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(54) **A computer based data processing system and method for placing bets**

(57) A computer based data processing system for placing bets on events for a user, where the system comprises a first database which includes 1) a first plurality of event groups where each of the event groups include multiple events to be held in the future and on which betting is or may be possible, 2) a second database which includes a second plurality of experts, 3) a third database which includes a third plurality of bookmakers, 4) a first input device for receiving from the user a specific event group among the first plurality of event groups and a specific expert among the second plurality of experts to be associated with the specific event group, 5) a storage device for storing an identifier associated with the user, the specific event groups and the specific expert associ-

ated with said specific event group, 6) a second input device for receiving from any expert of the second plurality of experts a specific result tip on any event of the first plurality of events, and 7) a central processor which is connected to the storage device, the second input device and each of the third plurality of bookmakers for determining when the specific expert places a tip on a specific event of the specific event group, receiving from each of the bookmakers odds for the specific event and the specific result tip and placing a bet on the specific event and the specific result tip at a specific bookmaker who gives the highest odds for the specific event and the specific result tip.

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Description

[0001] The present invention relates to a computer based data processing system for placing bets on events for a user and a computer based method of placing bets on events for a user.

Background of the invention

[0002] Sports betting is a form of gambling in which the user predicts the outcome of a event. In the present context the event is primarily understood to be a sports event, such as a football match, however, it is understood that other events may be bettable as well. For football matches the results may typically be one out of three: either a draw or one of the teams wins. The user is the person placing the bet. The user also places a stake, i.e. a sum of money, which the user may either lose in case the user predicted results of the event does not occur, or have refunded as a part of a win in case the predicted result does occur. The user may be given a handicap, i.e. more than one outcome may result in a win for the user. The amount of the win is depending on the odds, i.e. a predetermined likelihood of the result to occur. In case the user wins, the amount to be paid out to the user is calculated as the stake multiplied with the odds.

[0003] The organizer of sports betting is called a bookmaker. The bookmaker receives the stakes from the users and determines the odds for all possible outcomes of the event. The odds will higher for an unlikely result to occur in order to motivate users to place a bet on such result with the prospect of having a larger win. A likely result will have a large amount of users placing bets, and the odds, and thereby the amount to be paid out, is thus lower. The odds are ideally determined such that the bookmaker will make a profit independently of the result of the event. This is achieved by setting the odds such that total amount to be paid out will be roughly the same for all possible results and that in the long run the total amount to be paid out is slightly lower than the total amount of the stakes. Ideally, the bookmaker typically has no financial interest in the outcome of the particular event, however, in most favourite games, the bookmaker has a slight preference and will lose some money in case the favourite wins. In order for the bookmakers to maximize their profit, there is a need for increasing the stakes at each event and for allowing betting on more events.

[0004] In the past, sports betting were performed manually by visiting a bookmaker establishment and placing a bet. The user was then given a coupon indicating the bet. Today, much of the sports betting is performed online where the user is using a computer connected to the internet and communicating with a server belonging to the bookmaker. This has allowed the sports betting organizers, i.e. the bookmakers, to come up with new betting systems, and also allowed bookmakers to organize betting on sports and leagues which have not previously been available for betting. Further, the use of computers

allows the bookmaker to take bets and update odds more or less instantly. Further, the time frame for betting on an event may be reduced to less than one day, and betting may be possible on events taking place on another continent in a time zone different from the users time zone. Further, live betting allows bets to be placed instantly even when the event has already started. Computerized betting systems have been the subject of numerous previous patent applications and patents.

[0005] US 2014/0087837 A1 describes a real time interactive wagering on event outcomes.

[0006] EP 2 693 413 A1 relates to a betting coupon having a specific layout. The user places bets on the number of goals scored in a specific match.

[0007] US 8,602,861 B1 is a US patent relating to a method of playing a wagering game in which the user may, after initiation of a multi state game, either place intermediate bets or quickly progress the game to completion.

[0008] EP 2 663 970 A1 (WO 2012/095830A1) relates to a cash register in which a user may place a bet and an event server communicating sporting events choices to the cash register.

[0009] EP 749 607 B1 relate to a method of maintaining a betting pool balanced by calculating the imbalance of the betting pool and determining whether or not to change the betting terms.

[0010] EP 912 956 B1 relate to a method of maintaining a betting pool balanced by accepting or rejecting proposed bets.

[0011] EP 1 082 709 B1 which is a cited document which describes a number betting system which allows betting numbers betted for several draws in combination.

Summary of the invention

[0012] All of the above systems require the user to actively participate in the betting process by indicating the event to bet on and a stake. The use of online betting systems has made betting easier accessible for the user but also made it more complex due to both the increased the number of possible bets while the time period for making the bets often has been reduced. The user thus has to spend a considerable time online in order to have a complete overview of the betting possibilities in order to not miss any betting opportunity. This may be very difficult since the best betting opportunities may arise during the night when the user is at sleep or during a time of the day when the user pursue other activities such as working, eating, spending time with family and friends etc. Thus, it is an object of the present invention is to provide a system which allows the user to place good bets without being constantly online.

[0013] Some users consult betting experts before placing a bet. A betting expert may be a person having access to much information about the upcoming match like player status etc. Such betting experts have traditionally posted their advice in TV/radio shows or in newspapers. This

has the drawback for the user that additional time must be spent following such shows or reading such newspapers in which the expert the user trusts will be posting. Further, as a large number of users follow the same expert, the opinion of the expert may significantly affect the odds of the event. Yet further, in order to give users a reasonable time to react to a conventional result tip, the tip must be given a reasonable time in advance of the event taking place. Thus, at the time of the event, the expert tip may be outdated or lack some vital information. It is an advantage according to the present invention that the user may make use of an experts knowledge without the above mentioned drawbacks

[0014] The above object, the above need, and the above advantage together with numerous other objects, needs, and advantages, which will be evident from the below detailed description of the present invention, are, in accordance with a first aspect of the present invention, obtained by a computer based data processing system for placing bets on events for a user, the system comprising:

- a first database including a first plurality of event groups, each of the event groups including multiple events to be held in the future and on which betting is or may be possible,
- a second database including a second plurality of experts,
- a third database including a third plurality of bookmakers,
- a first input device in which the user receives a list and searchable interface where the user can choose to follow a specific expert among the second plurality of experts to be associated with the specific event group, a storage device for storing an identifier associated with the user, the specific event groups and the specific expert associated with the specific event group,
- a second input device for receiving from any expert of the second plurality of experts a specific result tip on any event of the first plurality of events, and
- a central processor being connected to the storage device, the second input device and each of the third plurality of bookmakers for determining when the specific expert places a tip on a specific event of the specific event group, receiving from each of the bookmakers an odds for the specific event and the specific result tip and placing a bet on the specific event and the specific result tip at a specific bookmaker. The connected bookmaker with the highest odds for the specific event and the specific result tip is automatically chosen.

[0015] The user can further choose that he only wants to follow an expert in a specific event group among the first plurality of event groups. Further, the first input device may alternatively receive from the user a specific expert among the second plurality of experts to be asso-

ciated with the specific event group.

[0016] The present computer based data processing system typically runs on a server computer connected to the internet. In the present context an event group is understood to be a set of interconnected events, such as a league or division including several teams competing against each other in several consecutive matches over a longer time period, or a contest such as the Olympic games which includes a multitude of different matches in a shorter time frame. Several examples exist in most countries of the world e.g. the premier league in England. The event group thus typically includes a multitude of events, e.g. matches, which will be played over a period of time, such as a season. The time for completing an event group may typically range from a few weeks to a year. The event group may include scheduled events, e.g. matches between specific teams to be played at a certain date and venue, however, the events in the event group may also be unknown until a short time period before the event. This depends on the rules of the event group. In many cases the individual events are now known until shortly before the event is taking place, such as e.g. in cup matches where the competing teams are selected depending on the outcome of previous matches. Many leagues and contests are played according to such a "knockout" scheme where the winner of a match proceeds to play against the winner of another match. Further, in some cases although a match has been scheduled betting may not be possible e.g. when the match has been cancelled or moved to another date or venue.

