



XML Batch Reporting Instructions and Specifications

November 29, 2010

MODULE 2

Includes specifications for Casino
Disbursement Reports
(CDR)

Table of Contents

- 1 CDR Batch File Specifications 3**
 - 1.1 XML batch format version 1.0 3
 - 1.2 Report layout 3
 - 1.2.1 Report parts 3
- 2 Schema Elements 4**
 - 2.1 File header elements 5
 - 2.2 Information about the casino reporting the disbursement 8
 - 2.3 Information about the transaction 14
 - 2.4 Information about the individual who requested the disbursement 18
 - 2.5 Information about the third party on whose behalf disbursement was received (if applicable) 29
 - 2.6 Reason for disbursement 49
 - 2.7 Method of disbursement 67
 - 2.8 File trailer elements 84
- 3 CDR Structure Flowchart 85**

1 CDR Batch File Specifications

1.1 XML batch format version 1.0

The specifications for the casino disbursement report (CDR) are based on XML format version 1.0. This means that you will have to go through the acceptance procedure of test submissions to submit CDRs by batch. For more information on the acceptance procedure, see Module 1 of this specification document.

The details related to the technical specifications can be found in the rest of this module.

1.2 Report layout

The following specifications outline the format for CDR included in a batch, based on XML batch file report format version 1.0.

The layout for each CDR batch will be as follows:

CasinoDisbursementReportXmlFile	
ReportSubmissionFileHeader	Header
CasinoDisbursementReport	First report
CasinoDisbursementReport	Second report
... (for each report contained in the file) ...	etc.
ReportSubmissionFileTrailer	Trailer

1.2.1 Report parts

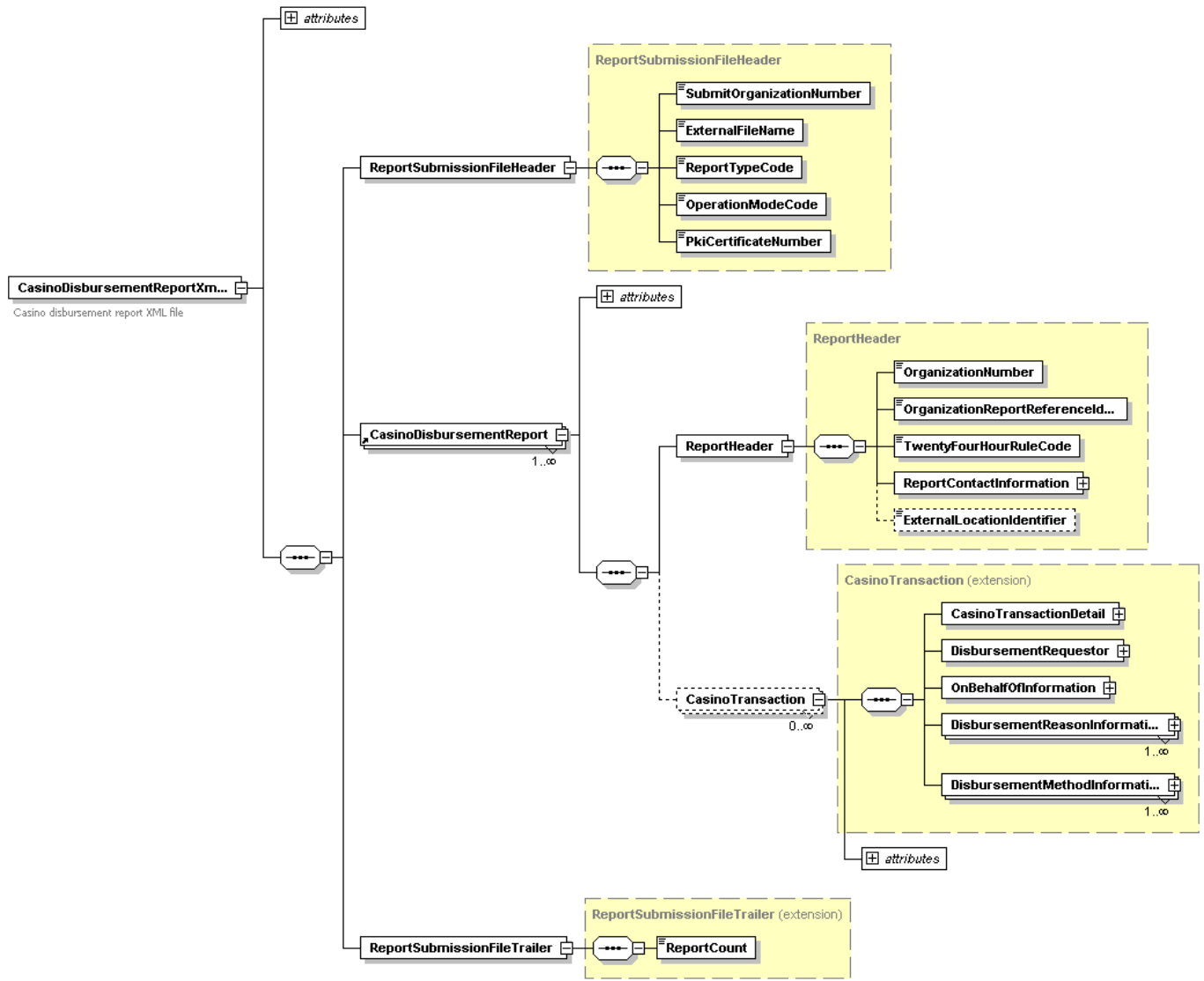
Any part of a report that is not applicable should not be included. However, all fields in each applicable part must be included, unless you are deleting a report (as explained in subsection 3.3 of Module 1). For additional information about each field in a CDR, refer to *Guideline 10A: Submitting Casino Disbursement Reports to FINTRAC Electronically*.

