

Racing Wagering Information & Transaction Integrity Protocols - RWITIP



One Club One Team One Vision



香港賽馬會
The Hong Kong Jockey Club
同心同步同進 RIDING HIGH TOGETHER

The Racing Wagering Information & Transaction Integrity Protocols are a strategic direction

Improve integrity controls

- Monitoring and Control at Customer level for integrity (AML) & profit management (anti-odds crushing)
- Accept bets up to the jump with improved integrity
- Expanded racing wagering dataset vs ITSP

Simplify integration process

- Reduce cost and time to market for new partners to be able to offer pari-mutuel products
- Easier implementation of new products by existing partners (complex rules and engines centralized at host)

Support large combination and fixed odds bet types

- Full matrix odds calculated on more bet types
- All transaction details available at host for integrity support of large dividend payouts
- Fixed Odds bet types supported to meet all participant needs

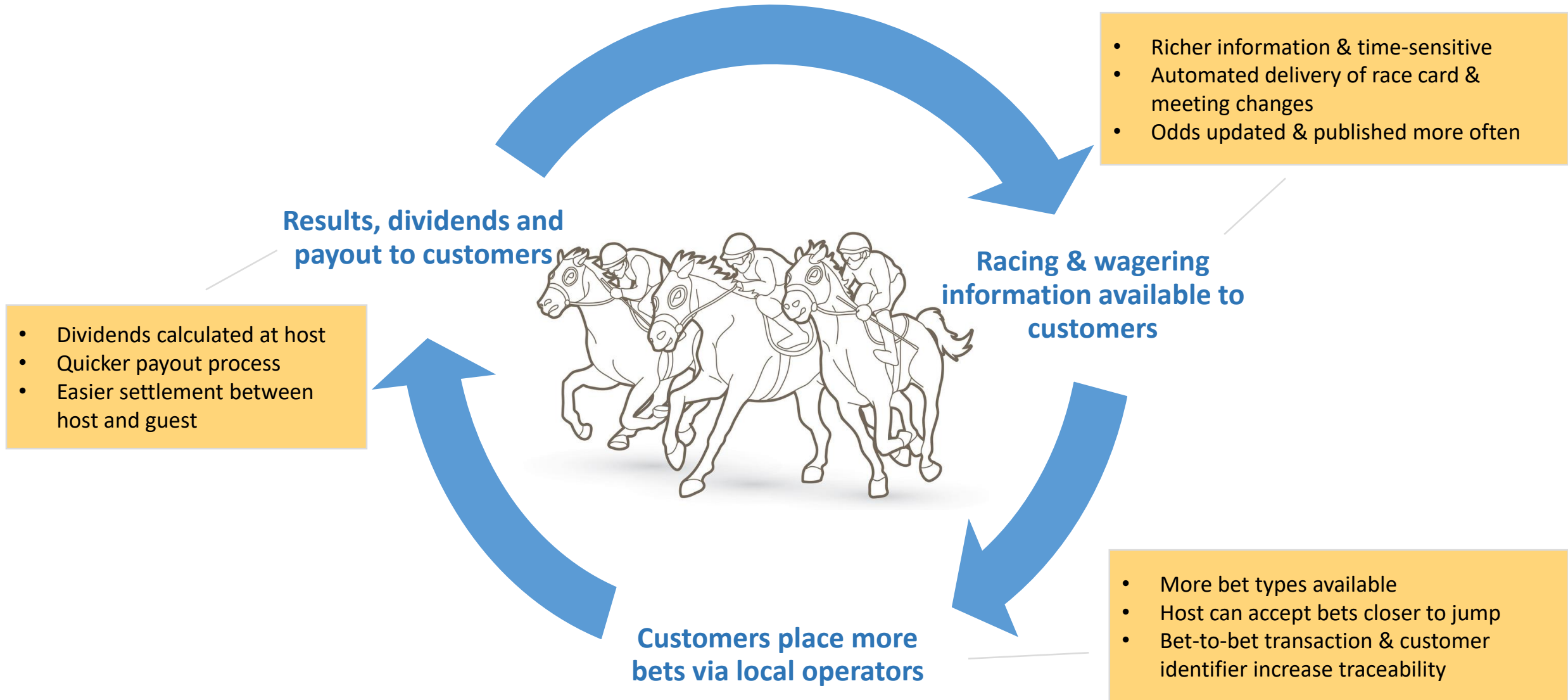
Enhance provision of information

- Odds calculated more often and broadcast to customers more consistently on existing collated bet types
- Automated delivery of information across the whole racing cycle
- Consistent availability of rich racing information



