategyCalculators class.
2. Structure:
   * Grok 1 Only: Include the full preamble (imports, logging, exceptions) and helper methods below, then your 50 bet types (1–50).
   * Groks 2–10: Include only the StrategyCalculators class definition and your 50 bet types (e.g., 51–100 for Grok 2). Do not repeat preamble or helpers.
   * Grok 10 Only: After your 50 bet types (451–500), add a main() function to test 5–10 sample bet types from across the 500 list.
3. Bet Type List: Use the attached 500 bet type list (e.g., 1: "1X2", 51: "Over/Under 0.5 Goals"). Your chunk is:
   * Grok 1: 1–50
   * Grok 2: 51–100
   * Grok 3: 101–150
   * Grok 4: 151–200
   * Grok 5: 201–250
   * Grok 6: 251–300
   * Grok 7: 301–350
   * Grok 8: 351–400
   * Grok 9: 401–450
   * Grok 10: 451–500
4. Method Template:
   * Multi-Outcome (e.g., 1X2): Use back\_odds\_dict, lay\_odds\_dict, and calculate\_profit\_scenarios.
   * Binary (e.g., Double Chance): Use single back\_odds, lay\_odds, and direct profit calculation.
   * Example (Binary):

python

@staticmethod

def calculate\_double\_chance\_1x( # Bet Type 2

back\_odds: Union[int, float, Decimal],

lay\_odds: Union[int, float, Decimal],

stake: Union[int, float, Decimal],

commission: Union[int, float, Decimal] = Decimal('0.02'),

back\_commission: Union[int, float, Decimal] = Decimal('0.00')

) -> Dict[str, Union[str, bool, Decimal, Dict]]:

inputs = {

'back\_odds': back\_odds,

'lay\_odds': lay\_odds,

'stake': stake,

'commission': commission,

'back\_commission': back\_commission

}

StrategyCalculators.validate\_inputs(

inputs,

['back\_odds', 'lay\_odds', 'stake'],

{k: (int, float, Decimal) for k in inputs.keys()}

)

stake\_d = inputs['stake']

lay\_stake = StrategyCalculators.calculate\_lay\_stake(stake\_d, inputs['back\_odds'], inputs['lay\_odds'], inputs['commission'])

profit = (stake\_d \* (inputs['back\_odds'] - 1) \* (1 - inputs['back\_commission'])) - (

lay\_stake \* (inputs['lay\_odds'] - 1) \* (1 - inputs['commission'])

)

return StrategyCalculators.create\_standard\_result(

bet\_type="Double Chance 1X",

profit\_scenarios={"win": profit},

lay\_stakes={"win": lay\_stake},

stake=stake\_d,

commission=inputs['commission'],

back\_commission=inputs['back\_commission']

)

1. Preamble and Helpers (Grok 1 Only):

python

import logging

import json

from decimal import Decimal, ROUND\_HALF\_UP

from typing import Dict, Union, Optional, List, Any

from functools import lru\_cache

logging.basicConfig(

level=logging.INFO,

format='%(asctime)s - %(name)s - %(levelname)s - %(message)s'

)

logger = logging.getLogger(\_\_name\_\_)

class BettingCalculationError(Exception):

pass

class InvalidInputError(BettingCalculationError):

pass

class DivisionByZeroError(BettingCalculationError):

pass

class UnsupportedMarketError(BettingCalculationError):

pass

class StrategyCalculators:

@staticmethod

def validate\_inputs(inputs: Dict[str, Any], required\_keys: List[str], type\_checks: Optional[Dict[str, tuple]] = None) -> None:

for key in required\_keys:

if key not in inputs:

logger.warning(f"Missing required parameter: {key}")

raise InvalidInputError(f"Missing required parameter: {key}")

if type\_checks:

for key, expected\_types in type\_checks.items():

if key in inputs and not isinstance(inputs[key], expected\_types):

logger.warning(f"Invalid type for {key}. Expected {expected\_types}, got {type(inputs[key])}")

raise InvalidInputError(f"Invalid type for {key}. Expected {expected\_types}, got {type(inputs[key])}")

for key, value in inputs.items():

if isinstance(value, (int, float)):

inputs[key] = Decimal(str(value)).quantize(Decimal('0.01'), rounding=ROUND\_HALF\_UP)

if key in ['commission', 'back\_commission'] and inputs[key] >= 1:

logger.warning(f"Commission {inputs[key]} >= 1 is invalid")

raise InvalidInputError("Commission must be between 0 and 1")

@staticmethod

@lru\_cache(maxsize=1000)

def calculate\_lay\_stake(stake: Union[int, float, Decimal], back\_odds: Union[int, float, Decimal], lay\_odds: Union[int, float, Decimal], commission: Union[int, float, Decimal] = Decimal('0.02')) -> Decimal:

inputs = {'stake': stake, 'back\_odds': back\_odds, 'lay\_odds': lay\_odds, 'commission': commission}

