

A FOOTBALL BETTING SYSTEM

FIELD OF INVENTION

5 The present invention relates to a sports betting system wherein a bettor can predict the number of goals in a weekly football match using a designated coupon. Upon said prediction has been performed, the number of goals in each match in the coupon, and the predicted number of goals in each match must tally with the correct number of goals in each match in that particular week in order to win the prize
10 money. The designated coupon must have at least four football matches of a reputable football league and preferably, have at least 32 matches.

BACKGROUND ART

15 Sports betting is fast gaining prominence, especially in the rapidly developing Asian countries, and in order to curb the illegal betting syndicates and at the same time, allows the government to collect taxes from the legalized betting.

Sports betting, especially on football league matches, have become extremely
20 popular and bookmakers are constantly coming up with new and improvised betting systems to provide excitement to the bettors.

US Patent No. 6,015,345 has disclosed a method wherein the bettor marks the game card with the predicted total of points scored by both teams for each of the
25 identified sporting events, which can include one or more alternate events. Data

related to predicted scores and the fee paid are entered into a programmed central computer system for eventual processing and matching with data entered for the actual scores when the identified games are completed to identify the winners.

5 US Publication No. 2004/0048656 A1 disclosed a method for creating and processing a betting opportunity allowing exotic type pari-mutuel wagering to be applied to sporting events including but not limited to football games and basketball games. A bet processing entity selects a metric including but not limited to points scored. This metric is applied to all contestants participating in a plurality of events
10 played during a selected time period. The contestants in the plurality of events obtaining the highest values of the metric are considered the winning contestants for the purpose of the constructed bet and bettors who correctly selected these contestants from all participants competing share in the proceeds of the bets made. Bettors not correctly selecting the highest-ranking participants will not share in the
15 proceeds. This method allows metrics obtained in multiple sporting events to be aggregated into one betting opportunity.

It is therefore an objective of the present invention to provide an alternative sports betting system wherein the prediction only takes into consideration the number of
20 goals scored in major football league matches and is regardless of the winning or losing team. The predicted number of goals in at least 4 football matches are then arranged vertically to form a 4-digit used as the bettor's predicted number. Additionally, the present invention also proposed a small bet sum for each coupon purchased with very high prize money for the correct prediction due to the fact that
25 the difficulty level of winning this bet is high.

SUMMARY OF INVENTION

One aspect of the present invention is to provide a system for bettors to predict the number of goals in each match, and add to the corresponding predicted number of goals in the other match in the same horizontal alignment and tabulate it under Predicted Score Digit (Predicted No. of Goals Scored of Match X + Predicted No. of Goals Scored of Match Y in the same horizontal row = Predicted Score Digit in a single digit format). Each Predicted Score Digit from the same section is then aligned vertically to come up with four-digit Predicted Score Digit. Similarly, the same methodology is used to calculate the Correct Score Digit (Correct No. of Goals Scored of Match X + Correct No. of Goals Scored of Match Y in the same horizontal row = Correct Score Digit in a single digit format). Each Correct Score Digit from the same section is then aligned vertically to come up with four-digit Correct Score Digit. This four-digit Predicted Score Digit is then compared with the four-digit Correct Score Digit.

One further aspect of the present invention is to provide an apparatus in the form of a designated coupon wherein a bettor can predict the number of goals in at least 4 matches in one section to come up with a four-digit predicted score digit and compare the same with four-digit correct score digit.

Another aspect of the present invention is to provide an apparatus in the form of a designated coupon wherein a bettor can predict the number of goals in at least 32 matches in eight sections to come up with four four-digit predicted score digit and compare the same with four four-digit correct score digit.

The present invention consists of features and a combination of parts hereinafter fully described and illustrated in the accompanying drawings, it being understood that various changes in the details may be made without departing from the scope of the invention or sacrificing any of the advantages of the present invention.

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BRIEF DESCRIPTION OF THE ACCOMPANYING DRAWINGS

The present invention relates to a novel game of sports betting wherein a participant can predict the number of goals in a weekly football match using a coupon which has at least four rows and at least 4 columns. The coupon is further separated into at least two sections wherein each section has four football matches. The participant has to predict the number of goals in each match in the coupon, and the predicted number of goals in each match must tally with the correct number of goals in each match in that particular week.