[0017] The first input device may be a webpage on the computer based data processing system which the user may log onto with e.g. a computer, tablet or smartphone which is capable of communicating with the computer based data processing system. The user does not as in a typical betting system select an individual event. The user may only select one or more event groups and one or more of the experts to associate with the one or more event groups. The user may select event group and expert at an arbitrary time before the event takes place. The selections of the user, together with an user identification, is stored on the storage device and continuously monitored by the central processor. The storage device may be any kind of fail-safe computer memory. As the event group, i.e. the league or context, is typically known to take place several months or even several years before the first event takes place, the user may make the selection well before any betting is even possible at the bookmakers. The user involvement is thereby finished and the user may attend other matters.

[0018] The expert is a person who is considered to have an interest and high skill in predicting event results. The experts may preferably be registered on the computer based data processing system as experts for one or more event groups. The experts use the second input device which may be another webpage on the computer based data processing system which the expert may log onto with e.g. a computer, tablet or smartphone which is

capable of communicating with the computer based data processing system. The expert may select one or more of the events of the events groups and post a result tip, e.g. that the match will end in a draw or that either team will win. The expert may post the tip at any time when the event has been scheduled. This is typically a short time before the event since the expert wishes to have as much information as possible before making the selection, e.g. which players will be competing etc.

[0019] The present system is not primarily intended as a bookmaking system in itself, although it would be possible to include the present system in an existing bookmaking organisation. The central processor is communication with online bookmakers for placing the bets. In case the expert or experts which have been selected by the user and stored on the storage device does not post a result tip for the event group or event groups selected by the user, the central processor will not place any bets in the name of the user. However, in case the expert or experts which have been selected by the user and stored on the storage device does post a result tip for the event group or event groups selected by the user, the central processor will place a bet in the name of the user. The computer based data processing system comprise the third database which include a list of bookmakers which allow online access. The central processor contacts each of the relevant bookmakers in the list and places a bet at the bookmaker which gives the best odds for the result tip posted by the user selected expert for the particular event belonging to the user selected event group. The best odds is typically the highest odds which will render the highest payout for the user in case the result tip/prediction will occur.

[0020] The above system thus ensures that the user may benefit from the tips of the users favourite expert in the favourite event group. The user thus will not miss out on placing any bets even in case the betting opportunity arises at short notice. The user may even be unaware of the result tip or even that the event is taking place. Further, since in practice an unlimited amount of experts may register, the risk that an expert negatively influences the odds by posting a tip is reduced. In order to encourage experts to post tips, the experts may be rewarded by receiving a percentage of the winnings of the user.

[0021] When an expert posts a result tip, the central processor makes a search in the storage device for any users which match the criteria that they have selected this expert and the event group indicated by the expert. The central processor will for all users which match the criteria place a bet. The stake is determined jointly by the expert and the user. The expert defines units (1-10) and the user writes how much money he wants to bet per unit. For example, if the user defines a 10/10 unit tip to be equal to £20, the central processor will place a £4 bet at the bookmaker if the expert defines the tip to be 2/10 units. The bet may at the selected bookmaker either be placed in the name of the operator of the present system which then distributes the winnings to the user, or in case

the user has registered an account with all of the bookmakers, in the name of the user directly in which case the winnings will be paid out to the user directly. A percentage of the winnings may be deducted to cover the costs for running the present system.

[0022] According to a further embodiment of the first aspect, the first input device being adapted for receiving from the user a specific maximum stake associated with the specific event group, the second input device being adapted for receiving from the specific expert a specific stake associated with the specific result tip, and the central processor being adapted for betting an amount of money being equal to the lower of the specific stake and the maximum stake. In order to limit the potential losses of the user, the user may input a maximum stake either for each event or for the complete event group or for both. No bets will be placed which exceeds the maximum stake indicated by the user.

[0023] According to a further embodiment of the first aspect, the computer based data processing system according to any of the preceding claims, wherein the second input device being adapted for receiving from the expert a specific odds associated with the specific result tip and the central processor being adapted for placing a bet only in case the highest odds of the specific bookmaker exceeds the specific odds of the specific expert. The expert may post odds to accompany the result tip. The odds posted by the expert are the odds at which the expert finds that the risk versus the potential winnings are beneficial. Thus, in case the bookmaker giving the highest odds still gives an odds lower than the odds indicated by the expert, no bet is placed. In such case the result tip of the expert gives a too low potential win to motivate the risk. This may be the case when a team is the favourite among other tipsters and consequently a large stake of money has already been placed on this team.

[0024] According to a further embodiment of the first aspect, the first input device being adapted for receiving from the user a specific margin, the second input device being adapted for receiving from the specific expert a specific odds and the central processor being adapted for placing a bet only in case the highest odds of the specific bookmaker exceeds the specific odds of the specific expert minus the specific margin of the user. The user may also select an odds margin indicating that he user is willing to take a higher or lower risk than the expert. The margin may thus be either positive or negative. The bet is thus only placed in case the odds given by bookmaker giving the highest odds exceeds the odds of the expert corrected with the positive or negative margin indicated by the user. The margin selected by the user will be applied to all bets placed by the selected expert in the selected event group.

[0025] According to a further embodiment of the first aspect, for each of the second plurality of experts the second database including a first number corresponding to the number of result tips received from the expert and

a second number corresponding to the number of times the expert have been associated with a specific event group by any user. In order to determine whether an expert is doing well or not, and also to aid the user in selecting expert, the system stores statistical information about the expert. The statistics, i.e. the first and second number, may be presented to the user when using the first input device. The expert may also be given a rating, such as a score from 1 to 5.

[0026] According to a further embodiment of the first aspect, the second database including for each of the experts a third number representing the profit margin of the expert, the profit margin being based on the result tips received from the expert, preferably the profit margin being based on the result tips of any event group which any user has associated the expert. The profit margin may be calculated as the net winnings divided by the total winnings. The profit margin, together with the above statistics, may give the user an indication of the expected winnings when following the expert.

[0027] According to a further embodiment of the first aspect, the computer based data processing system comprises a further storage device connected to the central processor for storing all specific result tips from any expert of the second plurality of experts, when the first input device receiving from the user the specific event group among the first plurality of event groups and the specific expert among the second plurality of experts to be associated with the specific event group, the central processor being capable of searching the further storage device and provided the specific expert among has associated a specific result tip with the specific event group, the central processor being capable of receiving from each of the bookmakers an odds for the specific event and the specific result tip and placing a bet on the specific event and the specific result tip at a specific bookmaker giving a highest odds for the specific event and the specific result tip.

[0028] Ideally, the user first makes the selection of the expert and the event group and then at a later time the expert will post the result tip of a specific event of the event group. However, in some cases, e.g. when the user becomes active at a late stage, the user selected expert may have already made a selection of an event in the event group. It is thus unlikely that the expert will become active again for the relevant event and thus the user may select whether or not a bet should be placed for any previous non-finished event of the event group. Therefore, a further storage device exists which stores the result tip of the expert. When the user makes a selection of expert and event group using the first input device, the central processor scans the further storage device for any previous non-finished event of the event group which the expert has placed a result tip on.