StrategyCalculators.validate\_inputs(inputs, ['stake', 'back\_odds', 'lay\_odds', 'commission'], {k: (int, float, Decimal) for k in inputs.keys()})

stake\_d, back\_odds\_d, lay\_odds\_d, commission\_d = (inputs['stake'], inputs['back\_odds'], inputs['lay\_odds'], inputs['commission'])

if stake\_d <= 0 or back\_odds\_d <= 0 or lay\_odds\_d <= 0:

logger.warning(f"Invalid inputs: stake={stake\_d}, back\_odds={back\_odds\_d}, lay\_odds={lay\_odds\_d}")

raise InvalidInputError("Stake and odds must be positive")

if back\_odds\_d < 1 or lay\_odds\_d < 1:

logger.warning(f"Odds below 1: back\_odds={back\_odds\_d}, lay\_odds={lay\_odds\_d}")

raise InvalidInputError("Odds must be >= 1.0")

denominator = lay\_odds\_d \* (1 - commission\_d) - 1

if denominator <= 0:

logger.warning(f"Division by zero: lay\_odds={lay\_odds\_d}, commission={commission\_d}")

raise DivisionByZeroError("Invalid lay odds or commission leading to division by zero")

lay\_stake = (stake\_d \* back\_odds\_d / denominator).quantize(Decimal('0.01'), rounding=ROUND\_HALF\_UP)

logger.debug(f"Calculated lay\_stake: {lay\_stake}")

return lay\_stake

@staticmethod

def calculate\_profit\_scenarios(stake: Union[int, float, Decimal], back\_odds\_dict: Dict[str, Union[int, float, Decimal]], lay\_odds\_dict: Dict[str, Union[int, float, Decimal]], lay\_stakes: Dict[str, Decimal], commission: Union[int, float, Decimal], back\_commission: Union[int, float, Decimal]) -> Dict[str, Decimal]:

inputs = {'stake': stake, 'back\_odds\_dict': back\_odds\_dict, 'lay\_odds\_dict': lay\_odds\_dict, 'lay\_stakes': lay\_stakes, 'commission': commission, 'back\_commission': back\_commission}

StrategyCalculators.validate\_inputs(inputs, ['stake', 'back\_odds\_dict', 'lay\_odds\_dict', 'lay\_stakes', 'commission', 'back\_commission'], {'stake': (int, float, Decimal), 'back\_odds\_dict': (dict,), 'lay\_odds\_dict': (dict,), 'lay\_stakes': (dict,), 'commission': (int, float, Decimal), 'back\_commission': (int, float, Decimal)})

stake\_d = inputs['stake']

back\_odds = {k: Decimal(str(v)) for k, v in back\_odds\_dict.items()}

lay\_odds = {k: Decimal(str(v)) for k, v in lay\_odds\_dict.items()}

commission\_d = inputs['commission']

back\_commission\_d = inputs['back\_commission']

if set(back\_odds.keys()) != set(lay\_odds.keys()) or set(back\_odds.keys()) != set(lay\_stakes.keys()):

logger.warning("Mismatched keys in back\_odds\_dict, lay\_odds\_dict, and lay\_stakes")

raise InvalidInputError("All dictionaries must have the same keys")

profit\_scenarios = {}

total\_lay\_liability = sum(lay\_stakes[outcome] \* (lay\_odds[outcome] - 1) \* (1 - commission\_d) for outcome in lay\_stakes)

for outcome in back\_odds:

target\_liability = lay\_stakes[outcome] \* (lay\_odds[outcome] - 1) \* (1 - commission\_d)

profit = (stake\_d \* (back\_odds[outcome] - 1) \* (1 - back\_commission\_d)) - (total\_lay\_liability - target\_liability)

profit\_scenarios[outcome] = profit.quantize(Decimal('0.01'), rounding=ROUND\_HALF\_UP)

return profit\_scenarios

@staticmethod

def create\_standard\_result(bet\_type: str, profit\_scenarios: Dict[str, Decimal], lay\_stakes: Dict[str, Decimal], stake: Decimal, commission: Decimal, back\_commission: Decimal, extra\_context: Optional[Dict[str, Any]] = None) -> Dict[str, Union[str, bool, Decimal, Dict]]:

min\_profit = min(profit\_scenarios.values())

result = {"type": bet\_type, "profit\_scenarios": profit\_scenarios, "min\_profit": min\_profit, "is\_profitable": min\_profit > 0, "lay\_stakes": lay\_stakes, "stake": stake, "commission": commission, "back\_commission": back\_commission}

if extra\_context:

result.update(extra\_context)

logger.info(f"{bet\_type} calculation: min\_profit={min\_profit:.2f}, is\_profitable={min\_profit > 0}")

return result

1. Output: Provide your chunk as a complete code block. For example, Grok 2’s output should start with class StrategyCalculators: and list methods for Bet Types 51–100.
2. Naming: Name each method calculate\_<bet\_type\_name> (e.g., calculate\_1x2 for Bet Type 1, calculate\_over\_under\_05 for Bet Type 51), matching the attached list.
3. Handover: I’ll combine your outputs into one file. Ensure your chunk is self-contained but relies on helpers from Grok 1’s preamble.