To further clarify various aspects of some embodiments of the present invention, a more particular description of the invention will be rendered by references to specific embodiments thereof, which are illustrated, in the appended drawings. It is appreciated that these drawings depict only typical embodiments of the invention and are therefore not to be considered limiting of its scope. The invention will be described and explained with additional specificity and detail through the accompanying drawings in which:

FIG. 1 shows the basic sample designated coupon for betting wherein the bettor can predict the number of goals in eight matches separated into two different sections comprising of four matches in each section. A further section to illustrate the predicted number of goals and correct number of goals is also disclosed.

FIG. 2 shows the ideal format of the designated coupon for betting wherein the bettor can predict the number of goals in 32 matches separated into eight different sections comprising of four matches in each section. A further four sections to illustrate the predicted number of goals and correct number of goals is also disclosed.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The present invention relates to a novel game of sports betting wherein a bettor can predict the number of goals in a weekly football match using a designated coupon.

- 5 The bettor has to predict the number of goals in each match in the coupon, and the predicted number of goals in each match must tally with the correct number of goals in each match in that particular week in order to win the prize money. The designated coupon must have at least four football league matches and preferably, have at least 32 matches.

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Reference is made to FIG. 1. FIG. 1 illustrates the basic sample designated coupon (100) for betting wherein the bettor can predict the number of goals in eight matches separated into two different sections comprising of four matches in each section.

Section 1 (101) comprises four matches wherein it is divided into 5 rows (104, 105, 15 106, 107, 108). The first row (104) indicates the title of respective columns. In

Section 1 (101), there are four matches which are indicated as Match No. 1 to Match No. 4 and Section 2 (102) has four matches indicated as Match No. 5 to Match No. 8 accordingly. A further Section 3 (103) to illustrate the predicted number of goals and correct number of goals is disclosed as well. Section 3 is merely to assist in

20 tabulating the results of the prediction and the actual number of goals. For illustrative

purposes and a better understanding of the present invention, sample matches and scores has been used in FIG. 1. In FIG. 1, actual football matches in English Premier League as played on 5, 6, 8 and 9 May 2012 is used as an example; basic example is used as only one specific league is used for easier understanding of the

25 present invention. The designated coupon is specific for each game week as all

major football leagues are played on weekends (Saturdays and Sundays); and sometimes on weekdays (Mondays to Fridays, normally played on Wednesdays and Thursdays), but each game week must have specific cut-off date and time for submission of the Predicted Number of Goals in each match; most definitively before the game takes place. The game week matches is based on actual real-time matches of each league and cut-off date and time can be set by the betting company.

Referring to the specific example matches illustrated in FIG. 1, in the second row (105), there are Match No. 1 which is ARS vs. NOR and Match No. 5 which is QPR vs. STO. If the bettor predict that the number of goals in Match No. 1 will be 3, then the bettor must insert 3 as the Predicted No. of Goals Scored in Section 1 (101); and if the bettor predict that the number of goals in Match No. 5 will be 2, then the bettor must insert 2 as the Predicted No. of Goals Scored in Section 2 (102). The same procedure i.e. prediction of number of goals is repeated at each match and the predicted numbers of goals are inserted according to its relevant fields.

Now, the attention is shifted to the method of calculating the predicted score digit i.e. four-digit (4D) number. The Predicted No. of Goals Scored in Section 1 for Match No. 1 is added to the Predicted No. of Goals Scored in Section 2 of Match No. 5 which is in the same row or specifically horizontally aligned. The syntax logic is to add the Predicted No. of Goals Scored in Section 1 for Match No. 1, Match No. 2, Match No. 3, and Match No. 4 with the Predicted No. of Goals Scored in Section 2 for Match No. 5, Match No. 6, Match No. 7, and Match No. 8 respectively (i.e. Predicted No. of Goals Scored in Section 1 for Match No. 1 + Predicted No. of Goals

Scored in Section 2 for Match No. 5; and so forth). The addition must be done horizontally.