OBJECTIVES

Commingling Customer Experience will be enhanced as a whole

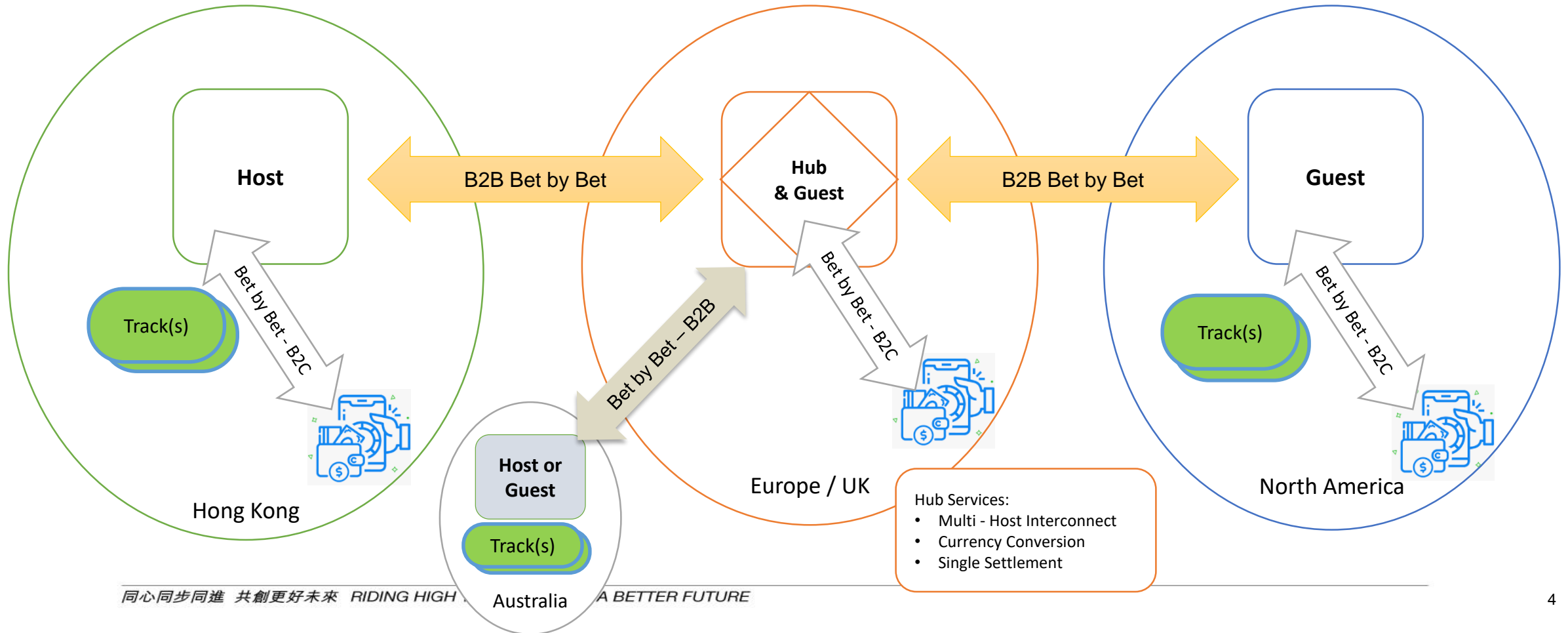


Racing Wagering Transactions via B2B Bet by Bet transaction exchange

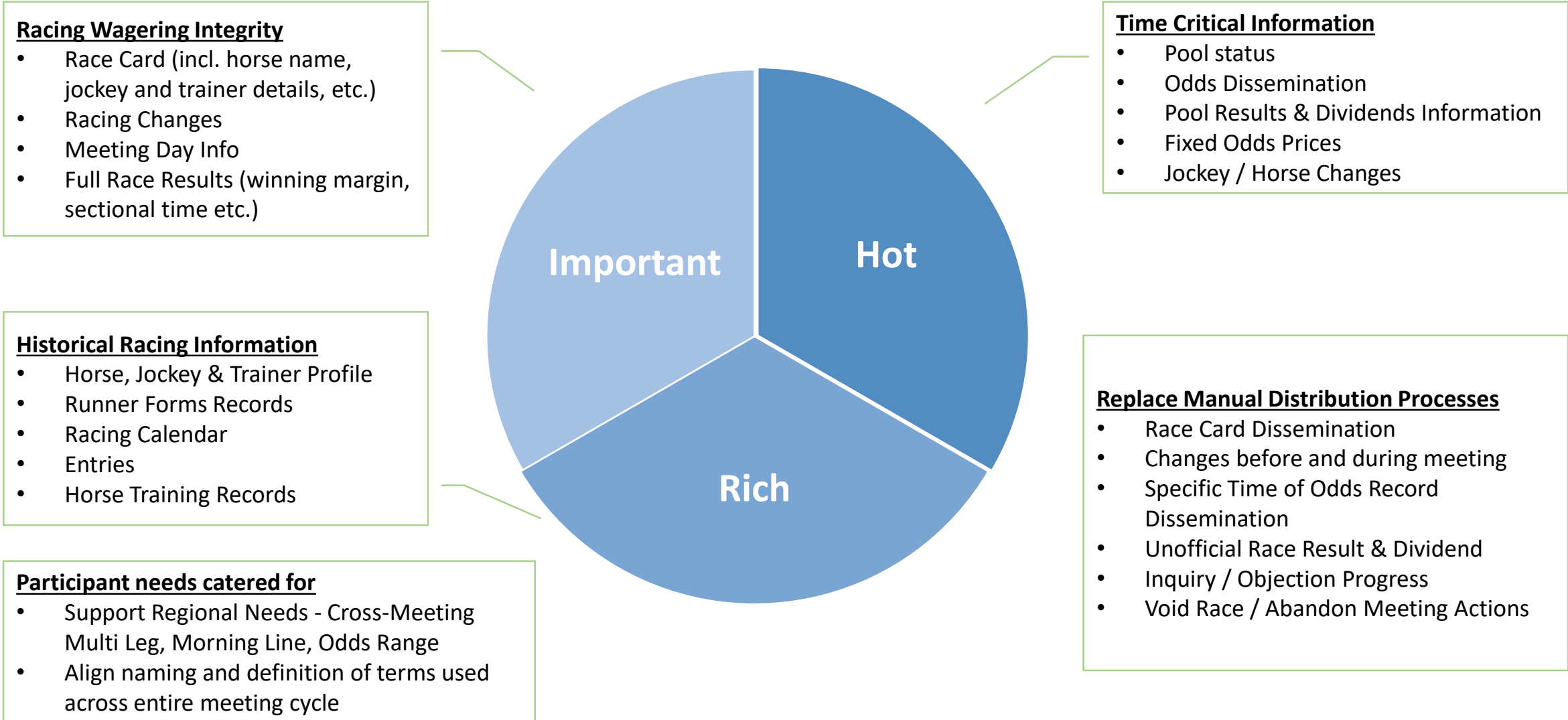
Host – A system that hosts the betting pools, accepts and collates bets from Guests either directly or via Hubs. A Host also receives bets from their own end customers

Hub – A system that processes and records investments from multiple Guests and directs such bets to a Host. A Hub can also act concurrently as a Guest.

Guest - A customer-facing system that receives bets placed by their end customers



Racing Wagering Information via Streaming and Request – Reply Data



Engagement & Collaboration

21 workshops conducted supported by Innovation & Collaboration tools

Racing Wagering Information Services

29 RESTful OpenAPI & MQTT AsyncAPI services

(e.g. race card, changes, odds)