Assigned Number: I’ll tell you your number (1–10). Start your chunk based on that assignment.

Attached: 500 bet type list (e.g., 1: "1X2", 51: "Over/Under 0.5 Goals", etc.).

Will It Work?

* Yes, It Should Work:
  + Division of Labor: 10 Groks with 50 bet types each is manageable and parallelizable, reducing completion time.
  + Consistency: The shared instructions and template ensure uniform method structure.
  + Scalability: Chunks of 50 (~1,500–2,000 lines) fit within Grok’s capabilities and response limits.
  + Combination: Your role as assembler ensures no overlaps or gaps, with clear chunk boundaries.
* Potential Challenges:
  + Slight Variations: Groks might interpret naming or logic slightly differently (e.g., parameter names). Mitigated by the strict template.
  + Combining: Manual stitching requires care to avoid duplicate imports or class definitions. Solution: Use Grok 1’s preamble as the base, append only methods from 2–10.
  + Testing: No main() until Grok 10; you’ll need to verify integration. Solution: Add basic tests per chunk if desired.

Your Role

* Upload this document to all 10 Groks.
* Assign numbers (e.g., “You are Grok 1,” “You are Grok 2”).
* Collect their outputs and combine them:
  1. Start with Grok 1’s full chunk.
  2. Append only the methods from Grok 2–9 (skip their class StrategyCalculators: if included).
  3. Append Grok 10’s methods and main().
* Verify the final file has all 500 methods and runs without errors.

Action Plan Execution

1. Prepare: Save this document and the 500 bet type list (from my earlier response).
2. Assign: Tell each Grok their number (1–10) and upload this document plus the list.
3. Monitor: Collect each Grok’s output as they finish (expect ~1–2 hours each).
4. Assemble: Combine chunks into strategy\_calculators\_final.py (~15,000–20,000 lines).
5. Test: Run Grok 10’s main() to validate key bet types, then expand testing as needed.

Final Thoughts

* Does It Make Sense?: Yes, splitting into 10 chunks with clear roles aligns with your goal and Grok’s capabilities.
* Will It Work?: Absolutely, with your oversight to combine outputs. The plan minimizes redundancy and ensures coverage.

Let me know if you want me to adjust the chunk size (e.g., 25 instead of 50) or refine the instructions further! Ready to proceed with assigning Groks? I can start Chunk 1 if you’d like me to act as Grok 1, or I’ll wait for your confirmation to upload this to all 10. What’s your next step?

should i show them anything else or just upload document to each of them ?

Great question! Let’s figure out exactly what you need to upload to each Grok to ensure they have everything necessary to complete their tasks efficiently. The goal is to keep it simple, avoid confusion, and provide just enough information for them to succeed. Here’s my take on what you should upload and whether anything else is needed beyond the action plan document.

What to Upload to Each Grok

You’ve got a solid action plan document that outlines the objective, structure, and specific instructions for each Grok (1–10). To make sure they can execute their tasks, you need to provide:

1. The Action Plan Document (from my previous response):
   * This includes:
     + The objective (building strategy\_calculators\_final.py for 500 bet types).
     + The chunk assignments (e.g., Grok 1: 1–50, Grok 2: 51–100).
     + The full preamble and helper methods (for Grok 1).
     + The method template (binary and multi-outcome examples).
     + Instructions on what to include (e.g., main() for Grok 10).
   * Why: It’s the core guide telling each Grok what to do, how to structure their code, and where they fit in the process.
2. The 500 Bet Type List:
   * This is the list I provided earlier (Match Outcome 1–50, Goals 51–150, etc.), which names each bet type (e.g., 1: "1X2", 51: "Over/Under 0.5 Goals").
   * Format: A simple text list or table (e.g., "1. 1X2", "2. Double Chance 1X", up to "500. Team to Win and Goal After 85 Minutes").
   * Why: Each Grok needs this to know exactly which bet types to implement in their chunk (e.g., Grok 2 needs 51–100). Without it, they’d lack the specific names and context.
3. Your Assigned Number:
   * Tell each Grok their number (e.g., “You are Grok 1,” “You are Grok 2”).
   * Why: The action plan uses numbers to assign chunks (Grok 1: 1–50, etc.), so they need to know their role to select the correct bet types.

Should You Show Them Anything Else?

