**Bet Types Summary by Claude Assignment**

**Claude 1: Preamble + Bet Types 1-100**

* **Match Outcome Bets (1-50)**
  + Examples: 1X2, Double Chance, Draw No Bet, Win Either Half
  + Characteristics: Focus on match results, halftime/fulltime outcomes
  + Implementation: Mix of binary and multi-outcome bet types
* **Goals Bets Part 1 (51-100)**
  + Examples: Over/Under 0.5-4.5 Goals, BTTS, Exact Number of Goals
  + Characteristics: Focus on total goals scored in various timeframes
  + Implementation: Primarily binary outcome bets with clear win conditions

**Claude 2: Bet Types 101-200**

* **Goals Bets Part 2 (101-150)**
  + Examples: Over/Under 7.5-9.5 Goals, Goals in specific time segments
  + Characteristics: More specialized goal markets, time-specific goals
  + Implementation: Similar to Goals Part 1 but with more complex conditions
* **Score Bets (151-200)**
  + Examples: Correct Score, HT/FT, Winning Margin, Scorecast
  + Characteristics: Focus on specific score predictions and combinations
  + Implementation: Primarily multi-outcome bets with complex scenarios

**Claude 3: Bet Types 201-300**

* **Player-Specific Bets (201-300)**
  + Examples: First Goalscorer, Player to be Booked, Player Shots on Target
  + Characteristics: Focus on individual player performance metrics
  + Implementation: Mix of binary and multi-outcome bets centered on individual players

**Claude 4: Bet Types 301-400**

* **Team Event Bets (301-400)**
  + Examples: Total Corners, Team Cards, Team to Hit the Woodwork
  + Characteristics: Focus on team-level statistics and events
  + Implementation: Primarily binary outcome bets on team performance metrics

**Claude 5: Bet Types 401-500**

* **Game Incident Bets (401-450)**
  + Examples: Penalty Taken, VAR Review, Free Kick Goal
  + Characteristics: Focus on specific in-game events
  + Implementation: Primarily binary outcome bets for specific occurrences
* **Specialty and Combo Bets (451-500)**
  + Examples: BTTS & Over 2.5, Team to Win & Player to Score
  + Characteristics: Combination markets requiring multiple conditions
  + Implementation: Complex bets that combine multiple simpler markets

**Implementation Considerations by Category**

**Match Outcome Bets (Claude 1)**

* Most fundamental bet types that form the foundation for others
* Require careful handling of draw scenarios
* Often use the multi-outcome template for 1X2 markets

**Goals Bets (Claude 1 & 2)**

* High volume of similar bet types with varying thresholds
* Can potentially use templated approaches with parameters for thresholds
* Need robust validation for goal values (must be non-negative)

**Score Bets (Claude 2)**

* Often have many possible outcomes (especially correct score)
* May require optimization to handle large dictionaries efficiently
* Need careful commission handling due to many outcomes

**Player Bets (Claude 3)**

* Need to handle player identification consistently
* Often combine with other bet types (like scorecast)
* May need special validation for player-specific inputs

**Team Events (Claude 4)**

* Often mirror structure of goals bets but for different statistics
* Need validation for team identification
* May need to handle special cases like handicaps

**Game Incidents & Combo Bets (Claude 5)**

* Most complex bet types that often combine multiple outcomes
* May require nested validation logic
* Need clear docstrings to explain complex win conditions