MyStake: frame, tennis, tries and set markets

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Frame markets

Correct-score formats include best of 5, 7, 9 and 11 frames. Match/frame winner, frame handicap, total frames, leader after X frames, correct score after X frames, live rest-of-match from a current frame and race to X frames are distinct. Frame-winner ties are refunded; separate first-through-eleventh “Period Winner Home/Away” labels describe the corresponding frames. A deciding-frame market asks whether equal frame scores force the final scheduled odd-numbered frame; the first player to win a majority wins the match. A consecutive-frame market can target frames 2 through 5.

Within a specified frame, markets cover potting a numbered ball or the last ball, race to 30 points, highest break/player, point handicap, first colour (yellow, green, brown, black, blue, pink), last-scoring colour (those colours plus red or foul), point parity, any foul, 50+ or 100+ breaks by either player or a specified player, total points and highest break value. First-frame point handicap/total are separately named. Zero is even.

Tennis: sets, games and individual points

The source lists match/set winner, correct score in best-of-three/five sets, first-set/match double result, game and set handicaps, exact/total sets, game parity, individual player game totals and whether a player wins a set or exactly one/two sets. It describes 2–3 sets for women and 3–5 for men in the exact-set passage; these are source format statements, not a universal rule for every event. Any-set-to-nil is 6:0 or 0:6. A tiebreak is described as reaching seven points with a two-point lead, continuing beyond 6–6 until that lead is achieved.

For sets 1–5 and parameterised X/Y sets, the register includes game winner, game correct score or break, game handicap, total games, parity, game/point races, exact game points, who wins an indexed point and whether a game reaches deuce (40–40). It also includes winning two specified games within a set. Whole-match combinations cover winner+total, losing the first set then winning, and either player winning with a game total over/under the chosen value. Other markets measure highest/lowest-scoring set, total tiebreaks, first point, first game, first-game total/individual points and duration of match or first set in minutes.

Break markets include most breaks, match and first-set break totals, first break in set one and a specified player breaking in game one or two. Ace markets include first ace, total/handicap, each player’s totals, first-set totals/individual totals, first-set handicap, most aces with draw possible and an ace in either of the first two games. A separate market asks if an ace wins the match. Double-fault markets mirror those counts, first occurrence, handicap, most with draw, first-set occurrence/count and either of the first two games; a second-serve fault loses the point. Further metrics include match points, first-set set points, each player’s first-serve percentage and winning percentage on first serve.

Tries and rugby-style point markets

Regular-time match and first-half markets separately measure points and tries: results, most tries, double chance, draw-no-bet, Asian/European handicap, parity, total/range and home/away totals. First/next/indexed scoring play distinguishes a home/away try, penalty or drop goal. Other markets cover winning margin, result+total, race to points, live rest-of-match or rest-of-half, qualification, final winner and third-place winner including extra time/shootout. An example changes the live score from 1:0 to 1:1 and describes a rise in the first team's win odds.

Some source descriptions conflict with labels: "1st half - Winning margin" describes away-team first-half points; "Total range points" describes goals; "1st half - Total range points" is followed by second-half points. These are retained as scope ambiguities, not quietly corrected.

Set-based team and individual games

The set families retain match/each-set winner, points handicap, set handicap, point totals and parity, exact/correct set score, fourth/fifth set played, tiebreak-count and best-of-three/five/seven formats. Teams or individual players can race to X points or score an indexed point within sets 1–5. Explicit first-set races target 5, 10, 15 and 20 points. Home/away may win at least one set or exactly one/two sets. Separate labels ask how many sets exceed the score limit.

End-based markets within a set include result/draw-no-bet, Asian/European point handicap, end winner, total/exact/parity of end points, individual point totals and races to indexed points. Where the first-set handicap description says sets rather than points, or first-set individual totals describe the whole match, the source wording remains distinct from the label. A wrestler-winner and racer head-to-head (better finishing position) are separate sports markets.

Recorded frame, tennis, tries and set-market labels

Recorded labels retain their product or market identity. Repeated names can represent separate page appearances; isolated numeric tokens are not assigned to missing events or players. Read the explanations in this volume for settlement scope.

