



***TERMINOLOGY***

For further help with betting terms, please see this [online Jargon Buster](#).

A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z

<b>Address System</b>	<p>Sporting Solutions uses a cascading structure to categorize various sports, matches, meetings, events, incidents and outcomes:</p> <ul style="list-style-type: none"> <li>• <a href="#">Sport</a> -&gt; <a href="#">Meeting</a> -&gt; <a href="#">SubType</a> -&gt; <a href="#">Market</a></li> </ul>
<b>API</b>	<p>This is an abbreviation for application Programming Interface. Sporting Solutions offers an HTTP Pull API which allows its <a href="#">customers</a> to use its sporting data in their own systems and websites.</p>
<b>Channel</b>	<p>This term refers to an aggregation of multiple data feeds, typically price updates or match-related metadata such as:</p> <ul style="list-style-type: none"> <li>• goals scored;</li> <li>• wickets taken in cricket; or</li> <li>• yellow cards awarded in football.</li> </ul> <p>The API can create, modify and delete Channels through <a href="#">REST</a> operations.</p> <p>There are two kinds of Channel:</p> <ul style="list-style-type: none"> <li>• <a href="#">Subscription Channels</a>; and</li> <li>• <a href="#">User-created Channels</a>.</li> </ul>
<b>Chunked Transfer Encoding</b>	<p>The <a href="#">API</a> uses HTTP Chunked Transfer Encoding to transmit discrete blocks of data via an open connection, as specified in the transfer-encoding header of the XML response. For further details of Chunked Transfer Encoding, please refer to online resources such as the <a href="#">HTTP/1.1 Protocol Parameters specification</a>.</p>
<b>Client (application)</b>	<p>This term refers to any software program that runs on a User's computer and uses the API to connect to the Sporting Solutions server to retrieve sporting data.</p>
<b>Customer</b>	<p>This term describes any organization or individual that has subscribed to one or more Sporting Solutions services. Every customer has at least one authorized <a href="#">User</a>.</p>
<b>Event</b>	<p>This is another term for a <a href="#">Market</a>.</p>
<b>Fixture</b>	<p>This is another term for a <a href="#">Meeting</a>.</p>
<b>Football</b>	<p>Sporting Solutions uses this term to refer to Soccer / association Football, except where stated.</p>
<b>'Heartbeat Message'</b>	<p>This term refers to a recurring message that the <a href="#">API</a> sends to a <a href="#">client application</a> (for example, during <a href="#">streaming</a>) to confirm that the server is available and functioning correctly.</p>
<b>Market</b>	<p>Sporting Solutions uses the term 'Market' (or 'Event') in its <a href="#">Address System</a> for any aspect of a sporting <a href="#">Meeting</a> on which it is possible to bet, such as:</p> <ul style="list-style-type: none"> <li>• winning horse;</li> <li>• final score of winning team; or</li> <li>• first player to score 100 runs at an all-day cricket meeting.</li> </ul>
<b>Match</b>	<p>This is another term for a <a href="#">Meeting</a>.</p>
<b>Meeting</b>	<p>Sporting Solutions uses this term in its <a href="#">Address System</a> to define a match, game, tournament, race, fixture or other event for a <a href="#">Sport</a>, such as:</p> <ul style="list-style-type: none"> <li>• The Grand National (horse racing);</li> <li>• Arsenal vs. Chelsea (<a href="#">football</a>); or</li> <li>• Monaco Grand Prix (motor racing).</li> </ul>
<b>Polling</b>	<p>This term denotes a method of retrieving data where the server transmits data to a <a href="#">client application</a> in response to specific discrete requests. It is an alternative to <a href="#">streaming</a>, where the server transmits a constant live XML feed of sporting data to the client application.</p>
<b>REST</b>	<p><i>Representational State Transfer</i> (REST) is an approach to software architecture for the Internet and other distributed systems.</p> <p>For details of REST practices, please consult any online resource such as a popular search engine.</p>

<b>Session</b>	This term denotes the sequence of transactions between a <u>User</u> and a server between the times when the User logs in and logs out.
<b>Session Token</b>	This term denotes the sequence of transactions between a <u>User</u> and a server between the times when the User logs in and logs out.
<b>Sport</b>	Sporting Solutions uses this term in its <u>Address System</u> to define a distinct type of sporting activity, such as: <ul style="list-style-type: none"> <li>• World Cup <u>football</u>;</li> <li>• UK Premiership <u>football</u>;</li> <li>• Test Match cricket; or</li> <li>• Formula One motor racing.</li> </ul>
<b>SportsML</b>	This is the name of an <u>International Press Telecommunications Council (IPTC)</u> XML standard for exchanging sporting news, standards and information.
<b>Streaming</b>	This term denotes a constant live XML feed of sporting data delivered from Sporting Solutions to a <u>customer's client application(s)</u> . It is an alternative to <u>polling</u> , where the server transmits data to the client application in response to specific discrete requests.
<b>Subscription Channel</b>	This term denotes a <u>Channel</u> that Sporting Solutions has set up for a <u>customer</u> . a Subscription Channel is read-only: <ul style="list-style-type: none"> <li>• the customer's <u>Users</u> cannot make changes to it; and</li> <li>• in order to customize their own Channels, Users filter data from their Subscription Channels.</li> </ul>
<b>SubType</b>	Sporting Solutions uses this term in its <u>Address System</u> to organize its <u>Markets</u> internally within <u>Sports</u> and <u>Meetings</u> . SubTypes are not always visible or directly obvious to customers or the betting public, but might include bets related to such concepts as: <ul style="list-style-type: none"> <li>• home team runs;</li> <li>• away team goals;</li> <li>• corner penalties; or</li> <li>• shirt-number differences or combinations.</li> </ul>
<b>URI</b>	This abbreviation of <u>Uniform Resource Identifier</u> refers to any means of referring uniquely to an Internet or intranet resource. URIs include: <ul style="list-style-type: none"> <li>• <u>Uniform Resource Locators (URLs)</u>; and</li> <li>• <u>Uniform Resource Names (URNs)</u>.</li> </ul>
<b>URL</b>	This abbreviation of Uniform Resource Locator refers to any Internet or intranet Address. an example is: <i>http://www.sportingindex.com/Default.aspx?tabid=1921 TEST</i>
<b>User</b>	This term denotes anyone who logs in to a <u>Session</u> .
<b>User-created Channel</b>	This term denotes a <u>Channel</u> that an authorized <u>User</u> has configured by means of query filters, based on pre-set <u>Subscription Channels</u> .