A CDR should only contain one disbursement unless it is about two or more disbursements of less than \$10,000 made within 24 consecutive hours of each other that total \$10,000 or more.

The entire file will be rejected if any of the file specifications are not met.

2 Schema Elements

The CDR XML schema is illustrated in the following diagram:



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2.1 File header elements

The batch header contains information identifying the individual or institution transmitting the file. There can be only one batch header for each transmitted file. The following elements are required in the batch header.


	?xml	XML declaration
Definition:	This is the top level XML declaration which specifies the version of XML being used.	
Attributes:	version: fixed: "1.0" encoding: fixed: "UTF-8"	
Limits:	Mandatory for processing One per submission instance	
Example:	<code><?xml version="1.0" encoding="UTF-8" ?></code>	
Remarks:	This declaration is required to be alone on the first line of the file. The version number and encoding are fixed to the version of the schema.	


	CasinoDisbursementReportXmlFile	Root element
Definition:	This is the container for the following batch file contents: ReportSubmissionFileHeader CasinoDisbursementReport ReportSubmissionFileTrailer	
Attributes:	ModelVersionNumber fixed: "1.0"	
Limits:	Mandatory for processing One per submission instance	
Example:	<code><CasinoDisbursementReportXmlFile ModelVersionNumber="1.0"> ... </CasinoDisbursementReportXmlFile></code>	
Remarks:	This element indicates the start and end of the XML file.	


	ReportSubmissionFileHeader	Batch header
	<pre> graph LR A[ReportSubmissionFileHeader] --- B(()) B --- C[SubmitOrganizationNumber] B --- D[ExternalFileName] B --- E[ReportTypeCode] B --- F[OperationModeCode] B --- G[PkiCertificateNumber] </pre>	
Definition:	This is the container for information related to the individual or institution transmitting the file.	
Attributes:		
Limits:	Mandatory for processing One per ReportXmlFile	
Example:	<pre> <ReportSubmissionFileHeader> <SubmitOrganizationNumber>9999999</SubmitOrganizationNumber> <ExternalFileName>20091010_1101112_CDR.xml</ExternalFileName> <ReportTypeCode>13</ReportTypeCode> <OperationModeCode>2</OperationModeCode> <PkiCertificateNumber>1211379999</PkiCertificateNumber> </ReportSubmissionFileHeader> </pre>	
Remarks:	This element uniquely identifies the XML batch file submitted to FINTRAC and contains information that will be used as a reference in the acknowledgement message returned to the individual or institution transmitting the file.	

