Enter sport bets (with Anonymous)

▶**01.** Open **Anonymous** with `F5`.

▶**02.** Enter **game number** and press `ENTER` ①.

▶**03.** Enter **odd/tip** and press `ENTER` ②.

▶**04.** **Bank game** desired? Press `B` ③.

▶**05.** Repeat point 2 - 4 if required.

Sportbets	Livebets	Dogbets
Round	Game	Odd
2008/31		☐ Bank
①	②	③
		1,00

▶**06.** Close bet input with `ESC`.

▶**07.** Enter stake and press `ENTER`.

▶**08.** When all stakes are entered press `ESC`.

▶**09.** Collect displayed amount from customer.

▶**10.** Complete the bet with `ENTER`.

▶**11.** Hand the ticket to the customer.

Payout bets

▶**01.** Press `F4`, enter the **ticket number** and confimr with `ENTER`.

▶**02.** A popup appears with the question whether the bet shall get payed out. Click on **YES**.

▶**03.** Payout the customers **winnings**.

▶**04.** Please pay attention that there should be **at least** so much money in the cash as the amount you want to **payout**.

Cancel bets

▶**01.** Press `F4`, enter the **ticket number** and confirm with `ENTER`.

▶**02.** A popup appears with the question whether the shall be canceled. Click on YES.

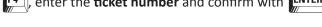▶**03.** Pay back the **stake** to the customer.

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Create a new customer

▶01. Click on [F6-new Cust.] .

▶02. Enter the **main data** of the customer.
Determine the **currency** of the customer also!

▶03. Press [Save] to create the new customer.

Print copy of ticket

▶01. Press [F4], enter the **ticket number** and confirm with [ENTER] .

▶02. The bet should appear **highlightened blue** in the overview.

▶03. Press [Print 2nd bon] to print the **copy of the ticket**.

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Bet request to the bookmaker

The bookmaker is able to define certain rules when a bet has to be requested to him. Bets that are effected by these rules can be requested to the bookmaker. He decides if he accepts the bet, refuses, or accepts with changes.

▶01. Enter the bet and press [Bet OK] .

▶02. In case the window with the bookmaker request appears confirm with [Yes] to initiate the bookmaker request. A temporary ticket is printed automatically.

▶03. Collect the stake from the customer.

▶04. As soon as the bookmaker has handled the bet request , the [🔵]-Symbol starts to blink. Press on this button to see the list of requested bets.

▶05. Click on the desired bet you want to handle. Depending on the status you have different options.

▶ a **Rejected**: Press the button [Pay back] . You are asked to pay back the customers stake.

ID	TypeString	Original	ToPay	TempState
327	1 of 1	15,00	10,00	AcceptedWithChanges
326	1 of 1	8,00	8,00	Accepted
325	1 of 1	7,00	7,00	Waiting
324	1 of 1	6,00	6,00	Rejected

▶ b **Accepted:** Press the button [Print bon] and hand the original ticket to the customer. Click on [Cancel] in case the customer does not want to book the bet yet. Pay back the stake.

▶ c **Accepted with changes:** Press the button [Payback/Bon] , the original ticket is printed and an info window appears with the amount of the stake to be payed back to the customer. Press [Cancel] if the customer does not want to book the bet. Pay back the stake.