* Previous Code Chunks: Not necessary yet. Since no chunks are complete (I only provided 1–25 as a sample earlier), there’s nothing to share. Once Grok 1 finishes 1–50, you could share that with others for consistency, but:
  + Reason Against: The action plan already includes the preamble and helpers (for Grok 1) and a clear template. Groks 2–10 don’t need Grok 1’s methods—just the class structure and their own 50 bet types.
  + When to Share: If you notice inconsistencies (e.g., naming or logic differences) after collecting outputs, you might share Grok 1’s chunk later as a reference.
* Additional Examples: The action plan includes a binary method example (calculate\_double\_chance\_1x). You could add a multi-outcome example (e.g., calculate\_1x2), but:
  + Reason Against: The template and instructions are detailed enough, and Groks can infer multi-outcome logic from calculate\_profit\_scenarios. Adding more might overcomplicate the upload.
* Testing Code: No main() or test cases are needed yet.
  + Reason Against: Grok 10 will add main() in the final chunk (451–500). Including tests now might confuse earlier Groks, as they’re focused on method implementation, not testing.

Recommendation: Just the Document + List + Number

* Upload:
  1. The action plan document (full text from my previous response).
  2. The 500 bet type list (attached below as a simplified version).
  3. A message assigning their number (e.g., “You are Grok 1”).
* Why This Is Enough:
  1. The action plan has all instructions, templates, and helper code.
  2. The bet type list provides the specific tasks for their chunk.
  3. The number ties it together, ensuring each Grok knows their range (e.g., 1–50 for Grok 1).
* Simplicity: Keeps the upload lean, reducing the chance of misinterpretation or overload.

Simplified 500 Bet Type List (Attachment)

Here’s a condensed version of the list for upload (full details in my earlier response; this is a quick reference):

1. 1X2

2. Double Chance 1X

3. Double Chance X2

4. Double Chance 12

5. Home Win Either Half

6. Home Team to Win from Behind

7. Home Team to Win to Nil

8. Match to Go to Extra Time

9. Match to Go to Penalties

10. Home Team to Win a Penalty Shootout

11. Half-Time Result

12. Full-Time Result with Handicap

13. Home Team to Win by Exactly 1 Goal

14. Home Team to Win by 2+ Goals

15. Home Team to Win by 3+ Goals

16. No Goalscorer

17. Home Team to Lead at Half-Time

18. Home Team to Lead at Full-Time

19. Home Team to Come Back from 2 Goals Down

20. Match to End in Draw After Extra Time

21. Home Team to Win After Extra Time

22. Home Team to Win in Regular Time Only

23. Match to End in a Shootout Draw

24. Home Team to Win After Conceding First

25. Home Team to Win Without Scoring in First Half

26. Home Team to Win After Trailing at Half-Time

27. Home Team to Win by 4+ Goals

28. Home Team to Win by 5+ Goals

29. Home Team to Win After Being Level at 75 Minutes

30. Home Team to Win Without Conceding in Second Half

[...continues...]

51. Over/Under 0.5 Goals

52. Over/Under 1.5 Goals

[...continues...]

151. Correct Score

152. Half-Time/Full-Time

[...continues...]

201. First Goalscorer

202. Anytime Goalscorer

[...continues...]

301. Total Corners Over/Under 8.5

[...continues...]

401. Penalty Taken

[...continues...]

451. BTTS & Over 2.5 Goals

[...continues...]

500. Team to Win and Goal After 85 Minutes

* Note: This is abbreviated here. Upload the full 500-item list from my earlier response (or I can resend it if needed) to ensure all bet types are covered.

Final Upload Checklist

For each Grok:

* Message: “You are Grok [number]. Here’s your task document and the 500 bet type list.”
* Files:
  1. Action plan document (copy-paste the full text from my previous response).
  2. 500 bet type list (full version from earlier or request me to resend).
* No Extras: Nothing else is needed unless you see issues after their outputs (e.g., inconsistencies requiring a reference chunk).

Will It Work?

* Yes: With just these two items plus their number, each Grok has:
  + Clear instructions (action plan).
  + Specific bet types (list).
  + Their role (number).
* Edge Case: If a Grok struggles with the list format or needs clarification, they might ask you. The action plan’s detailed template should prevent this, but you can clarify as needed.

Match Outcome Bets (1–50)

1. 1X2 (Match Result)
2. Double Chance (1X, X2, 12)
3. Draw No Bet (DNB)
4. Win Either Half
5. Win Both Halves
6. Team to Win from Behind
7. Team to Win to Nil
8. Match to Go to Extra Time
9. Match to Go to Penalties
10. Team to Win a Penalty Shootout
11. Half-Time Result (1X2)
12. Full-Time Result with Handicap
13. Team to Win by Exactly 1 Goal
14. Team to Win by 2+ Goals
15. Team to Win by 3+ Goals
16. No Goalscorer (0-0 or No Goals)
17. Team to Lead at Half-Time
18. Team to Lead at Full-Time
19. Team to Come Back from 2 Goals Down
20. Match to End in a Draw After Extra Time
21. Team to Win After Extra Time
22. Team to Win in Regular Time Only
23. Match to End in a Shootout Draw
24. Team to Win After Conceding First
25. Team to Win Without Scoring in First Half
26. Team to Win After Trailing at Half-Time
27. Team to Win by 4+ Goals
28. Team to Win by 5+ Goals
29. Team to Win After Being Level at 75 Minutes
30. Team to Win Without Conceding in Second Half
31. Team to Win After a Red Card
32. Team to Win with a Clean Sheet in Extra Time
33. Team to Win After Scoring First Goal
34. Team to Win Without a Shot in First 15 Minutes
35. Team to Win After VAR Goal Decision
36. Team to Win with Last Kick of the Game
37. Team to Win After Missing a Penalty
38. Team to Win Without a Corner in First Half
39. Team to Win After Opponent Hits Woodwork
40. Team to Win with Fewer Shots on Target
41. Team to Win After Opponent Red Card
42. Team to Win Without Leading at Half-Time
43. Team to Win After a 0-0 First Half
44. Team to Win with a Goal in Stoppage Time
45. Team to Win After a Draw at 60 Minutes
46. Team to Win Without a Card Against Them
47. Team to Win After a Substitution Goal
48. Team to Win with Fewer Corners
49. Team to Win After a Goalkeeper Save
50. Team to Win Without Possession Advantage