Based on the Example illustrated in FIG. 1, the Predicted No. of Goals Scored in Section 1 for Match No. 1 is 3 and the Predicted No. of Goals Scored in Section 2 for Match No. 5 is 2, therefore the first digit of the predicted score digit is 3 added with 2 which equals to 5 ($3 + 2 = 5$); i.e. the first digit of the predicted score digit is 5. For addition which equals to 2 digit numbers, for example 10, will be calculated as 1 added with 0 equals to 1 ($10 = 1+0 = 1$); 11 will be calculated as 1 added with 1 equals to 2; and so forth. The concept is to obtain a single digit number in each Predicted Final Score and Correct Final Score boxes.

The predicted score digit in other rows are calculated in the same method. Based on the Example as illustrated in FIG. 1, the Predicted No. of Goals Scored in Section 1 for Match No. 2 is 4 and the Predicted No. of Goals Scored in Section 2 for Match No. 6 is 3, therefore the second digit of the predicted score digit is 4 added with 3 which equals to 7 ($4 + 3 = 7$); i.e. the second digit of the predicted score digit is 7. The Predicted No. of Goals Scored in Section 1 for Match No. 3 is 2 and the Predicted No. of Goals Scored in Section 2 for Match No. 7 is 3, therefore the third digit of the predicted score digit is 2 added with 3 which equals to 5 ($2 + 3 = 5$); i.e. the third digit of the predicted score digit is 5. The Predicted No. of Goals Scored in Section 1 for Match No. 4 is 2 and the Predicted No. of Goals Scored in Section 2 for Match No. 8 is 2, therefore the fourth digit of the predicted score digit is 2 added with 2 which equals to 4 ($2 + 2 = 4$); i.e. the fourth digit of the predicted score digit is 4.

Now, the predicted score digit is arranged vertically, and therefore the bettor's predicted score digit will be 5754.

Now the attention is shifted to the correct number of goals scored in each match.

- 5 The same method of calculating the number of goals applies i.e. the Correct No. of Goals Scored in Section 1 for Match No. 1 is added with the Correct No. of Goals Scored in Section 2 for Match No. 5 and so forth. As explained in above paragraphs, the addition is done horizontally. Based on the Example as illustrated in FIG. 1, the Correct No. of Goals Scored in Section 1 for Match No. 1 is 6 and the Correct No. of Goals Scored in Section 2 for Match No. 5 is 1, therefore the first digit of the correct score digit is 6 added with 1 which equals to 7 ($6 + 1 = 7$); i.e. the first digit of the correct score digit is 7. The Correct No. of Goals Scored in Section 1 for Match No. 2 is 2 and the Correct No. of Goals Scored in Section 2 for Match No. 6 is 2, therefore the second digit of the correct score digit is 2 added with 2 which equals to 4 ($2 + 2 = 4$); i.e. the second digit of the correct score digit is 4. The Correct No. of Goals Scored in Section 1 for Match No. 3 is 4 and the Correct No. of Goals Scored in Section 2 for Match No. 7 is 1, therefore the first digit of the correct score digit is 4 added with 1 which equals to 5 ($4 + 1 = 5$); i.e. the third digit of the correct score digit is 5. The Correct No. of Goals Scored in Section 1 for Match No. 4 is 3 and the Correct No. of Goals Scored in Section 2 for Match No. 8 is 5, therefore the fourth digit of the correct score digit is 3 added with 5 which equals to 8 ($3 + 5 = 8$); i.e. the fourth digit of the correct score digit is 8. Therefore, the correct score digit is arranged vertically, and winning correct score digit will be 7458.

It is obvious from the above Example that the bettor did not win the prize money as the predicted 4-digit does not tally with the correct 4-digit. However, the above examples are purely for illustrative purposes for better understanding of the present invention. It has to be noted that taking into consideration of the number of goals from one match only will be very easy to predict; and for this obvious reasons, the present invention has been designed to add-up the Predicted No. of Goals from each corresponding sections horizontally to provide additional obstacle to the game. As for the prize money, it is possible for more than 1 bettor to win the jackpot prize money and the prize money will be shared; and if the offered jackpot prize money is not won in that particular game week, as highlighted in the example above, then possibly the jackpot prize money, or certain percentage of the jackpot, as decided by the betting company shall cascade to the following draw in the next game week.

