How To Bet

How to bet

In Totup, betters compete for the prize pool among themselves.

The pool is formed through the players' bets.

Bets, depending on the size, are made on 4 tables:

- A Wooden table for betting in virtual currency Tot (free betting);
- A bronze table for betting from 1 to 5 euros;
- A Silver table for betting from 10 to 50 euros;
- A Gold table for betting from 100 to 500 euros.

The bet is made using the coupon.

The betting process consists of three stages:

1. To select a coupon
2. To make a prediction
3. To put money into a pool

Thus, for each coupon, 4 pools are formed.

Commission fee for the bet is charged separately, not from the prize pool.

General information about a coupon

The coupon consists of three blocks:

- The coupon's header contains general information on the coupon and serves to search the coupon.
- The coupon's core contains one or more events offered for betting, and serves for prediction.
- The lower part of the coupon contains information about betting tables, including information about placed bets, and serves to select the size of the stake.
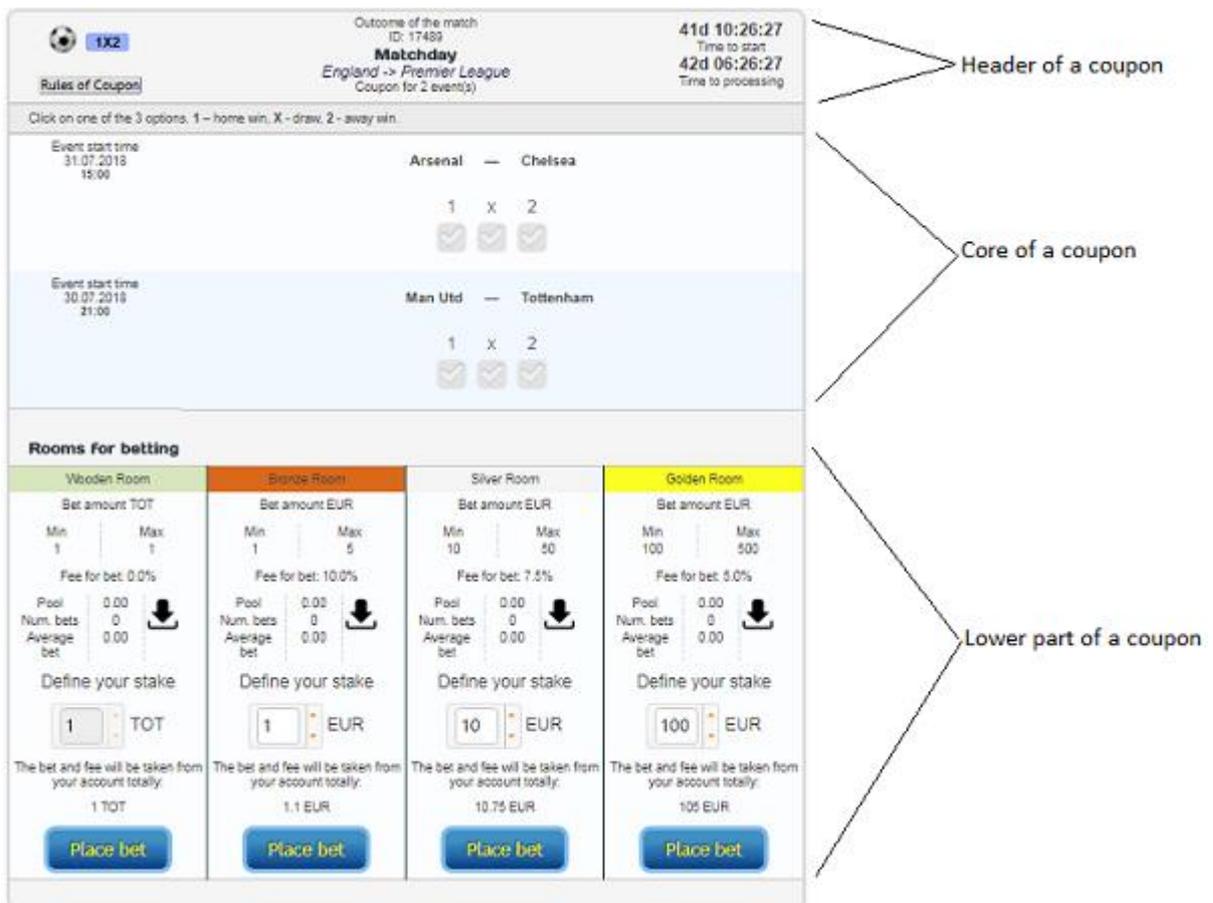
Figure 1 General coupon view