Recorded label	Recorded label
Correct score (best of 5 frames)	Correct score (best of 7 frames)
Correct Frame Score (best of 9 frames)	1st frame - Winner
Frame handicap	Total frames
Who wins the rest of the match {Z}	{X} frame - Winner
Correct Score Snooker	Leader after {X} frames
{X} frame - Player to pot {Y} ball	{X} frame - Player to pot last ball

Recorded label	Recorded label
{X} frame - Race to 30	{X} frame - Player with highest break
{X} frame - Handicap	Race to {X} frames
{X} frame - First colour potted	{X} frame - Last points scored
{X} frame - Odd/Even number of points	{X} frame - Will there be a foul
{X} - frame - Any player with a break 50+	{X} frame - Player 1 with a break 50+
{X} frame - Player 2 with a break 50+	{X} frame - Any player with a break 100+
{X} frame - Player 1 with a break 100+	{X} frame - Player 2 with a break 100+
{X} frame - Highest break	{X} frame - Total points
Match will go to a deciding frame	Odd/Even number of frames
Correct score after {X} frames	Frames {X} to {Y} - {Z} consecutive frames winner
1st frame - Handicap	1st frame - Total
1st Period Winner Home/Away	2nd Period Winner Home/Away
3rd Period Winner Home/Away	4th Period Winner Home/Away
5th Period Winner Home/Away	6th Period Winner Home/Away
7th Period Winner Home/Away	8th Period Winner Home/Away
9th Period Winner Home/Away	10th Period Winner Home/Away
11th Period Winner Home/Away	Winner
1st set - Correct score	1st set - Game handicap
1st set - Will there be a tiebreak	1st set - Total games
1st set winner	2nd set - Winner
Any set to nil 6:0 or 0:6	Correct score (best of 3 sets)
Correct score (best of 5 sets)	Double result (1st set/match)
Game handicap	Odd/Even number of games
Player 1 to win a set	Player 2 to win a set

Recorded label	Recorded label
Set handicap	Will there be a tiebreak
Total games	Player 1 total games
Player 2 total games	Exact sets (best of 3)
Exact sets (best of 5)	The winner of the match. (Player 1 or Player 2)
{X} set - Winner	{X} set - Which player will win {Y} and {Z} games
{X} set - Correct score	1st set - Game {X} winner
2nd set - Game {X} winner	3rd set - Game {X} winner
4th set - Game {X} winner	5th set - Game {X} winner
{X} set - Game handicap	2nd set - Total games
3rd set - Total games	4th set - Total games
5th set - Total games	{X} set - Odd/Even games
Score of game {X} of set 1	Score of game {X} of set 2
Score of game {X} of set 3	Score of game {X} of set 4
Score of game {X} of set 5	Score of game {X} of set 1 or break
Score of game {X} of set 2 or break	Score of game {X} of set 3 or break
{X} set - {Y} game to deuce	{X} set - Will there be a tiebreak
Score of game {X} of set 4 or break	Score of game {X} of set 5 or break
{X} set - {Y} game exact points	{X} set - Who wins {Z} point in game {Y}
{X} set - {Y} game race to {Z} points	{X} set - {Y} game points odd/even
Winner & total	Highest scoring sets
Total tie-breaks	Total sets
First point won	To win 1st game in the match
Total points in 1st game	Player 1 total points in 1st game
Player 2 total points in 1st game	Tie-break in 1st set

Recorded label	Recorded label
To make more breaks during the match	Total breaks in the match
Total breaks in 1st set	First break in 1st set
Player 1 Break in 1st or 2nd game	Player 2 Break in 1st or 2nd game
1st set - Total set points	First ace
Aces handicap	Total number of aces
Player 1 total aces	Player 2 total aces
1st set - Total aces	Player 1 ace in 1st or 2nd game
Player 2 ace in 1st or 2nd game	First double fault
Double faults handicap	Double faults Total
Player 1 double faults total	Player 2 double faults total
1st set - Total double faults	1st set - Double fault
Player 1 double fault in 1st or 2nd game	Player 2 double fault in 1st or 2nd game
Total match points	Player 1 - 1st serve %
Player 2 - 1st serve %	Player 1 - Winning % on 1st serve
Player 2 - Winning % on 1st serve	How long does the 1st set last (min.)
How long does the match last (min.)	Highest scoring set total
Lowest scoring set total	To lose the 1st set and win the match
Player 1 To win and total under	Player 2 To win and total under
Player 1 To win and total over	Player 2 To win and total over
Match will be won by an ace	1st set - Player 1 total aces
1st set - Player 2 total aces	1st set - Winner
3rd set - Winner	4th set - Winner
5th set - Winner	2nd set - Game handicap
3rd set - Game handicap	4th set - Game handicap