Over 200 comments processed

Wagering Transaction Services

22 RESTful OpenAPI services

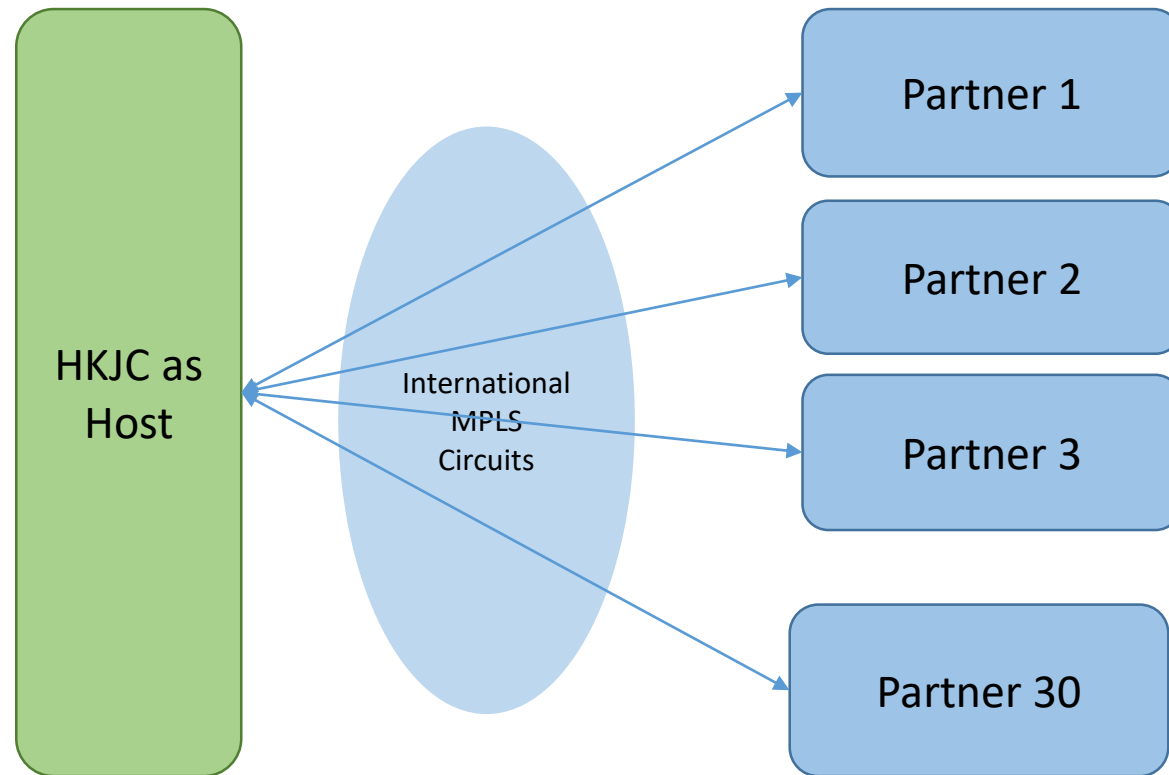
(e.g. sell, pay, bulk cancel, settlement)