	SubmitOrganizationNumber	Organization's identifier number
	<pre> graph LR A[SubmitOrganizationNumber] </pre>	
Definition:	This is the identifier number assigned to the individual or institution transmitting the file by FINTRAC during organization set up or enrolment.	
Attributes:		
Limits:	Mandatory for processing 1 to 7 numeric characters One per ReportSubmissionFileHeader	
Example:	<pre> <SubmitOrganizationNumber>9999999</SubmitOrganizationNumber> </pre>	
Remarks:		

	ExternalFileName	Batch file name
	<pre> graph LR A[ExternalFileName] </pre>	
Definition:	This is an identifier generated by the individual or institution transmitting the file that uniquely identifies each batch submitted. It will be used as a reference in the acknowledgement message returned to the individual or institution transmitting the file.	
Attributes:		
Limits:	Mandatory for processing 1 to 80 characters One per ReportSubmissionFileHeader	
Example:	<pre> <ExternalFileName>20091010_1101112_CDR.xml </ExternalFileName> </pre>	
Remarks:	Names should not contain spaces or dashes.	

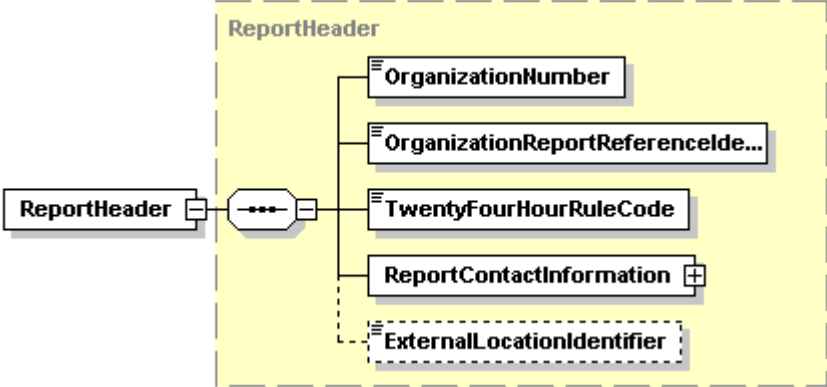
	ReportTypeCode	Report type
	 ReportTypeCode	
Definition:	This is the code used to identify the type of report.	
Attributes:		
Limits:	Mandatory for processing 2 numeric characters One per ReportSubmissionFileHeader	
Example:	<ReportTypeCode>13</ReportTypeCode>	
Remarks:	Code: 13 – Casino Disbursement Report	


	OperationModeCode	Operational mode
	 OperationModeCode	
Definition:	This is the code used to identify which transmission channel is being used to submit the file.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per ReportSubmissionFileHeader	
Example:	<OperationModeCode>2</OperationModeCode>	
Remarks:	Codes: 2 – Production 1 – Test (in a batch transmission software training channel)	


	PKICertificateNumber	PKI certificate ID
	 PkiCertificateNumber	
Definition:	This is the PKI certificate identifier number assigned to the individual or institution transmitting the file by FINTRAC.	
Attributes:		
Limits:	Mandatory for processing 10 numeric characters One per ReportSubmissionFileHeader	
Example:	<PkiCertificateNumber>1211379999</PkiCertificateNumber>	
Remarks:		


2.2 Information about the casino reporting the disbursement

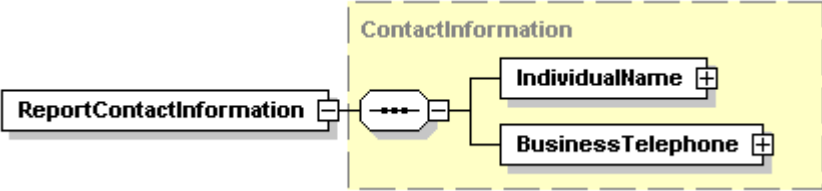
	CasinoDisbursementReport	Casino Disbursement Report
Definition:	This is the container for the individual report's contents.	
Attributes:	<p>CasinoDisbursementReportSequenceNumber Mandatory for processing 1 to 99999 numeric characters One per CasinoDisbursementReport</p> <p>ActionCode: 1 2 5</p> <p>Codes:</p> <ul style="list-style-type: none"> 1 Insert 2 Change 5 Delete Mandatory for processing 1 numeric character One per CasinoDisbursementReport	
Limits:	Mandatory for processing One or more per CasinoDisbursementReportXmlFile	
Example:	<pre><CasinoDisbursementReport CasinoDisbursementReportSequenceNumber="1" ActionCode="1"> ... </CasinoDisbursementReport></pre>	
Remarks:		