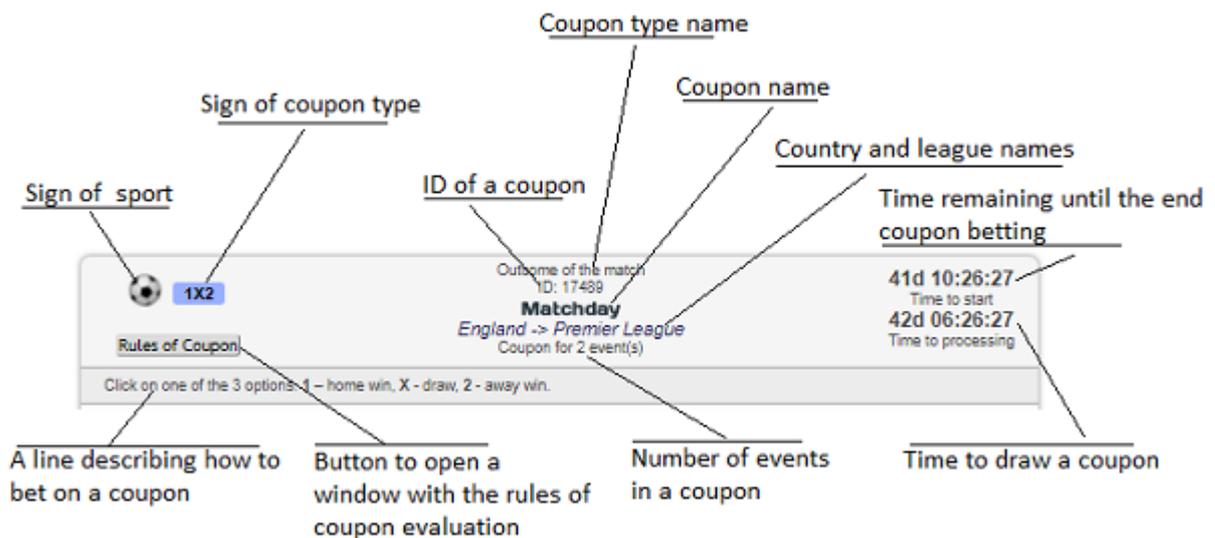## Detailed information about a coupon

The coupon's header:

Figure 2 The coupon's header

The coupon's core:

Figure 3 The coupon's core

Note: If there is only one event in the coupon, the coupon's core may be without an event name.

## The lower part of the coupon:

Figure 4 The lower part of the coupon

How to find a coupon

To search for coupons, use the coupon menu on the left side of the screen.

Choosing sports, countries, leagues, tournaments, you will see a list with coupons relating to a certain sports competition (tournament).

Use signs of the types of coupons above the list of coupons to filter the coupon types you need:

all	1X2	GD	1X2+W	2(1X2)+WR	SCORE	SCORE+H	S+W	1v2
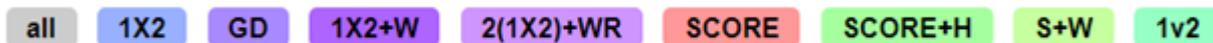
Coupons for football

1. **Match outcome**

   This coupon is similar to the traditional bookmaker's bet on the outcome (head-to-head):

   - 1 - home win;
   - X - draw;
   - 2 – away win.