[0029] The above object, the above need, and the above advantage together with numerous other objects, needs, and advantages, which will be evident from the below detailed description of the present invention, are,

in accordance with a second aspect of the present invention, obtained by a computer based method of placing bets on events for a user by using a data processing system, the system comprising:

a first database including a first plurality of event groups, each of the event groups including multiple events to be held in the future and on which betting is or may be possible,
a second database including a second plurality of experts,
a third database including a third plurality of bookmakers,
a first input device,
a second input device,
a storage device connected to the first input device, and
a central processor being connected to the second input device, the storage device and the plurality of bookmakers,
the method comprising the steps of:
inputting by the user into the first input device a specific event group among the first plurality of event groups and a specific expert among the second plurality of experts to be associated with the specific event group,
storing on the storage device an identifier associated with the user, the specific event group and the specific expert associated with the specific event group,
inputting by any expert of the second plurality of experts into a second input device a specific result tip on any event of the first plurality of events, and
determining by the central processor when the specific expert places a tip on a specific event of the specific event group,
receiving by the central processor from each of the bookmakers an odds for the specific event and the specific result tip, and,
placing a bet by means of the central processor on the specific event and the specific result tip at the bookmaker of the plurality of bookmakers giving the highest odds for the specific event and the specific result tip.

[0030] The above object, the above need, and the above advantage together with numerous other objects, needs, and advantages, which will be evident from the below detailed description of the present invention, are, in accordance with a second aspect of the present invention, obtained by a computer based method of placing bets on events for a user by using a data processing system, the system comprising:

a first database including a first plurality of event groups, each of the event groups including multiple events to be held in the future and on which betting is or may be possible,
a second database including a second plurality of

experts,
 a third database including a third plurality of book-
 makers,
 a first input device,
 a second input device,
 a storage device connected to the first input device,
 and
 a central processor being connected to the second
 input device, the storage device and the plurality of
 bookmakers,
 the method comprising the steps of:
 inputting by the user into the first input device a spe-
 cific expert among the second plurality of experts
 and a specific event group among the first plurality
 of event groups to be associated with the specific
 expert,
 storing on the storage device an identifier associated
 with the user, the specific event group and the spe-
 cific expert associated with the specific event group,
 inputting by any expert of the second plurality of ex-
 perts into a second input device a specific result tip
 on any event of the first plurality of events, and
 determining by the central processor when the spe-
 cific expert places a tip on a specific event of the
 specific event group,
 receiving by the central processor from each of the
 bookmakers an odds for the specific event and the
 specific result tip, and,
 placing a bet by means of the central processor on
 the specific event and the specific result tip at the
 bookmaker of the plurality of bookmakers giving the
 highest odds for the specific event and the specific
 result tip.

[0031] It is evident that the methods according to the
 second aspect may be used together with the system
 according to the first aspect. The user may either first
 select an event group and then the expert, or vice versa.
 The two alternatives are equally feasible.

[0032] According to a further embodiment of the sec-
 ond aspect, the method further comprises the steps of:

inputting by the user into the first input device a spe-
 cific maximum stake associated with the specific
 event group,
 inputting by any expert into the second input device
 a specific stake associated with the specific result
 tip, and
 betting an amount of money being equal to the lower
 of the specific stake and the maximum stake.

[0033] According to a further embodiment of the sec-
 ond aspect, the method further comprises the steps of:

inputting by any expert into the second input device
 a specific odds associated with the specific result tip,
 and
 placing a bet by means of the central processor only

in case the highest odds of the specific bookmaker
 exceeds the specific odds of the specific expert.

[0034] According to a further embodiment of the sec-
 ond aspect, the method further comprises inputting by
 any expert into the second input device a specific betting
 market (.e.g. 1X2, first goal scorer, Asian handicap,
 over/under etc.) Several different betting modes may ex-
 ist in one match.

[0035] According to a further embodiment of the sec-
 ond aspect, the method further comprises the steps of:

inputting by the user into the first input device a spe-
 cific margin, inputting by any expert into the second
 input device a specific odds, and,
 placing a bet by means of the central processor only
 in case the highest odds of the specific bookmaker
 exceeds the specific odds of the specific expert mi-
 nus the specific margin of the user.

[0036] According to a further embodiment of the sec-
 ond aspect, the method further comprises the second
 database including a first number corresponding to the
 number of result tips received from the expert and a sec-
 ond number corresponding to the number of times the
 expert have been associated with a specific event group
 by any user.

[0037] According to a further embodiment of the sec-
 ond aspect, the method further comprises the second
 database including for each of the experts a third number
 representing the profit margin of the expert, the profit
 margin being based on the result tips received from the
 expert, preferably the profit margin being based on the
 result tips of any event group which any user has asso-
 ciated the expert.

[0038] According to a further embodiment of the sec-
 ond aspect, the method further comprises the computer
 based data processing system comprises a further stor-
 age device connected to the central processor for storing
 all specific result tips from any expert of the second plu-
 rality of experts, the method comprising the further steps
 of:

inputting by the user into the first input device the
 specific event group among the first plurality of event
 groups and the specific expert among the second
 plurality of experts to be associated with the specific
 event group,
 searching the further storage device by means of the
 central processor and provided the specific expert
 among has associated a specific result tip with the
 specific event group, the central processor receiving
 from each of the bookmakers an odds for the specific
 event and the specific result tip and placing a bet on
 the specific event and the specific result tip at a spe-
 cific bookmaker giving a highest odds for the specific
 event and the specific result tip.

Brief description of the drawings

[0039]

FIG. 1 shows the user being presented with events groups and experts.

FIG. 2 shows the user selecting an events group and an expert.

FIG. 3 shows the expert selecting an event and a result tip.

FIG. 4 shows the bookmaker presenting an event and odds.

FIG. 5 shows the system placing a bet at the bookmaker.

FIG. 6 shows the bookmaker receiving the result of the event.

FIG. 7 shows the system informing the user about the win/loss.

FIG. 8 shows a screen dump of the user selecting event group.

FIG. 9 shows a screen dump of the user selecting margin.

FIG. 10 shows a screen dump of the user entering a password.

FIG. 11 shows a screen dump of the user finding an expert.

FIG. 12 shows a screen dump of the expert statistics.

Detailed description of the drawings

[0040] FIG. 1 shows a schematic overview of the computer based data processing system 10. The computer based data processing system 10 comprises a web server 12 which is communicating with a user operated unit, in the present case a tablet 14, however, a computer, a smartphone etc is equally feasible. The user interface presented on the tablet 14 is preferably in the form of an app or website. The server 12 is communicating with a first database constituting an event group database 16, a second database constituting an expert database 18 and a third database constituting a bookmaker database 20. The web server 12 further comprise a storage device 22.

[0041] The event group database 16 includes a number of event groups A, B, etc, each including a number of events A1, A2, etc, B1, B2, etc. The expert database 18 includes a number of experts 1, 2, 3, etc, whereas the bookmaker database 20 includes a number of bookmakers α , β , γ , etc. The user is being presented on the tablet 14 with events groups 16' and experts 18' stored on the events group database 16 and the expert database 18, respectively.

[0042] Each event group constitutes a specific league or sports contest, whereas the event within an event group constitutes a specific match or game to be held within the framework of the event group. The first database 16 is constantly updated with new leagues and contests which each include multiple matches or games

which may be the subject of bets. Each league or contest is typically a separate event group. The expert database 18 is updated as new experts register on a website associated with the expert database 18. The bookmaker database 20 include a number of bookmakers allowing online betting.

[0043] FIG. 2 shows a schematic view of the system 10 when the user having selected an event group A designated the reference numeral 16" and an expert 2 designated the reference numeral 18" via the tablet 14 which in turn is connected to a first input device 24 in the form of a website of the server 12. The event group A and the expert 2 is stored together with a user identification tag UID designated the reference numeral 26 on a storage device 22 of the server 12.

[0044] FIG. 3 shows a schematic view of the system 10 when the expert 2, designated the reference numeral 18", is registering on the server 12 and uploading a result tip 28 of event A1 belonging to the event group A using a second input device 24'. The server 12 then conducts a search in the storage device 26 for any user (UID) which has selected the expert 2 and event group A.

[0045] FIG. 4 shows a schematic view of the system 10 when the server 12 receiving from each of the bookmakers α , β , γ a bookmaker specific odds 30 for the result tip uploaded by the expert 2 for the event A1.