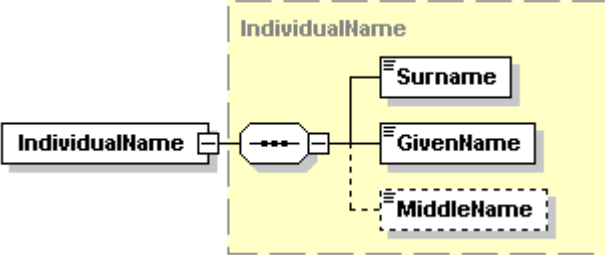
	ReportHeader	Part A
	 <p>The diagram illustrates the structure of the ReportHeader element. A central ReportHeader box is connected to a dashed-line container labeled ReportHeader. Inside this container, five elements are listed: OrganizationNumber, OrganizationReportReferenceId..., TwentyFourHourRuleCode, ReportContactInformation, and ExternalLocationIdentifier. OrganizationNumber, OrganizationReportReferenceId..., and TwentyFourHourRuleCode are connected to the central box with solid lines. ReportContactInformation is connected with a dashed line and a plus sign icon. ExternalLocationIdentifier is connected with a dashed line and a plus sign icon.</p>	
Definition:	This is the container for information about the casino required to report the disbursement to FINTRAC.	
Attributes:		
Limits:	Mandatory for processing One per CasinoDisbursementReport	
Example:	<pre> <ReportHeader> <OrganizationNumber>9999999</OrganizationNumber> <OrganizationReportReferenceIdentifier>Report01</OrganizationReportReferenceIdentifier> <TwentyFourHourRuleCode>0</TwentyFourHourRuleCode> <ReportContactInformation> <IndividualName> <Surname>Doe</Surname> <GivenName>John</GivenName> <MiddleName>E</MiddleName> </IndividualName> <BusinessTelephone> <TelephoneNumber>905-999-9999</TelephoneNumber> <TelephoneExtensionNumber>912</TelephoneExtensionNumber> </BusinessTelephone> </ReportContactInformation> <ExternalLocationIdentifier>999999999</ExternalLocationIdentifier> </ReportHeader> </pre>	
Remarks:		


A2	OrganizationNumber*	Reporting entity's identifier number*
	 <p>The diagram shows a single element box labeled OrganizationNumber.</p>	
Definition:	This is the identifier number assigned to the casino by FINTRAC at enrolment.	
Attributes:		
Limits:	Mandatory for processing 1 to 7 numeric characters One per ReportHeader	
Example:	<pre> <OrganizationNumber>9999999</OrganizationNumber> </pre>	
Remarks:	This element cannot be empty.	


A3	OrganizationReportReferenceIdentifier	Reporting entity report reference number
		
Definition:	This is a unique report reference number assigned by the casino or the individual or institution transmitting the file for each report submitted by or for the same casino.	
Attributes:		
Limits:	Mandatory for processing 1 to 20 characters One per ReportHeader	
Example:	<code><OrganizationReportReferenceIdentifier>Report01</OrganizationReportReferenceIdentifier></code>	
Remarks:	This element cannot be empty.	


A1	TwentyFourHourRuleCode	24-hour-rule indicator				
						
Definition:	This is the code used to indicate that the report is about a disbursement that is part of a group of two or more disbursements of less than \$10,000 each made within 24 consecutive hours of each other that total \$10,000 or more.					
Attributes:						
Limits:	Mandatory for processing 1 numeric character One per ReportHeader					
Example:	<code><TwentyFourHourRuleCode>0</TwentyFourHourRuleCode></code>					
Remarks:	<p>Codes:</p> <table border="0"> <tr> <td style="padding-right: 20px;">0</td> <td>Report 24-hour rule does not apply</td> </tr> <tr> <td>1</td> <td>Report 24-hour rule applies</td> </tr> </table> <p>Complete a distinct CasinoTransaction, with all the other applicable parts, for each disbursement of the 24-hour rule group.</p> <p>This element cannot be empty.</p>		0	Report 24-hour rule does not apply	1	Report 24-hour rule applies
0	Report 24-hour rule does not apply					
1	Report 24-hour rule applies					