   For play-off matches, only the main time of the match is taken into account (90 min + stoppage time).

2. **Match Winner**

   This coupon applies only to playoffs matches.

   It is necessary to choose the winner of the match taking into account the possible additional time and a series of post-match penalties:

   - 1 - home win;
   - 2 – away win.

3. **Outcome of play-off match**

   This coupon applies only to playoffs matches and it is integration of two coupons:

   Match outcome and Match Winner.

   First, a prediction for the outcome of the main time of the match is made:

   - 1 - home win;
   - X - draw;
   - 2 – away win.

   If the main time of the match is a draw, then you need to make a prediction on the winner of the match on the basis of overtime or a penalty shootout.

4. **Outcome of second match and series winner**

   This coupon is for the second match of the playoff series of two matches.

   The result of the first match is known and shown in the coupon.

   It is required to give a prediction for the outcome of the second match:

   - 1 - home win;
   - X - draw;
   - 2 – away win.

   If taking into account the outcome of the first match it is impossible clearly to determine the winner of the series, then you need to give an additional prediction of the winner of the series.

5. **Outcomes of 2 matches and winner of series play-off**

This coupon is for prediction on the outcomes of the two matches and on the winner of the playoff series.

It is required to make a prediction for the outcome of two matches of the playoff series.

In the first match:

- 1 - home win;
- X - draw;
- 2 – away win.

In the second match:

- 1- away win (home of the first match);
- X - draw;
- 2 – home win (away of the first match).

If on the outcomes of two matches the winner of the series is not obvious, then it is necessary to specify the winner of the series in addition.

6. **Goal difference**

This coupon is for prediction of the difference between the scored and the conceded goals in the match (for the playoff match - the main time of the match).

You need to choose one of seven options:

- ≥3 - a home win with a difference of 3 or more goals
- 2 – a home win with a difference of 2 goals
- 1 - home win with 1 goal differences
- Draws
- 1 - away win with 1 goal differences
- 2 – away win with 2 goals differences
- ≥3 - away win with a difference of 3 or more goalss

7. **Correct score**

It is necessary to specify the correct score of a football match after the end of main and stoppage time.

8. **Correct score of match and half**

It is necessary to specify the correct score of a football match at the end of the main and stoppage time and the correct score of the first half.

9. **Correct score and winner**

This coupon applies only to playoffs matches.

It is necessary to specify the correct score of a football match after the end of main and stoppage time.

If the main time of the match is a draw, then you need to make a prediction on the winner of the match on the basis of overtime or a penalty shootout.

Coupons for tennis

1. **Match score**

This is a coupon for prediction of tennis match scores.

Depending on the rules of the tournament, the coupon on the score of the match has two kinds:

A) Match of three sets

It is necessary to choose one of four possible variants of the match score: 2-0, 2-1, 1-2, 0-2.

B) Match of five sets

It is necessary to choose one of six possible variants of the match score: 3-0, 3-1, 3-2, 2-3, 1-3, 0-3.

2. **Match Winner**

   This is the coupon for prediction the winner of the match.

   It is necessary to choose the winner of the match.

3. **Set score**

   This is a coupon for prediction of tennis set scores.

   It is necessary to indicate the correct score of the set.

4. **Set Winner**

   This is the coupon for prediction the winner of the set.

   It is necessary to choose the winner of the set.

5. **Game score**

   This is a coupon for prediction of tennis game scores.

   It is necessary to indicate the correct score of the game.

6. **Game Winner**

   This is the coupon for prediction the winner of the game.

   It is necessary to choose the winner of the game.

7. **Tiebreak score**

   This is a coupon for prediction of tennis tiebreak scores.

   It is necessary to indicate the correct score of the tiebreak.

Coupons for basketball

1. **Match outcome**

   This coupon is for prediction of the outcome of the match.