Recorded label	Recorded label
5th set - Game handicap	Game winner set/game {Z}
Point winner. set/game/point {Z}	1st set race to {Z} game
Most Aces	1st set - Most Aces
1st set - Aces handicap	Most double fault
1st set - Most double faults	1st set - Double faults handicap
2nd set - Correct score	3rd set - Correct score
4th set - Correct score	5th set - Correct score
2nd set race to {Z} game	3rd set race to {Z} game
4th set race to {Z}	5th set race to {Z}
{X} set - Total games	Player 1 to win exactly 1 set
Player 2 to win exactly 1 set	Player 1 to win exactly 2 set
Player 2 to win exactly 2 set	{Y} set - Game {X} winner
{Y} set - {X} game correct score	{Y} set - {X} game correct score or break
Player 1 to win exactly 2 sets	Player 2 to win exactly 2 sets
1st half – Odd/Even points	1st half - Handicap tries
1st half - Double chance tries	1st half - Draw no bet tries
1st half - Handicap tries (1X2)	1st half - Most tries
1st half - Tries odd/even	1st half - Total tries
1st half - Awayteam total tries	1st half - Hometeam total tries
Handicap tries	Double chance tries
Draw no bet tries	First scoring play
1st half - Total margins	1st half - Winning Margins
Handicap tries (1X2)	Match result & total points
Most tries	Total points odd/even

Recorded label	Recorded label
Odd/Even tries	Total margins
Total tries	Awayteam total tries
Hometeam total tries	Total in range
Which team wins the rest of the match {Z}	1st half - Rest of the half {Z}
1st half - Winning margin	1st half - Race to {Z} points
Next {X} scoring play	Race to {Z} points
Total range points	1st half - Total range points
{X} scoring play	To Qualify
Winner of the final	3rd place winner
Extra time - Result	1st set - Point handicap
1st set - Total points odd/even	1st Set Race to X
1st set - Total points	4th set played
5th set played	Handicap points
How many sets will end with tie-break	2nd set - Point handicap
3rd set - Point handicap	4th set - Point handicap
5th set - Point handicap	Which team wins race to {X} points, first set
Which team wins race to {X} points, second set	Which team wins race to {X} points, third set
Which team wins race to {X} points, fourth set	Which team wins race to {X} points, fifth set
Who scores {X}th point first set	Who scores {X} th point second set
Who scores {X} th point third set	Who scores {X} th point fourth set
Who scores {X} th point fifth set	2nd set - Total points
3rd set - Total points	4th set - Total points
5th set - Total points	2nd set - Total points odd/even

Recorded label	Recorded label
3rd set - Total points odd/even	4th set - Total points odd/even
5th set - Total points odd/even	

Recorded end and live-market labels

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Recorded label	Recorded label
1st set - Draw no bet	1st set - Handicap
1st set - Player 1 total	1st set - Player 2 total
1st set - Result	{X} set - Result
{X} set - Draw no bet	{X} set - {Y} end winner
{X} set - Handicap	{X} set - Handicap (1X2)
The total amount of sets in the match. (Over or under the certain amount)	{X} set - Total points
{X} set - {Y} end total points	{X} set - Hometeam total points
{X} set - Awayteam total points	{Y} set - Who takes first the mutual {X} points
{X} set - {Y} end exact points	{X} set - {Y} end total points odd/even
{Y} set - race to {X} points	Total goals
Match Result	Which team wins the rest {Z}
Next goal {Z}	1st half - Total goals
Correct score rest of the match {Z}	1st half- Rest of the half {Z}
1st half - Next goal {Z}	1st half - Correct score rest of the match {Z}
Overtime - Result	Overtime - Total Goals
Overtime - Who wins the rest of the match {Z}	Overtime - Next goal {Z}

Further set and player labels

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Recorded label	Recorded label
Team with highest scoring quarter	The winner in the highest scoring quarter. (Team 1, Team 2 or a draw)
1st set - Race to 5 points	1st set - Race to 10 points
1st set - Race to 15 points	1st set - Race to 20 points
Awayteam to win a set	Exact sets
{X} set - Point handicap	{X} set - Total points odd/even
{Y} set - Race to {X} points	Hometeam to win exactly 1 set
Awayteam to win exactly 1 set	Hometeam to win exactly 2 sets
Awayteam to win exactly 2 sets	Exact sets (best of 7)
Correct score (best of 5)	Correct score (best of 7)
How many sets will end with tie-break (best of 7)	How many sets will end with tie-break (best of 5)
1st set - Odd/Even	Point handicap
Correct score (best of 3)	How many sets will be with tie-break (best of 3)
Exact number of sets (best of 3)	Exact number of sets (best of 5)
Who scores {X}th point fourth set	Who scores {X}th point fifth set
Number of sets (best of 5)	Who scores {X}th point second set
Who scores {X}th point third set	How many sets will exceed score limit (best of 5)
Next goal {Z} (incl. OT & pen.)	Correct score flex