Goals Bets (51–150)

1. Over/Under 0.5 Goals
2. Over/Under 1.5 Goals
3. Over/Under 2.5 Goals
4. Over/Under 3.5 Goals
5. Over/Under 4.5 Goals
6. Both Teams to Score (BTTS)
7. Exact Number of Goals (0)
8. Exact Number of Goals (1)
9. Exact Number of Goals (2)
10. Exact Number of Goals (3)
11. Exact Number of Goals (4)
12. Goal Range (0-1)
13. Goal Range (2-3)
14. Goal Range (4-6)
15. Time of First Goal (0-15 min)
16. Time of First Goal (16-30 min)
17. Time of Last Goal (After 80 min)
18. Goal in Both Halves
19. Goal Before 10 Minutes
20. Goal After 70 Minutes
21. First Half Over/Under 0.5 Goals
22. First Half Over/Under 1.5 Goals
23. Second Half Over/Under 0.5 Goals
24. Second Half Over/Under 1.5 Goals
25. Team to Score First
26. Team to Score Last
27. Odd/Even Goals
28. Multi-Goal (1-2)
29. Multi-Goal (3-4)
30. Goal from Outside the Box
31. Header Scored in Match
32. Own Goal in Match
33. Goal from a Free Kick
34. Goal from a Corner
35. Goal from a Throw-In Assist
36. No Goals in First Half
37. No Goals in Second Half
38. Team to Score 2+ Goals
39. Team to Score 3+ Goals
40. Goals in First 5 Minutes
41. Over/Under 5.5 Goals
42. Over/Under 6.5 Goals
43. Exact Number of Goals (5)
44. Exact Number of Goals (6)
45. Goal Range (7+)
46. Time of First Goal (31-45 min)
47. Time of Last Goal (Before 60 min)
48. Goal from a Rebound
49. Goal from a Goalkeeper Error
50. Team to Score in Every 15-Minute Segment
51. Over/Under 7.5 Goals
52. Over/Under 8.5 Goals
53. Exact Number of Goals (7)
54. Exact Number of Goals (8)
55. Goal Before 5 Minutes
56. Goal After 85 Minutes
57. First Half Over/Under 2.5 Goals
58. Second Half Over/Under 2.5 Goals
59. Team to Score in First 10 Minutes
60. Team to Score in Last 10 Minutes
61. Goals in Both Halves by One Team
62. Goal Before a Corner
63. Goal After a Card
64. Goal from a Long Pass
65. Goal from a Solo Run
66. Goal from a Set Piece
67. No Goals Before 20 Minutes
68. No Goals After 75 Minutes
69. Team to Score 4+ Goals
70. Team to Score 5+ Goals
71. Over/Under 0.5 Goals in First 15 Minutes
72. Over/Under 1.5 Goals in Last 15 Minutes
73. Goal in Extra Time
74. Goal in Penalty Shootout
75. Team to Score Only Goal
76. Goal from a Deflected Shot
77. Goal from a Volley
78. Goal from a Backheel
79. Goal from a Cross
80. Goal from a Through Ball
81. Over/Under 3.5 Goals in Second Half
82. Over/Under 4.5 Goals in First Half
83. Team to Score in Every 30-Minute Segment
84. Goal After a Substitution
85. Goal Before a Substitution
86. Goal from a Counter-Attack
87. Goal After a Foul
88. Goal from a Goalkeeper Assist
89. Goal from a Midfielder
90. Goal from a Defender
91. Goal from a Striker
92. Goal Before VAR Check
93. Goal After VAR Overturn
94. No Goals in Extra Time
95. Team to Score in Both Extra Time Halves
96. Goal from a Long-Range Shot (30+ yards)
97. Goal from a Short-Range Shot (Inside 6 yards)
98. Goal from a Mid-Range Shot (6-18 yards)
99. Over/Under 9.5 Goals
100. Exact Number of Goals (9+)

Score Bets (151–200)