[0046] FIG. 5 shows a schematic view of the system 10 when the server 12 placing a bet on the result tip 28 on event A1 at the bookmaker γ , designated the reference numeral 20', offering the highest odds for the present result tip 28 on event A1.

[0047] FIG. 6 shows a schematic view of the system 10 when the bookmaker γ receiving the result 28' of the event A1. The result 28' may then be compared to the result tip 28 for determining the outcome for the user.

[0048] FIG. 7 the user is informed by the bookmaker γ of the result 32 of the users bet, preferably via the server 10 such that the expert database 18 may be updated with statistics about the specific expert's success rate and winnings.

[0049] FIG. 8 is a screen dump of the user interface in which the user may select an event group, in the present case relating to American football and athletics. The user also inputs a maximum stake which the system must not exceed, and a margin which may be used when the expert post an odds together with the result tip.

[0050] FIG. 9 is a screen dump of the user interface in which the user has selected a margin of 0% indicating that the system will place a bet only in case the highest odds received by the bookmaker is higher than or equal to the odds indicated by the expert for the particular event. In case the user indicates a positive or negative percentage, the system will only place a bet in case the highest odds received by the bookmaker is higher than or equal to the odds indicated by the expert plus the margin.

[0051] FIG. 10 is a screen dump of a password input interface which is used for identifying the user.

[0052] FIG. 11 is a screen dump of a search interface

in which the user may search for an expert to follow.

[0053] FIG. 12 is a screen dump of an expert statistics page in which the expert name is associated with a profit margin in percent, a digit representing the number of tips made by the expert and another digit representing the number of users having selected the particular expert.

List of items with reference to the figures

[0054]

- 10. Computer based data processing system
- 12. Server
- 14. User tablet
- 16. Event group database
- 18. Expert database
- 20. Bookmaker database
- 22. Storage device
- 24. Input device
- 26. User identification tag
- 28. Result tip
- 30. Odds
- 32. User result

Claims

1. A computer based data processing system for placing bets on events for a user, said system comprising:

a first database including a first plurality of event groups, each of said event groups including multiple events to be held in the future and on which betting is or may be possible,

a second database including a second plurality of experts,

a third database including a third plurality of bookmakers,

a first input device for receiving from said user a specific event group among said first plurality of event groups and a specific expert among said second plurality of experts to be associated with said specific event group,

a storage device for storing an identifier associated with said user, said specific event groups and said specific expert associated with said specific event group,

a second input device for receiving from any expert of said second plurality of experts a specific result tip on any event of said first plurality of events, and

a central processor being connected to said storage device, said second input device and each of said third plurality of bookmakers for determining when said specific expert places a tip on a specific event of said specific event group, receiving from each of said bookmakers an odds

for said specific event and said specific result tip and placing a bet on said specific event and said specific result tip at a specific bookmaker giving a highest odds for said specific event and said specific result tip.

2. The computer based data processing system according to claim 1, wherein said first input device being adapted for receiving from said user a specific maximum stake associated with said specific event group, said second input device being adapted for receiving from said specific expert a specific stake associated with said specific result tip, and said central processor being adapted for betting an amount of money being equal to the lower of said specific stake and said maximum stake.

3. The computer based data processing system according to any of the preceding claims, wherein said second input device being adapted for receiving from said expert a specific odds associated with said specific result tip and said central processor being adapted for placing a bet only in case said highest odds of said specific bookmaker exceeds said specific odds of said specific expert.

4. The computer based data processing system according to any of the claims 1-2, wherein said first input device being adapted for receiving from said user a specific margin, said second input device being adapted for receiving from said specific expert a specific odds and said central processor being adapted for placing a bet only in case said highest odds of said specific bookmaker exceeds said specific odds of said specific expert minus said specific margin of said user.

5. The computer based data processing system according to any of the preceding claims, wherein for each of said second plurality of experts said second database including a first number corresponding to the number of result tips received from said expert and a second number corresponding to the number of times said expert have been associated with a specific event group by any user.

6. The computer based data processing system according to any of the preceding claims, wherein said second database including for each of said experts a third number representing the profit margin of said expert, said profit margin being based on the result tips received from said expert, preferably said profit margin being based on the result tips of any event group which any user has associated said expert.

7. The computer based data processing system according to any of the preceding claims, wherein said computer based data processing system comprises

a further storage device connected to said central processor for storing all specific result tips from any expert of said second plurality of experts, when said first input device receiving from said user said specific event group among said first plurality of event groups and said specific expert among said second plurality of experts to be associated with said specific event group, said central processor being capable of searching said further storage device and provided said specific expert among has associated a specific result tip with said specific event group, said central processor being capable of receiving from each of said bookmakers an odds for said specific event and said specific result tip and placing a bet on said specific event and said specific result tip at a specific bookmaker giving a highest odds for said specific event and said specific result tip.

8. A computer based method of placing bets on events for a user by using a data processing system, said system comprising:

a first database including a first plurality of event groups, each of said event groups including multiple events to be held in the future and on which betting is or may be possible,
 a second database including a second plurality of experts,
 a third database including a third plurality of bookmakers,
 a first input device,
 a second input device,
 a storage device connected to said first input device, and
 a central processor being connected to said second input device, said storage device and said plurality of bookmakers,
 said method comprising the steps of:
 inputting by said user into said first input device a specific event group among said first plurality of event groups and a specific expert among said second plurality of experts to be associated with said specific event group,
 storing on said storage device an identifier associated with said user, said specific event group and said specific expert associated with said specific event group,
 inputting by any expert of said second plurality of experts into a second input device a specific result tip on any event of said first plurality of events, and
 determining by said central processor when said specific expert places a tip on a specific event of said specific event group,
 receiving by said central processor from each of said bookmakers an odds for said specific event and said specific result tip, and,
 placing a bet by means of said central processor

on said specific event and said specific result tip at the bookmaker of said plurality of bookmakers giving the highest odds for said specific event and said specific result tip.

9. A computer based method of placing bets on events for a user by using a data processing system, said system comprising:

a first database including a first plurality of event groups, each of said event groups including multiple events to be held in the future and on which betting is or may be possible,
 a second database including a second plurality of experts,
 a third database including a third plurality of bookmakers,
 a first input device,
 a second input device,
 a storage device connected to said first input device, and
 a central processor being connected to said second input device, said storage device and said plurality of bookmakers,
 said method comprising the steps of:
 inputting by said user into said first input device a specific expert among said second plurality of experts and a specific event group among said first plurality of event groups to be associated with said specific expert,
 storing on said storage device an identifier associated with said user, said specific event group and said specific expert associated with said specific event group,
 inputting by any expert of said second plurality of experts into a second input device a specific result tip on any event of said first plurality of events, and
 determining by said central processor when said specific expert places a tip on a specific event of said specific event group,
 receiving by said central processor from each of said bookmakers an odds for said specific event and said specific result tip, and,
 placing a bet by means of said central processor on said specific event and said specific result tip at the bookmaker of said plurality of bookmakers giving the highest odds for said specific event and said specific result tip.

10. The computer based method according to any of the claims 8-9, further comprising the steps of:

inputting by said user into said first input device a specific maximum stake associated with said specific event group,
 inputting by any expert into said second input device a specific stake associated with said spe-

cific result tip, and
betting an amount of money being equal to the
lower of said specific stake and said maximum
stake.

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11. The computer based method according to any of the
claims 8-10, further comprising the steps of:

inputting by any expert into said second input
device a specific odds associated with said spe-
cific result tip, and
placing a bet by means of said central processor
only in case said highest odds of said specific
bookmaker exceeds said specific odds of said
specific expert.

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12. The computer based method according to any of the
claims 8-11, further comprising the steps of:

inputting by said user into said first input device
a specific margin, inputting by any expert into
said second input device a specific odds, and,
placing a bet by means of said central processor
only in case said highest odds of said specific
bookmaker exceeds said specific odds of said
specific expert minus said specific margin of said
user.