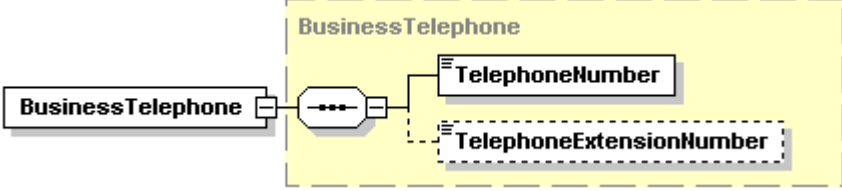
	ReportContactInformation	Whom can FINTRAC contact about this report?
		
Definition:	This is the container for information about the individual FINTRAC can contact for clarification about this report.	
Attributes:		
Limits:	Mandatory for processing One per ReportHeader	
Example:	<pre data-bbox="326 600 1268 915"> <ReportContactInformation> <IndividualName> <Surname>Doe</Surname> <GivenName>John</GivenName> <MiddleName>E</MiddleName> </IndividualName> <BusinessTelephone> <TelephoneNumber>905-999-9999</TelephoneNumber> <TelephoneExtensionNumber>912</TelephoneExtensionNumber> </BusinessTelephone> </ReportContactInformation> </pre>	
Remarks:	This element cannot be empty.	


	IndividualName	Contact name
		
Definition:	This is the container for information about the name of the individual FINTRAC can contact for clarification about this report.	
Attributes:		
Limits:	Mandatory for processing One per ReportContactInformation	
Example:	<pre data-bbox="326 1461 813 1598"> <IndividualName> <Surname>Doe</Surname> <GivenName>John</GivenName> <MiddleName>E</MiddleName> </IndividualName> </pre>	
Remarks:	This element cannot be empty.	

A4	Surname*	Contact surname*
		
Definition:	This is the surname of the individual FINTRAC can contact for clarification about this report.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<code><Surname>Doe</Surname></code>	
Remarks:	This element cannot be empty.	


A5	GivenName*	Contact given name*
		
Definition:	This is the given name of the individual FINTRAC can contact for clarification about this report.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<code><GivenName>John</GivenName></code>	
Remarks:	This element cannot be empty.	

A6	MiddleName	Contact other/initial
		
Definition:	This is any other name or initial of the individual FINTRAC can contact for clarification about this report.	
Attributes:		
Limits:	Optional 0 to 30 characters One per IndividualName	
Example:	<code><MiddleName>E</MiddleName></code>	
Remarks:		

	BusinessTelephone	Business telephone number
		
Definition:	This is the container for information about the business telephone number of the individual FINTRAC can contact for clarification about this report.	
Attributes:		
Limits:	Mandatory for processing One per ReportContactInformation	
Example:	<code><BusinessTelephone></code> <code> <TelephoneNumber>905-999-9999</TelephoneNumber></code> <code> <TelephoneExtensionNumber>912</TelephoneExtensionNumber></code> <code></BusinessTelephone></code>	
Remarks:		

A7	TelephoneNumber*	Contact telephone number*
	 TelephoneNumber	
Definition:	This is the telephone number of the individual FINTRAC can contact for clarification about this report.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per BusinessTelephone	
Example:	<TelephoneNumber>905-999-9999</TelephoneNumber>	
Remarks:	This element cannot be empty.	