Reference is now made to FIG. 2, wherein the designated coupon (200) comprises 32 matches separated into eight different sections (Section 1, 2, 1a, 2a, 1b, 2b, 1c and 2c) comprising of four matches in each section. A further four sections (Section 3, 3a, 3b and 3c) to illustrate the predicted number of goals and correct number of goals is also disclosed. The present invention is ideally played according to illustration of FIG. 2 as having more matches will enhance the possible chance of success of each bettor.

The same principle is applied wherein the predicted number of goals in each row is tallied together to obtain Predicted Score Digit. However, in FIG. 2, which is the more preferred embodiment of the present invention, more matches are played, preferably 32 matches. In FIG. 2, matches from different leagues can be incorporated into the

designated coupon. For illustrative purposes, matches from English Premier League, Spanish La Liga, Italian Serie A and Germany's Bundesliga are used as an example. The league to be used in actual betting scenario can be selected from other leagues as well. It is also provided that the matches can be from other sporting events as well, but not limited to basketball, hockey, baseball and rugby.

Based on the Example illustrated in FIG. 2, the attention is brought to Match No. 9 onwards as the Match No. 1 to Match No. 8 has been illustrated and discussed in above paragraphs.

The Predicted No. of Goals Scored in Section 1a for Match No. 9 is 2 and the Predicted No. of Goals Scored in Section 2a for Match No. 13 is 3, therefore the first digit of the predicted score digit is 2 added with 3 which equals to 5 ($2 + 3 = 5$); i.e. the first digit of the predicted score digit is 5. The predicted score digit in other rows are calculated in the same method. Attention is brought to Predicted No. of Goals Scored in Match No. 18 which is 5 and Predicted No. of Goals Scored in Match No. 22 which is 5; and therefore the Predicted Score Digit will be $5 + 5 = 10$. As mentioned in above paragraphs, for addition which equals to 2 digit numbers, for example 10, will be calculated as 1 added with 0 equals to 1 ($10 = 1+0 = 1$); 11 will be calculated as 1 added with 1 equals to 2; and so forth. The concept is to obtain a single digit number in each Predicted Final Score and Correct Final Score boxes. Hence, in this specific Example illustrated in FIG. 2 the Predicted Score Digit will be $1 + 0 = 1$.

Based on the Example as illustrated in FIG. 2 for Match No. 17 of Section 1b up to Match No. 24 of Section 2b, the Predicted Score Digit is 6148, and the Correct Score Digit is also 6148; therefore, in this instance the bettor will win the prize money. The attention is brought to the way of calculating the Predicted Score Digit for Match No. 19 and Match No. 23. With the specific reference as illustrated in FIG. 2, the Predicted No. of Goals Scored for Match No. 19 of Section 1b is 1 and the Predicted No. of Goals Scored for Match No. 23 of Section 2b is 3; whereas the Correct No. of Goals Scored for Match No. 19 is 2 and the Correct No. of Goals Scored for Match No. 23 is 2. Therefore the Predicted Score Digit will be $1 + 3 = 4$; and the Correct Score Digit will $2 + 2 = 4$. Here, it is obvious that the bettor will have further advantage as although the number of goals predicted for each corresponding match is different from the correct number of goals of each match; the digit is still the same as the numbers has been added to come-up with a single digit and the bettor still has the chance to get the Predicted Score Digit and Correct Score Digit as the same and it is one objective of the present invention to provide opportunity to the bettor to have the predicted four-digit number matching the correct four-digit number.

The concept is to get at least one four-digit Predicted Score Digit to be same with the Correct Score Digit in the same corresponding Section. The betting company can also pay the prize money, albeit at a lower rate, if the Predicted Score Digit and Correct Score Digit is same but at different and non-corresponding Section. Alternatively, it is also provided that the betting company can use the Predicted Score Digit to tally up with the four-digit numbers drawn by specific four-digit prediction betting company, for example like Sports Toto, Magnum 4D, or Da Ma Cai

(Pan Malaysian Pools) in Malaysia; Singapore Pools in Singapore or Pick 4 in United States of America.

All the above mentioned four-digit betting company provides opportunity for bettors to randomly select a four-digit number from 0000 to 9999. The betting company will then draw four-digit numbers randomly from their system and the winners who correctly selected the numbers that matches the four-digit winning results will win the jackpot. The betting company also does pay for bettors who has predicted combination of numbers, or mixed numbers as per the rules that has been set by the betting company. In this type of betting games, the numbers are selected randomly without any due consideration or any mental activity to be conducted.