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13. The computer based method according to any of the
claims 8-12, wherein second database including a
first number corresponding to the number of result
tips received from said expert and a second number
corresponding to the number of times said expert
have been associated with a specific event group by
any user.

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14. The computer based method according to any of the
claims 8-13, wherein said second database includ-
ing for each of said experts a third number repre-
senting the profit margin of said expert, said profit
margin being based on the result tips received from
said expert, preferably said profit margin being
based on the result tips of any event group which
any user has associated said expert.

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15. The computer based method according to any of the
claims 8-14, wherein said computer based data
processing system comprises a further storage de-
vice connected to said central processor for storing
all specific result tips from any expert of said second
plurality of experts, said method comprising the fur-
ther steps of:

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inputting by said user into said first input device
said specific event group among said first plu-
rality of event groups and said specific expert
among said second plurality of experts to be as-
sociated with said specific event group,

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searching said further storage device by means
of said central processor and provided said spe-
cific expert among has associated a specific re-
sult tip with said specific event group, said cen-
tral processor receiving from each of said book-
makers an odds for said specific event and said
specific result tip and placing a bet on said spe-
cific event and said specific result tip at a specific
bookmaker giving a highest odds for said spe-
cific event and said specific result tip.

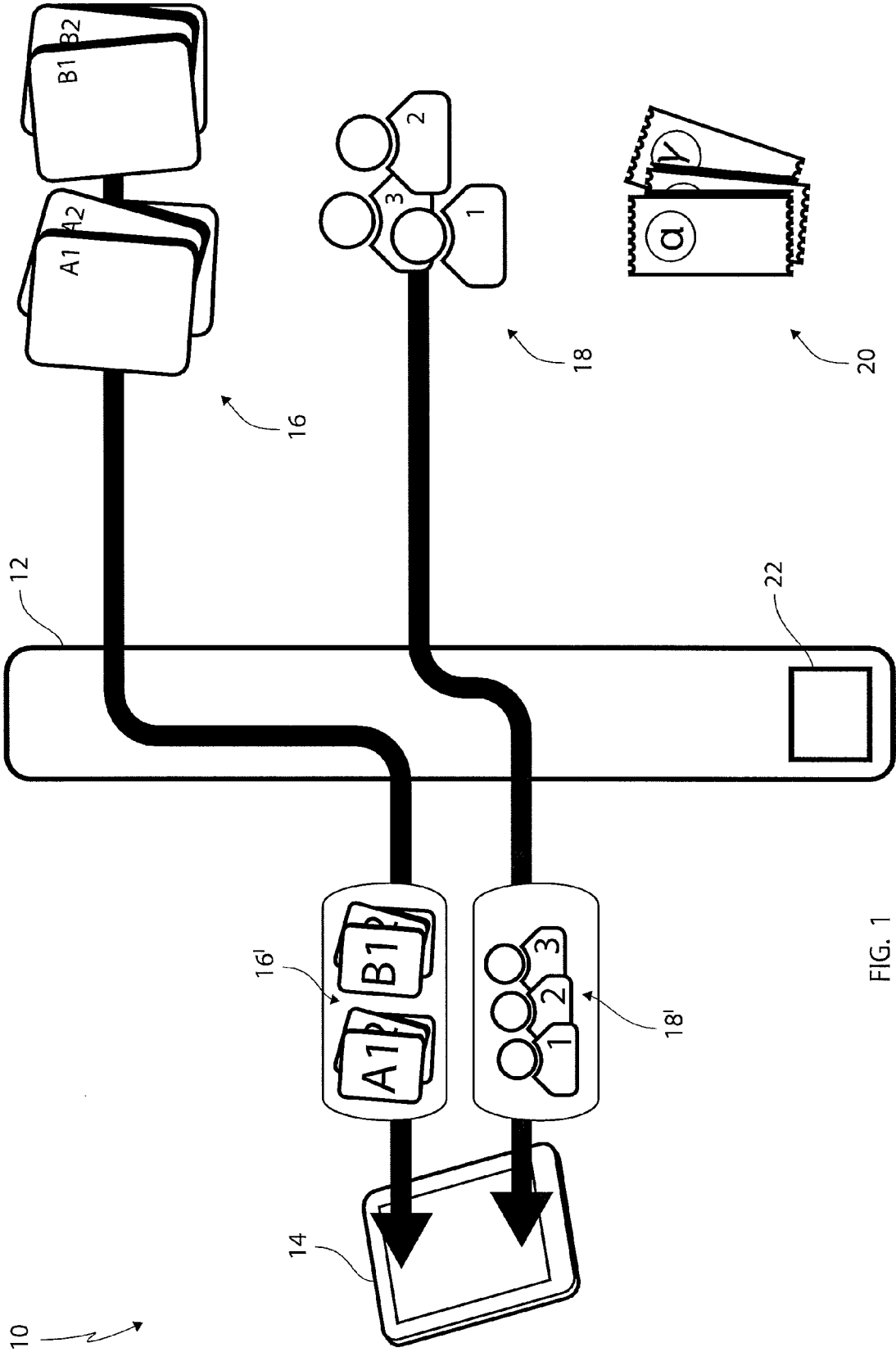


FIG. 1

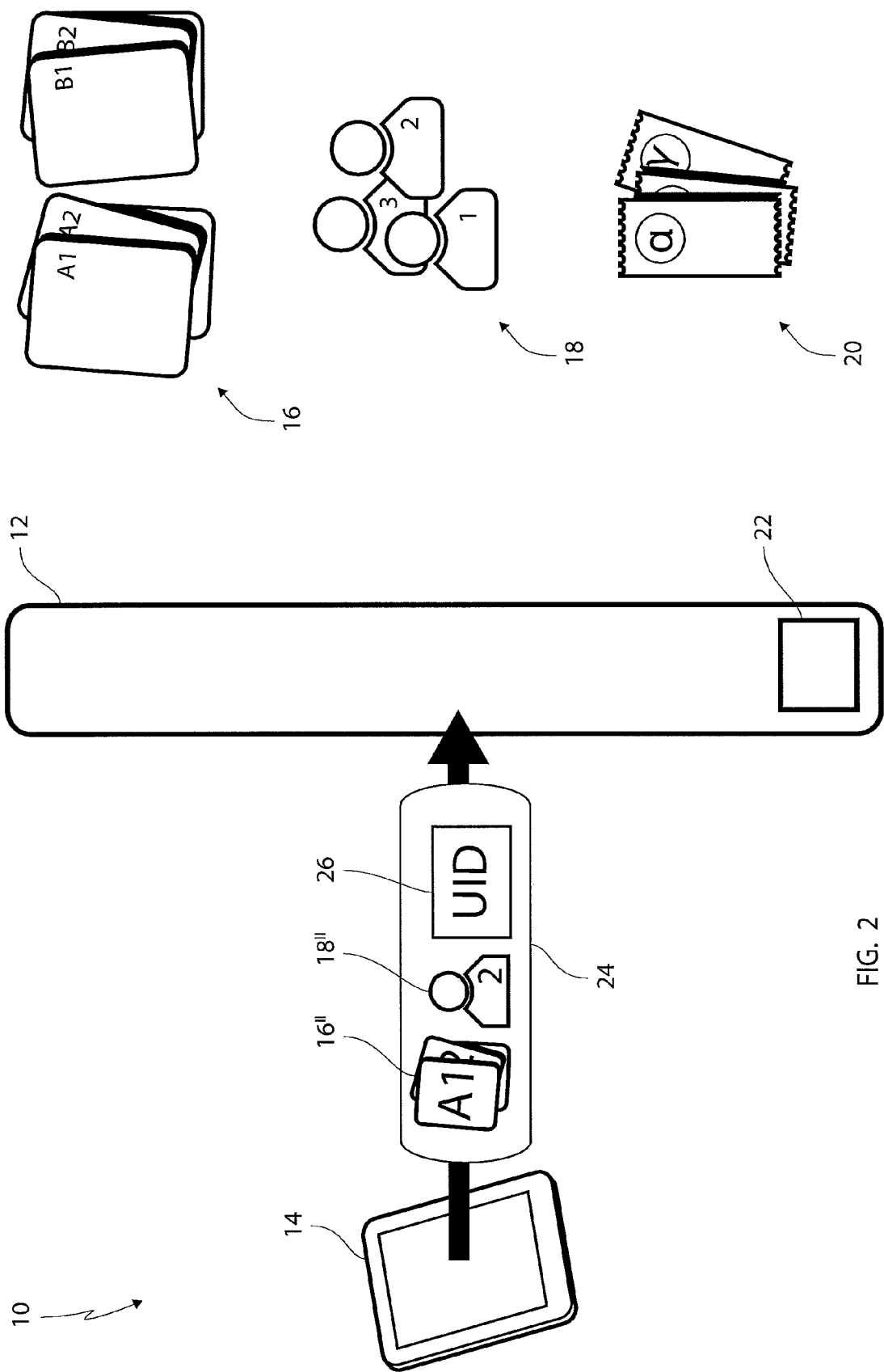


FIG. 2

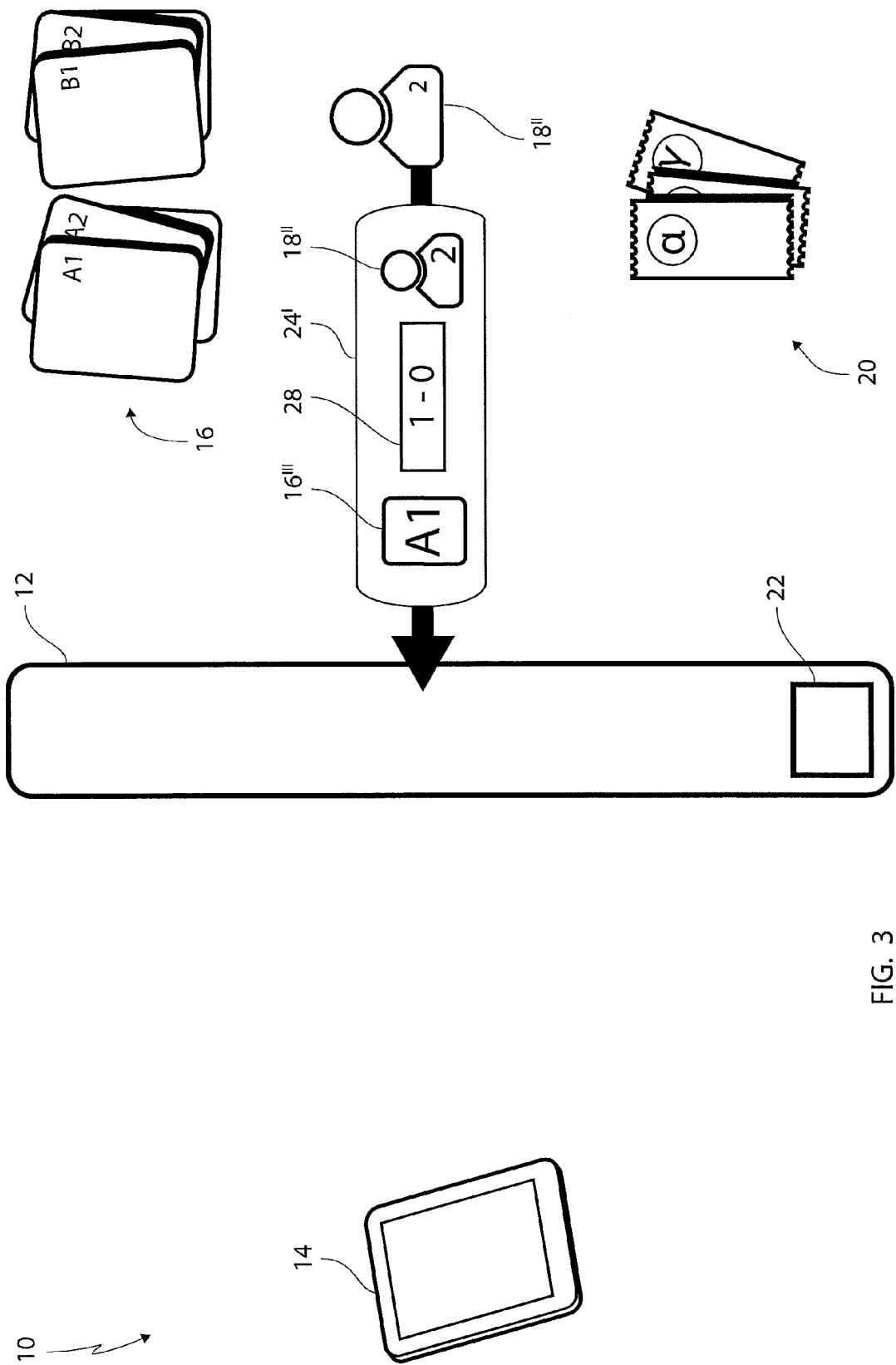


FIG. 3

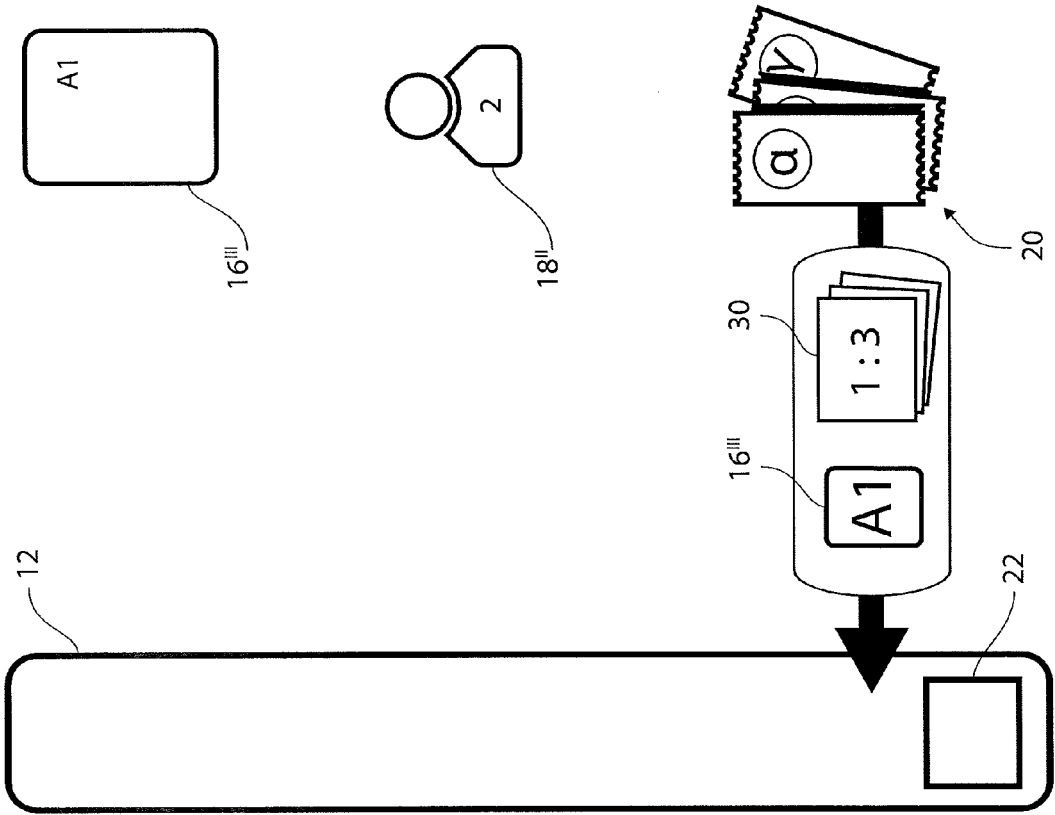
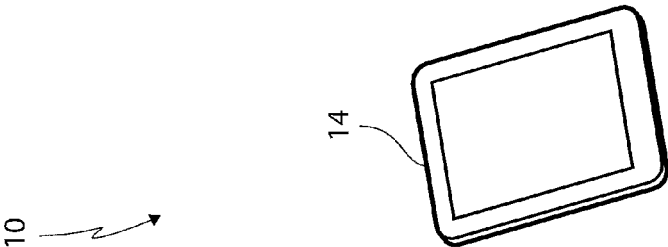