A8	TelephoneExtensionNumber	Contact telephone extension number
	 TelephoneExtensionNumber	
Definition:	This is the telephone extension number.	
Attributes:		
Limits:	Optional 0 to 10 numeric characters One per BusinessTelephone	
Example:	<TelephoneExtensionNumber>912</TelephoneExtensionNumber>	
Remarks:		


	ExternalLocationIdentifier	Reporting entity location number
	 ExternalLocationIdentifier	
Definition:	This is the number that identifies the location where the disbursement took place.	
Attributes:		
Limits:	Optional 0 to 15 characters. No special characters. One per ReportHeader	
Example:	<ExternalLocationIdentifier>999999999</ExternalLocationIdentifier>	
Remarks:		


2.3 Information about the transaction

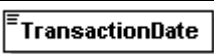
	CasinoTransaction	Transaction
	<p>The diagram illustrates the structure of the CasinoTransaction element. It is shown as an extension of the Transaction element. The CasinoTransaction element (represented by a dashed box) contains a container (represented by a circle with three dots) that holds five child elements: CasinoTransactionDetail, DisbursementRequestor, OnBehalfOfInformation, DisbursementReasonInformation (with a cardinality of 1..∞), and DisbursementMethodInformation (with a cardinality of 1..∞). Additionally, the CasinoTransaction element has an attributes container that holds the CasinoTransactionSequenceNumber element.</p>	
Definition:	This is the container for the individual report's transactions.	
Attributes:	CasinoTransactionSequenceNumber Mandatory for processing 1 to 999999999 numeric characters One per CasinoTransaction	
Limits:	Mandatory for processing One or more per CasinoDisbursementReport	
Example:	<code><CasinoTransaction CasinoTransactionSequenceNumber="250"></CasinoTransaction></code>	
Remarks:		

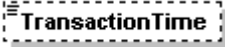
CasinoTransactionDetail		Part B
Definition:	This is the container for information about where the transaction took place, as well as how and when it was conducted.	
Attributes:		
Limits:	Mandatory for processing One per CasinoTransaction	
Example:	<pre> <CasinoTransactionDetail> <ExternalLocationIdentifier>999999999</ExternalLocationIdentifier> <TransactionConductMethodCode>7</TransactionConductMethodCode> <TransactionConductOtherMethodDescriptionText>Other</TransactionConductOtherMethodDescriptionText> <TransactionDate>20091010</TransactionDate> <TransactionTime>111200</TransactionTime> </CasinoTransactionDetail> </pre>	
Remarks:		

B1	ExternalLocationIdentifier*	Reporting entity location number*
Definition:	This is the number that identifies the location where the transaction took place.	
Attributes:		
Limits:	Mandatory for processing 0 to 15 characters, no special characters One per CasinoTransactionDetail	
Example:	<pre> <ExternalLocationIdentifier>999999999</ExternalLocationIdentifier> </pre>	
Remarks:	This element cannot be empty.	

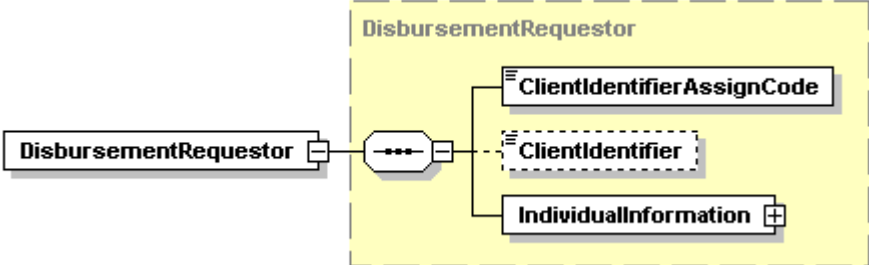
B2	TransactionConductMethodCode*	How the transaction was conducted*														
																
Definition:	This is the code used to indicate how the transaction was conducted.															
Attributes:																
Limits:	Mandatory for processing 1 numeric character One per CasinoTransactionDetail															
Example:	<code><TransactionConductMethodCode>7</TransactionConductMethodCode></code>															
Remarks:	Codes: <table style="margin-left: 40px;"> <tr><td>1</td><td>In person</td></tr> <tr><td>2</td><td>Self-redemption kiosk</td></tr> <tr><td>3</td><td>Telephone</td></tr> <tr><td>4</td><td>Mail</td></tr> <tr><td>5</td><td>Courier</td></tr> <tr><td>6</td><td>Armoured car</td></tr> <tr><td>7</td><td>Other</td></tr> </table> This element cannot be empty.		1	In person	2	Self-redemption kiosk	3	Telephone	4	Mail	5	Courier	6	Armoured car	7	Other
1	In person															
2	Self-redemption kiosk															
3	Telephone															
4	Mail															
5	Courier															
6	Armoured car															
7	Other															