Around 100 comments processed

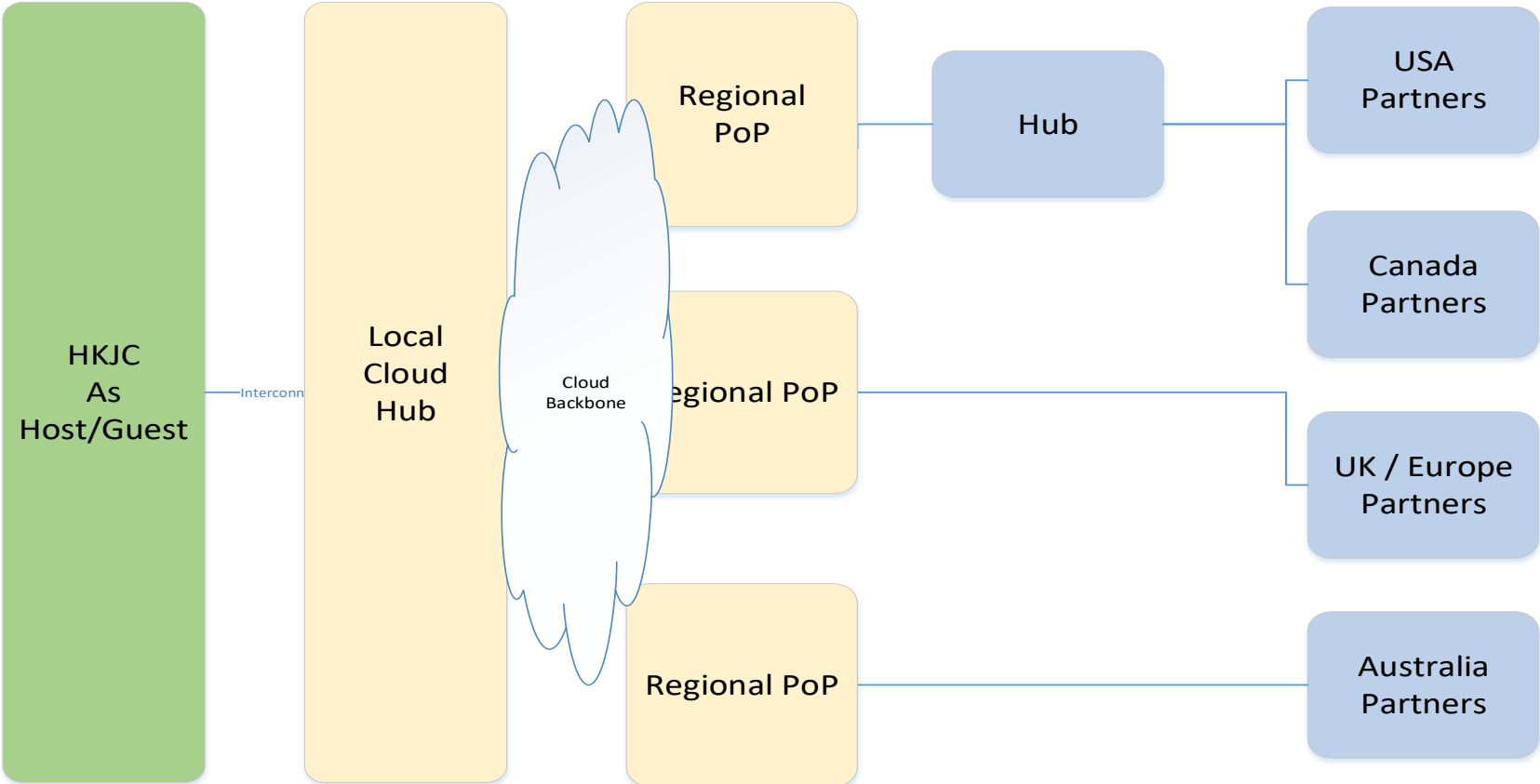
New Products & Unique Participant Needs Supported

(e.g. Jockey Challenge, Fixed Odds Racing, Pick-N Pools, Morning Line)