FIG. 4



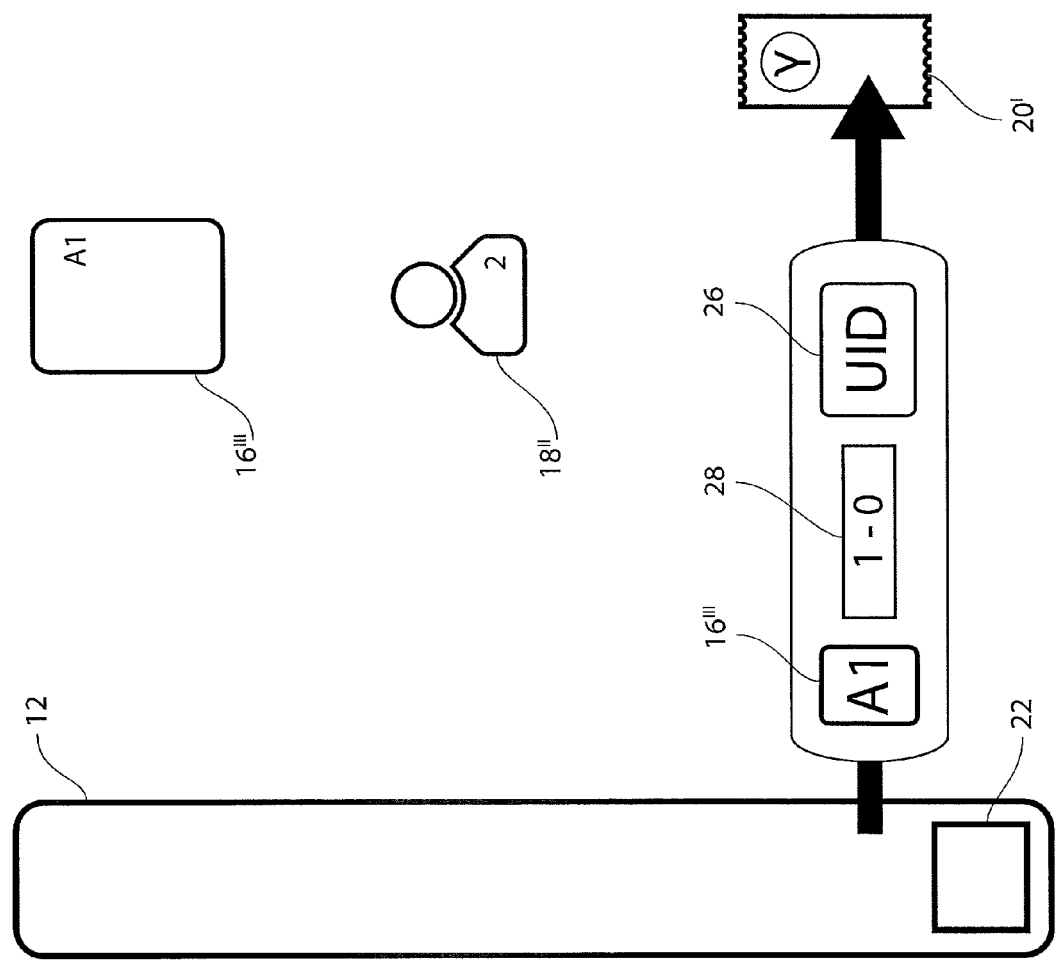
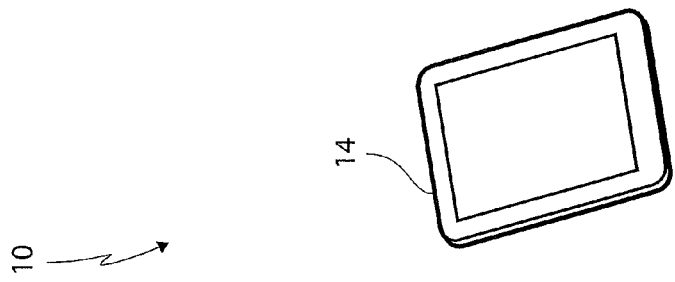