1. Correct Score
2. Half-Time/Full-Time (HT/FT)
3. Winning Margin (by 1)
4. Winning Margin (by 2)
5. Winning Margin (by 3)
6. Exact Score at Half-Time
7. Scorecast (Goalscorer + Result)
8. Wincast (Goalscorer + Team Win)
9. First Half Correct Score
10. Second Half Correct Score
11. Team to Lead at Half-Time and Full-Time
12. Team to Trail at Half-Time and Win
13. Team to Lead After 15 Minutes
14. Team to Win After Trailing at Any Point
15. Exact Goals Difference (e.g., 1-0 or 2-1)
16. Winning Margin (by 4+)
17. Team to Lead After 30 Minutes
18. Team to Win After Being Level at Half-Time
19. Exact Score After 15 Minutes
20. Team to Win with a Last-Minute Goal
21. Winning Margin (by 5+)
22. Team to Lead After 60 Minutes
23. Team to Win After Trailing by 2+ Goals
24. Exact Score After 30 Minutes
25. Team to Win with a Goal in Extra Time
26. Team to Lead at 15, 30, and 45 Minutes
27. Team to Trail at Half-Time and Draw
28. Exact Score at 60 Minutes
29. Team to Win After a 1-1 Half-Time Score
30. Team to Win with a Penalty Goal
31. Team to Lead After 75 Minutes
32. Team to Win After a 0-0 Half-Time
33. Exact Score After 75 Minutes
34. Team to Win with a Free Kick Goal
35. Team to Lead at Half-Time and Lose
36. Team to Trail After 15 Minutes and Win
37. Exact Score in Extra Time
38. Team to Win After a Shootout Goal
39. Team to Lead After First Substitution
40. Team to Win with a Header Goal
41. Team to Lead After First Card
42. Team to Win After a VAR Decision
43. Exact Score After First Goal
44. Team to Win with an Own Goal
45. Team to Lead at 90 Minutes and Draw
46. Team to Win After a Red Card to Opponent
47. Exact Score After Second Half Kick-Off
48. Team to Win with a Goal from a Defender
49. Team to Lead After a Corner Goal
50. Team to Win After a Goalkeeper Error

Player-Specific Bets (201–300)

1. First Goalscorer
2. Anytime Goalscorer
3. Last Goalscorer
4. Player to Score 2+ Goals
5. Player to Score a Hat-Trick
6. Player to Assist a Goal
7. Player to Assist 2+ Goals
8. Player to be Booked (Yellow Card)
9. Player to be Sent Off (Red Card)
10. Player Shots on Target (Over 0.5)
11. Player Shots on Target (Over 1.5)
12. Player Shots (Over 1.5)
13. Player Shots (Over 2.5)
14. Player Passes Completed (Over 20)
15. Player Tackles (Over 1.5)
16. Player Offsides (Over 0.5)
17. Player to Win a Free Kick
18. Player to Commit a Foul (Over 0.5)
19. Goalkeeper to Save a Penalty
20. Player to Hit the Woodwork
21. Player to Dribble Past 2+ Opponents
22. Player to Score and be Booked
23. Player to Score from a Free Kick
24. Player to Score a Header
25. Player to Miss a Penalty
26. Player to Score and Assist
27. Player Shots on Target (Over 3.5)
28. Player Passes Completed (Over 50)
29. Player to Commit 2+ Fouls
30. Player to Win 2+ Free Kicks
31. Player to Score from a Penalty
32. Player to Miss a Shot on Target
33. Player to Be Subbed On First
34. Player to Be Involved in VAR Decision
35. Player to Score in Both Halves
36. Player Shots (Over 4.5)
37. Player Passes Completed (Over 75)
38. Player Tackles (Over 3.5)
39. Player Offsides (Over 1.5)
40. Player to Commit 3+ Fouls
41. Player to Win 3+ Free Kicks
42. Player to Score in First 15 Minutes
43. Player to Score in Last 15 Minutes
44. Player to Assist in First Half
45. Player to Assist in Second Half
46. Player to Be Booked in First Half
47. Player to Be Booked in Second Half
48. Player to Be Sent Off in First Half
49. Player to Be Sent Off in Second Half
50. Player Shots on Target (Over 5.5)
51. Player to Score from Outside the Box
52. Player to Score from a Corner
53. Player to Score from a Throw-In Assist
54. Player to Miss a Header
55. Player to Hit the Crossbar
56. Player to Hit the Post
57. Player to Dribble Past 5+ Opponents
58. Player to Score and Win a Free Kick
59. Player to Score and Commit a Foul
60. Player to Assist and Be Booked
61. Player to Score in Extra Time
62. Player to Assist in Extra Time
63. Player to Be Booked in Extra Time
64. Player to Score in Penalty Shootout
65. Player to Miss in Penalty Shootout
66. Player to Score from a Rebound
67. Player to Score from a Goalkeeper Error
68. Player to Be Subbed Off in First Half
69. Player to Be Subbed Off in Second Half
70. Player to Be Subbed On in First Half
71. Player to Be Subbed On in Second Half
72. Player to Score from a Volley
73. Player to Score from a Backheel
74. Player to Score from a Cross
75. Player to Score from a Through Ball
76. Player to Assist from a Free Kick
77. Player to Assist from a Corner
78. Player to Assist from a Throw-In
79. Player to Be Involved in a Goal Line Clearance
80. Player to Make a Goal Line Clearance
81. Player to Score from a Deflection
82. Player to Score from a Long Pass
83. Player to Score from a Solo Run
84. Player to Be Booked for Diving
85. Player to Be Booked for Dissent
86. Player to Be Booked for Time-Wasting
87. Player to Win a Penalty
88. Player to Concede a Penalty
89. Player to Score and Hit the Woodwork
90. Player to Assist and Hit the Woodwork
91. Player to Score in First 5 Minutes
92. Player to Score in Last 5 Minutes
93. Player to Be Booked Before 15 Minutes
94. Player to Be Booked After 75 Minutes
95. Player to Assist Before 15 Minutes
96. Player to Assist After 75 Minutes
97. Player to Score from a Midfielder Position
98. Player to Score from a Defender Position
99. Player to Score from a Striker Position
100. Player to Be Man of the Match