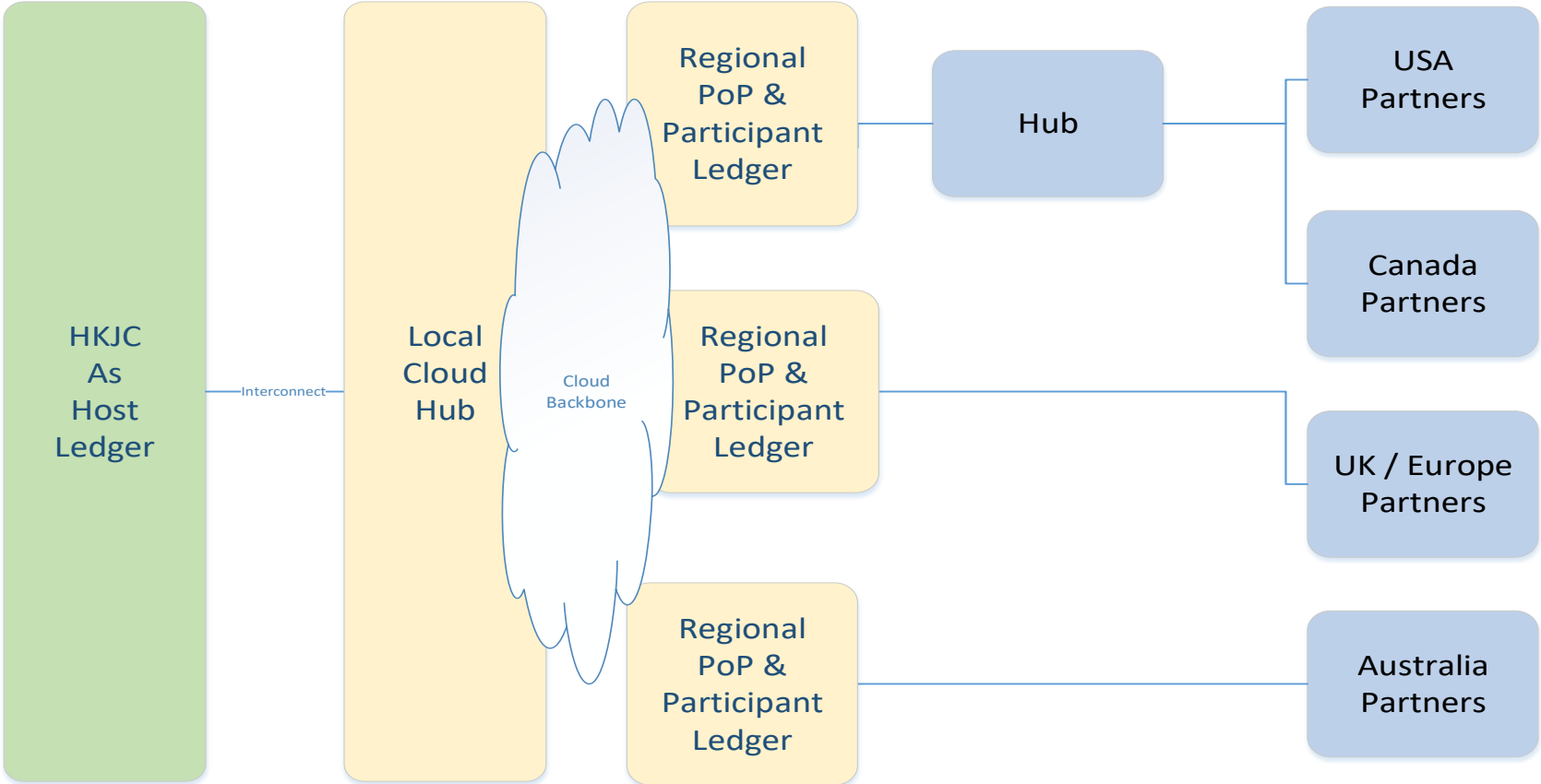
Centralised Processing / Service Distribution by Individual Network Circuits



Centralised Processing / Service Distribution by Cloud Network & Regional PoPs



Distributed Processing / Distribution by Cloud Network & Regional PoPs



Implementation - HKJC as Host Product Roadmap

Delivery Phase 1 – HKJC as Host	
101	Hot & Important Information – Racecard (including Meeting Changes)
102	Pari-mutuel – Quartet & First 4
103	Pari-mutuel – Double Trio, Triple Trio & Six Up
104	Pari-mutuel – Win, Place, Quinella, Quinella Place
105	Pari-mutuel – Tierce
106	Fixed odds – Jockey Challenge, Trainer Challenge
107	Rich Information (Part 1)
108	Pari-mutual – Forecast, Trio, Treble
109	Rich Information (Part 2)

- ← To equip partners with richer and more frequent racing & betting info before launch of bet types
- ← New bet types available for commingling as new revenue source
- ← To retire TXLV & partners no longer require full business logic
- ← For purpose of higher integrity in the high-volume bet types

Implementation - HKJC as Host Product Roadmap

Delivery Phase 2 – HKJC as Guest	
201	Placepot to UK Tote + Enable HKJC as Guest + Enable UK Tote as Host
202	Win, Place, Quinella, Quinella Place to one or more host partners
203	Other Exotics of relevant host partners (e.g. Quinte+, Pick 6, Quaddie)
204	Bet types akin to Jockey’s Challenge as guest
205	Other single-leg bet types

← Bet types may be generalized as “Pick N”
(refer to next slide)

Generalising the Exotics – “Pick N”

“Pick N” where N = 3, 4, 5 or 6

Examples:

N = 3,4 or 5

Treble
Quaddie
Pick 5

N = 6

6Up
Big6
Placepot
Pick 6

Shorten approval process

- One approval of “Pick N” for all
- Save efforts in seeking authority approvals every single time

Minimise Work on User Interface

- Allow simpler UI
- Save development efforts

Harmonise Some Betting Rules

- Save time in betting rule changes
- Harmonisation of consolation offers and substitution rules

Next Steps

- **Protocols Version 1.1 to be published following HKJC PoC completion**
- **Finalise initial Transaction & Information MVP content and timeline for HKJC as Host**