FIG. 5



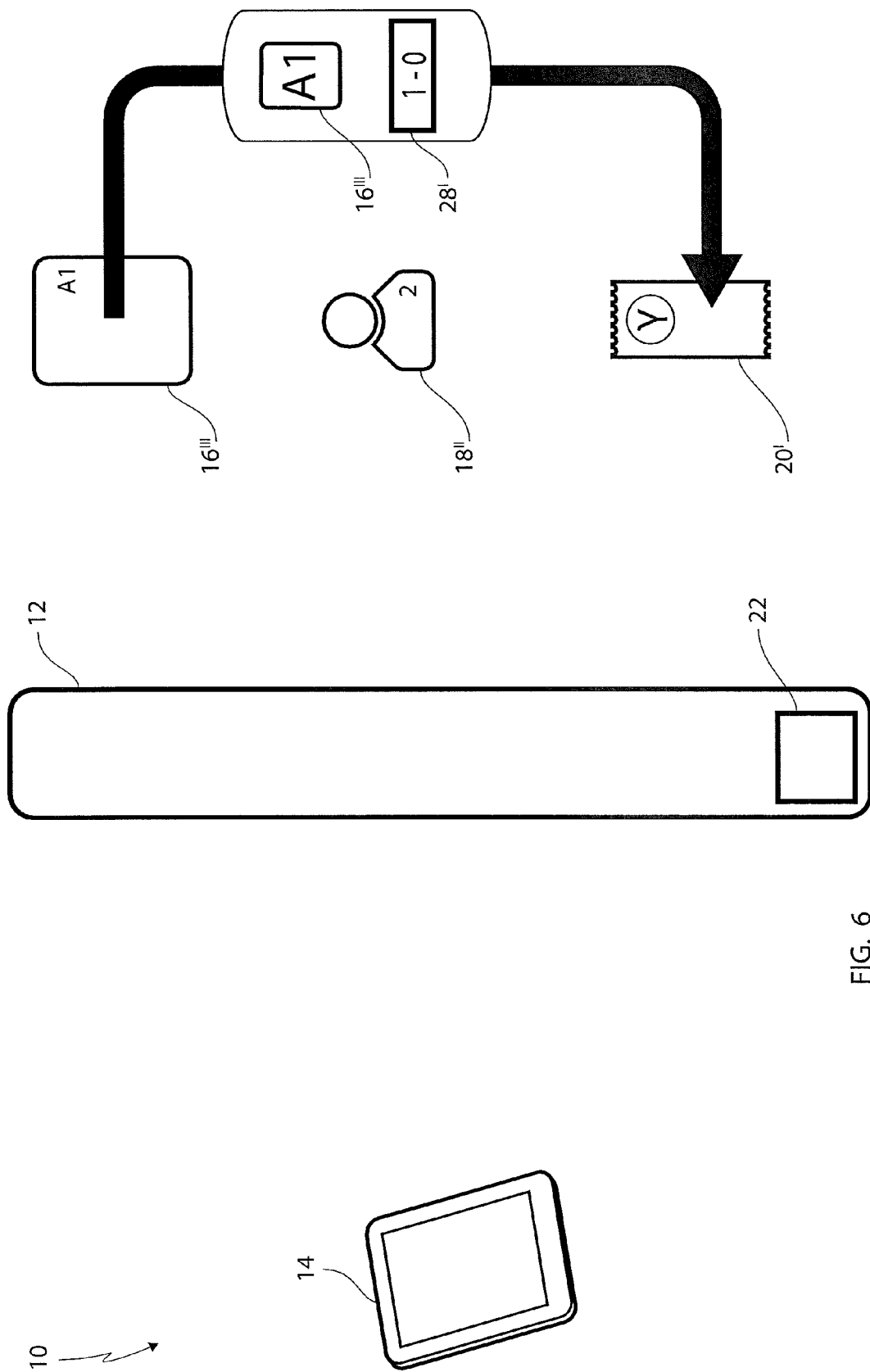


FIG. 6

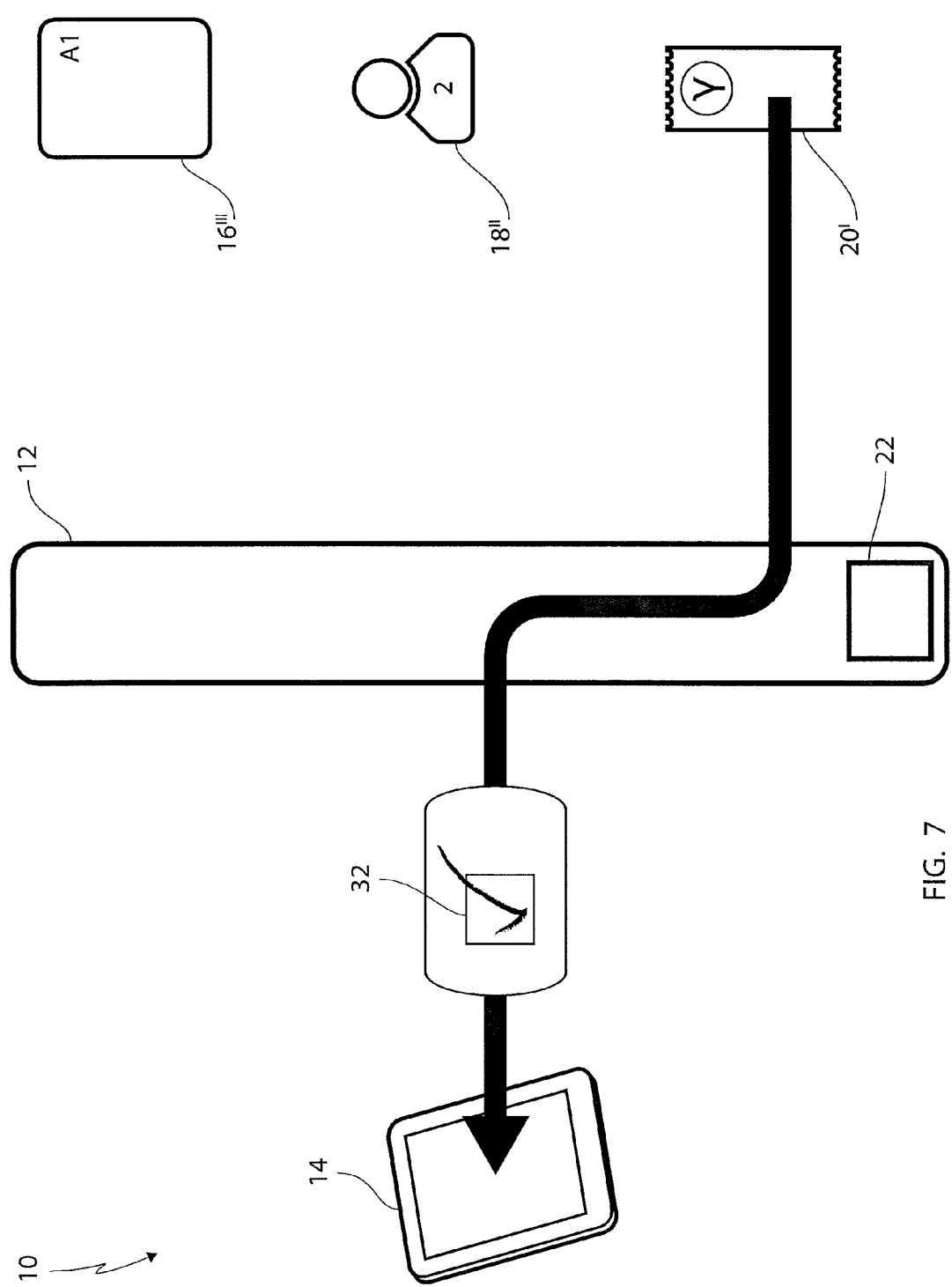







FIG. 7

American Football 

All 


10  


Margin +/-% 


Add to bet slip


Bet slip for American Football

LEAGUE	MAX STAKE	MARGIN

Athletics 

Choose league 

Max stake (min. £3) 

Margin +/-% 

Add to bet slip

Bet slip for Athletics

LEAGUE	MAX STAKE	MARGIN

FIG. 8

American Football

All

10

✓ Margin +/- %

-1.0%

-0.5%

0%

0.5%

1.0%

Bet slip for American Football

LEAGUE	MAX STAKE	MARGIN

FIG. 9

×

Password

Password

Cancel

Place bets

Log in as another user here. Reset password here.

FIG. 10

Bet Behind

Follow your favourite tipsters and bet on their tips automatically

Find tipsters to bet behind

FIG. 11

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Search for tipsters

Use this section to find tipsters to bet behind. Browse the yields and ratings to make an informed decision of who to choose. Tick the box to select which tipsters you would like to bet behind.

Tipsters with highest ratings

Search for tipster name



immuNaGe

+3.49%

3859
TIPS

3
BET BEHINDERS

☐


eemurla

+12.71%

1164
TIPS

2
BET BEHINDERS

☐


allee

+11.28%

2678
TIPS

3
BET BEHINDERS

☐


Zami

+5.08%

9722
TIPS

6
BET BEHINDERS

☐

FIG. 12



EUROPEAN SEARCH REPORT

Application Number
EP 14 16 9859

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (IPC)
L	<p>EPO: "Mitteilung des Europäischen Patentamts vom 1. Oktober 2007 über Geschäftsmethoden = Notice from the European Patent Office dated 1 October 2007 concerning business methods = Communiqué de l'Office européen des brevets, en date du 1er octobre 2007, concernant les méthodes dans le domaine des activités", JOURNAL OFFICIEL DE L'OFFICE EUROPEEN DES BREVETS.OFFICIAL JOURNAL OF THE EUROPEAN PATENT OFFICE.AMTSBLATTT DES EUROPAEISCHEN PATENTAMTS, OEB, MUNCHEN, DE, vol. 30, no. 11, 1 November 2007 (2007-11-01), pages 592-593, XP007905525, ISSN: 0170-9291</p> <p>* The claimed subject matter, with due regard to the description and drawings, relates to processes comprised in the list of subject matter and activities excluded from patentability under Art.52(2) and (3) EPC. The applicant is advised that in accordance with the established practice of the EPO, no search need be performed in respect of those aspects of the claimed invention. The only identifiable technical aspects of the claimed invention relate to the use of conventional, general-purpose data processing technology for processing data of an inherently non-technical nature. The information technology employed is considered to have been generally known as it was widely available to everyone at the date of filing/priority of the present application. The notoriety of such prior art cannot reasonably be contested. No documentary evidence was therefore considered required. *</p> <p>-----</p>	1-15	<p>INV. G06Q30/08</p>
			TECHNICAL FIELDS SEARCHED (IPC)
			G06Q
The present search report has been drawn up for all claims			
Place of search		Date of completion of the search	Examiner
The Hague		4 November 2014	Berlea, Alexandru
<p>CATEGORY OF CITED DOCUMENTS</p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document</p>			

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