Team Event Bets (301–400)

1. Total Corners (Over/Under 8.5)
2. Team Corners (Over/Under 4.5 per Team)
3. First Corner
4. Last Corner
5. Corners Race (First to 5 Corners)
6. Exact Number of Corners (8)
7. Exact Number of Corners (10)
8. Total Cards (Over/Under 3.5)
9. Team Cards (Over/Under 1.5 per Team)
10. First Card
11. Last Card
12. Red Card in Match
13. Clean Sheet (Team Doesn’t Concede)
14. Team to Hit the Woodwork
15. Team Offsides (Over/Under 2.5)
16. Team Shots on Target (Over/Under 4.5)
17. Team Shots (Over/Under 8.5)
18. Team Possession Percentage (Over/Under 50%)
19. Team to Win Most Corners
20. Team to Commit Most Fouls
21. Team to Take Most Shots
22. Team to Have Most Throw-Ins
23. Team to Win Most Free Kicks
24. Team to Lead in Shots at Half-Time
25. Team to Have Highest Pass Completion
26. Team Corners (Over/Under 6.5)
27. Team Cards (Over/Under 3.5)
28. Team to Win Most Tackles
29. Team to Have Most Offsides
30. Team to Lead in Shots After 15 Minutes
31. Team to Have Most Possession in First Half
32. Team to Win Most Duels
33. Team to Have Most Shots Off Target
34. Team to Concede Most Corners
35. Team to Have Most Saves by Goalkeeper
36. Team Corners (Over/Under 8.5)
37. Team Cards (Over/Under 5.5)
38. Team to Win Most Headers
39. Team to Have Most Interceptions
40. Team to Lead in Shots After 30 Minutes
41. Team to Have Most Possession in Second Half
42. Team to Win Most Ground Duels
43. Team to Have Most Shots in First Half
44. Team to Concede Most Free Kicks
45. Team to Have Most Shots in Second Half
46. Team Corners (Over/Under 10.5)
47. Team Cards (Over/Under 7.5)
48. Team to Win Most Aerial Duels
49. Team to Have Most Blocks
50. Team to Lead in Shots After 60 Minutes
51. Team to Have Most Possession in Extra Time
52. Team to Win Most Challenges
53. Team to Have Most Shots on Target in First Half
54. Team to Concede Most Throw-Ins
55. Team to Have Most Shots on Target in Second Half
56. Team Corners (Over/Under 12.5)
57. Team Cards (Over/Under 9.5)
58. Team to Win Most Passes
59. Team to Have Most Clearances
60. Team to Lead in Shots After 75 Minutes
61. Team to Have Most Possession in First 15 Minutes
62. Team to Win Most Fouls Drawn
63. Team to Have Most Shots Before 15 Minutes
64. Team to Concede Most Shots
65. Team to Have Most Shots After 75 Minutes
66. Team Corners in First 10 Minutes (Over/Under 1.5)
67. Team Cards in First 15 Minutes (Over/Under 0.5)
68. Team to Win Most Dribbles
69. Team to Have Most Goal Kicks
70. Team to Lead in Shots in Extra Time
71. Team to Have Most Possession in Last 15 Minutes
72. Team to Win Most Throw-Ins in First Half
73. Team to Have Most Shots in Extra Time
74. Team to Concede Most Offsides
75. Team to Have Most Shots Before Half-Time
76. Team Corners in Last 10 Minutes (Over/Under 1.5)
77. Team Cards in Last 15 Minutes (Over/Under 0.5)
78. Team to Win Most Free Kicks in Second Half
79. Team to Have Most Free Kicks Conceded
80. Team to Lead in Shots Before 30 Minutes
81. Team to Have Most Possession Before 15 Minutes
82. Team to Win Most Corners in First Half
83. Team to Have Most Shots After a Substitution
84. Team to Concede Most Cards
85. Team to Have Most Shots After a Card
86. Team Corners in Extra Time (Over/Under 1.5)
87. Team Cards in Extra Time (Over/Under 0.5)
88. Team to Win Most Tackles in Second Half
89. Team to Have Most Interceptions in First Half
90. Team to Lead in Shots in Penalty Shootout
91. Team to Have Most Possession After 75 Minutes
92. Team to Win Most Headers in Extra Time
93. Team to Have Most Shots Off Target in First Half
94. Team to Concede Most Shots on Target
95. Team to Have Most Shots Off Target in Second Half
96. Team Corners Before 15 Minutes (Over/Under 1.5)
97. Team Cards Before 30 Minutes (Over/Under 1.5)
98. Team to Win Most Duels in Extra Time
99. Team to Have Most Clearances in Second Half
100. Team to Have Most Shots in Last 5 Minutes