   It is required to make a prediction for one of the four variants of the outcome of the basketball match:
   - Home win the match in regular time;
   - Home win the match in overtime;
   - Away win the match in overtime;
   - Away win the match in regular time.

2. **Match Points difference**

   This is a coupon for prediction of the outcome of the match and the range of the points difference.

   It is necessary to choose the outcome of the match with the difference in points in one of the six ranges:

   A home win by a margin

- 1 - 6 points;
- 7 - 12 points;
- >12 points

Away win by a margin

- 1 - 6 points;
- 7 - 12 points;
- >12 points.

3. **Exact score difference**

This is a coupon for betting on the exact difference of points in the match.

It is required to give a forecast, with what difference in points the basketball match will end.

4. **Exact match score**

This is a coupon for betting on the exact match score.

It is required to make a forecast, with what score the basketball match will end.

Coupons for ice hockey

1. **Match outcome**

This coupon is for prediction of the outcome of the match.

It is required to make a prediction for one of the six variants of the outcome of the hockey match:

- Home win the match in regular time;
- Home win the match in overtime;
- Home win the match in shootouts;
- Away win the match on shootouts;
- Away win the match in overtime;
- Away win the match in regular time.

2. **Outcome +**

This is a coupon for prediction of the outcome of the match and the range of the goal difference.

It is required to make a prediction for one of the eight variants of the outcome of the hockey match:

- Home win in regulation time by margin equal (or more) 3 goals;
- Home win in regulation time by margin equal (or less) 2 goals;
- Home win in overtime;
- Home win in shootouts;
- Away win in shootouts;
- Away win in overtime;
- Away win in regulation time by margin equal (or less) 2 goals;
- Away win in regulation time by margin equal (or more) 3 goals.

3. **Goal difference**

This coupon is for prediction the score difference in the regular time of the hockey match.

It is required to make a prediction on the difference of goals scored in the regular time of the match with precision up to five goals.

Coupons for Formula 1

1. **Three winners**

It is necessary to select from the list of participants the race of drivers who will occupy the first three places according to the results of the race.

2. **Race winner**

It is necessary to choose from the list of participants of race of the driver who will be the winner of the race.

3. **Places of teams**

You need to place the teams in the top ten in accordance with the results of the race.

Coupons for biathlon

1. **Race winner**

You need to choose from the offered list of participants in the race athlete, who will be the winner of the race. If the proposed list does not contain the name of athlete you would like to bet on, select "Someone else"

2. **Team-winner**

You need to choose from the proposed list of participants of the relay race the team which will be the winner of the race. If the proposed list does not contain the name of the team you would like to bet on, select "Other team".

3. **Race Medalists**

You need to choose from the proposed list of participants in the race athletes who will take the first three places on the results of the race, placing them in places. If the proposed list does not contain the name of athlete you would like to bet on, select "Someone else"

4. **Teams medalists**

You need to choose from the proposed list of participants of the relay race team that will take the first three places on the results of the race, placing them in places. If the proposed list does not contain the name of the team you would like to bet on, select "Other team".

Coupons for volleyball

1. **Match score**

This is a coupon for betting on a score of a volleyball match.
To make a bet, you must choose one of the possible scores of a volleyball match by won games.

2. **Game score**

This is a coupon for betting on a score of a game of a volleyball match.
To make a bet, you need to specify a score of a certain game of the volleyball match.

Briefly about main

Totup is a new betting system where players place bets into a prize pool that is fully distributed among the players.

The rules of the pool distribution are such that 50% of the bets win.

Bets (forecasts) are estimated for accuracy in the range from 0 to 100 points.

Winnings are proportional to points for the accuracy of the forecast and the value of the stake.

Bets are made by means a coupon. For each coupon, 3 pools are formed: bronze, silver and gold, depending on the size of the bet.

There is an opportunity after a simplified registration to make free bets using the virtual currency "tots".