On the other hand, in present invention, the number of goals in each match is predicted based on the current form of each team and advantage of home team against the away team is also taken into consideration. The present invention is different from the typical four-digit betting wherein in the later, the numbers were selected randomly. In present invention, the prediction of the number of goals are based on specific factors as described above.

The novel concept of the present invention is to predict the number of goals in each match, and add to the corresponding predicted number of goals in the other match in the same horizontal alignment and tabulate it under Predicted Score Digit (Predicted No. of Goals Scored of Match X + Predicted No. of Goals Scored of Match Y in the same horizontal row = Predicted Score Digit in a single digit format). Each Predicted Score Digit from the same section is then aligned vertically to come up with four-digit

Predicted Score Digit. Similarly, the same methodology is used to calculate the Correct Score Digit (Correct No. of Goals Scored of Match X + Correct No. of Goals Scored of Match Y in the same horizontal row = Correct Score Digit in a single digit format). Each Correct Score Digit from the same section is then aligned vertically to
5 come up with four-digit Correct Score Digit. This four-digit Predicted Score Digit is then compared with the four-digit Correct Score Digit.

The probability of coming up with the four-digit Predicted Score Digit that matches exactly to the four-digit Correct Score Digit is very low, hence providing extra
10 motivation for a betting company to offer this kind of novel betting system as disclosed in the present invention. On a related matter, as the probability of winning is very low, the betting company can offer the designated coupon for betting to be sold at a competitively low price and at the same time providing large prize money. In this way, low price of betting with high prize money will definitely entice more
15 bettors to try their luck. Ultimately, it will be win-win situation for both the betting company and bettors.

The present invention can also be played in machine readable apparatus like computers i.e. playing online via Internet.

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The present invention may be embodied in other specific forms without departing from its essential characteristics. The described embodiments are to be considered in all respects only as illustrative and not restrictive. The scope of the invention is, therefore indicated by the appended claims rather than by the foregoing descriptions.

All changes, which come within the meaning and range of equivalency of the claims, are to be embraced within their scope.

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CLAIMS

1. A method to place a bet in the form of a designated coupon (100, 200) wherein the coupon comprises

- 5 at least two sections (101, 102) having at least 4 matches on each section;
 at least four rows to identify the matches to bet on; and
 at least four columns to enter Predicted No. of Goals Scored in each match.

2. The method according to claim 1 further comprises additional section (103) to
 10 tabulate the Predicted Score Digit (109) and Correct Score Digit (110), wherein
 the Predicted Score Digit is calculated by adding corresponding Predicted No.
 of Goals Scored in the matches in the same horizontal row; and
 the Correct Score Digit is calculated by adding corresponding Correct No. of
 Goals Scored in the matches in the same horizontal row.

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3. The method according to claims 1 and 2 further comprises a mechanism for
 vertical arrangement of the Predicted Score Digit to come up with four-digit Predicted
 Score Digit and vertical arrangement of the Correct Score Digit to come up with four-
 digit Correct Score Digit.

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4. The method according to preceding claims can be played manually by having
 a physical coupon or played online via machine-readable apparatus.

5. An apparatus to place a bet in the form of a designated coupon (100, 200)
 25 wherein the coupon comprises

at least two sections (101, 102) having at least 4 matches on each section;
at least four rows to identify the matches to bet on; and
at least four columns to enter Predicted No. of Goals Scored in each match.

5 6. The apparatus according to claim 5 further comprises additional section (103)
to tabulate the Predicted Score Digit (109) and Correct Score Digit (110), wherein
the Predicted Score Digit is calculated by adding corresponding Predicted No.
of Goals Scored in the matches in the same horizontal row; and
the Correct Score Digit is calculated by adding corresponding Correct No. of
10 Goals Scored in the matches in the same horizontal row.

7. The apparatus according to claims 5 and 6 further comprises a mechanism for
vertical arrangement of the Predicted Score Digit to come up with four-digit Predicted
Score Digit and vertical arrangement of the Correct Score Digit to come up with four-
15 digit Correct Score Digit.

8. The apparatus according to preceding claims can be played manually by
having a physical coupon or played online via machine-readable apparatus.

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