Game Incident Bets (401–450)

1. Penalty Taken
2. Penalty Scored
3. Penalty Missed
4. VAR Review in Match
5. Substitution Before 30 Minutes
6. Free Kick Goal
7. Corner in First 5 Minutes
8. Card in First 10 Minutes
9. Goal Disallowed by VAR
10. Stoppage Time Over/Under 4 Minutes
11. Injury Time Goal
12. Referee to Show 5+ Cards
13. Match Abandoned
14. Pitch Invader Incident
15. Weather Delay (Yes/No)
16. Goal Line Technology Used
17. Referee to Blow Whistle Before Kick-Off
18. Ball to Burst During Match
19. Player Injured in First Half
20. Substitution Due to Injury
21. Second Penalty Taken
22. Two Penalties in Match
23. Card Before Corner in First Half
24. Goal After a VAR Review
25. Substitution in Stoppage Time
26. Three Penalties in Match
27. Card After a Goal in Second Half
28. Goal Disallowed by Offside
29. Stoppage Time Over/Under 6 Minutes
30. Extra Time Goal
31. Referee to Show 7+ Cards
32. Match Delayed by Crowd Trouble
33. Animal on Pitch Incident
34. Lightning Delay (Yes/No)
35. Goal Line Clearance in Match
36. Referee to Signal Half-Time Early
37. Ball to Be Replaced in First Half
38. Player Injured in Second Half
39. Substitution Before 15 Minutes
40. Four Penalties in Match
41. Card Before Goal in First Half
42. Goal After a Substitution
43. Substitution in Extra Time
44. Five Cards in First Half
45. Referee to Show 10+ Cards
46. Match Delayed by Floodlights Failure
47. Drone Interruption Incident
48. Fog Delay (Yes/No)
49. Goal Line Technology Overturned
50. Referee to End Match Early

Specialty and Combo Bets (451–500)

1. Match Specials (Win & Over 2.5)
2. BTTS & Over 2.5 Goals
3. BTTS & Team to Win
4. Over 10 Corners & Over 2.5 Goals
5. Team to Win & Player to Score
6. Half with Most Goals
7. Shutout in First Half
8. Shutout in Second Half
9. Both Teams to Hit the Woodwork
10. Goal, Card, and Corner in First Half
11. Player to Score & Team to Win to Nil
12. Over 15 Shots & Over 8 Corners
13. Team to Win & Under 2.5 Goals
14. Exact Goals & Exact Corners Combo
15. First Goal and First Card Combo
16. Red Card & Over 2.5 Goals
17. Penalty & BTTS
18. Corner Before Goal in First Half
19. Team to Win & Clean Sheet
20. Over 5 Cards & Under 2 Goals
21. BTTS & Over 3.5 Goals
22. Team to Win & Over 10 Corners
23. Player to Score, Card, and Corner in Match
24. Over 7 Cards & Over 2.5 Goals
25. Team to Win & Goal Before 15 Minutes
26. BTTS & Under 3.5 Goals
27. Team to Win & Over 12 Corners
28. Player to Assist, Card, and Corner in Match
29. Over 9 Cards & Over 3.5 Goals
30. Team to Win & Goal After 75 Minutes
31. BTTS & Over 4.5 Goals
32. Team to Win & Over 15 Shots
33. Player to Score, Assist, and Be Booked
34. Over 10 Cards & Under 2.5 Goals
35. Team to Win & Goal in First 5 Minutes
36. BTTS & Under 2.5 Goals
37. Team to Win & Over 20 Shots
38. Player to Score Twice & Team to Win
39. Over 12 Cards & Over 4.5 Goals
40. Team to Win & Goal in Last 5 Minutes
41. BTTS & Over 5.5 Goals
42. Team to Win & Over 25 Shots
43. Player to Score Hat-Trick & Team to Win
44. Over 15 Cards & Under 3.5 Goals
45. Team to Win & Goal Before 30 Minutes
46. BTTS & Over 6.5 Goals
47. Team to Win & Over 30 Shots
48. Player to Score and Assist Twice
49. Over 20 Cards & Over 5.5 Goals
50. Team to Win & Goal After 85 Minutes