B3	TransactionConductMethodOtherDescriptionText	Other description field
		
Definition:	This is the description of "Other".	
Attributes:		
Limits:	Optional 0 to 40 characters One per CasinoTransactionDetail	
Example:	<code><TransactionConductOtherMethodDescriptionText>Other</TransactionConductOtherMethodDescriptionText></code>	
Remarks:	This element is required if TransactionConductMethodCode = 7 Other	

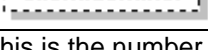
B4	TransactionDate*	Date of transaction*
		
Definition:	This is the date when the transaction occurred.	
Attributes:		
Limits:	Mandatory for processing 0 to 8 numeric characters Format = YYYYMMDD One per CasinoTransactionDetail	
Example:	<code><TransactionDate>20091010</TransactionDate></code>	
Remarks:	This element cannot be empty.	

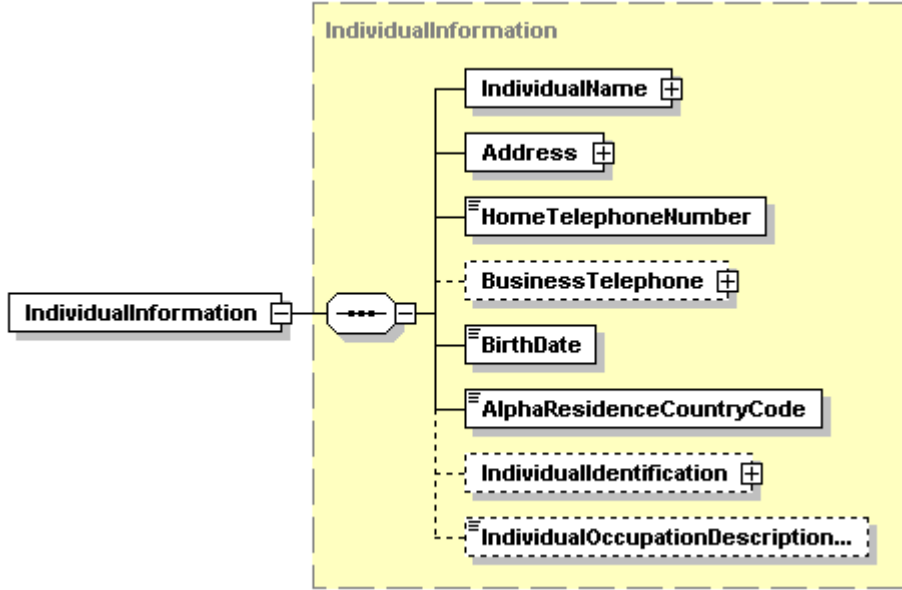
B5	TransactionTime	Time of transaction
		
Definition:	This is the time when the transaction occurred.	
Attributes:		
Limits:	Optional 0 to 6 numeric characters Format = HHMMSS One per CasinoTransactionDetail	
Example:	<TransactionTime>111200</TransactionTime>	
Remarks:		

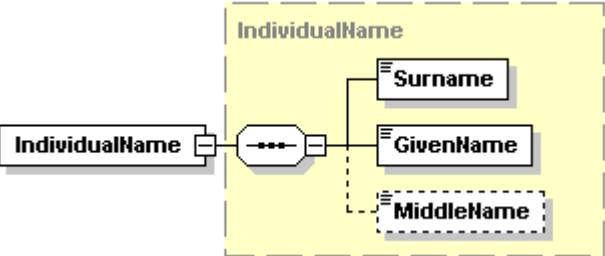
2.4 Information about the individual who requested the disbursement


	DisbursementRequestor	Part C
		
Definition:	This is the container for information about the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing One per CasinoTransaction	
Example:	<code><DisbursementRequestor> ... </DisbursementRequestor></code>	
Remarks:		


C1	ClientIdentifierAssignCode	Is there a client number assigned by the reporting casino for this individual?
		
Definition:	This is the code used to indicate if a client number has been assigned by the casino to the individual initiating the transaction.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per DisbursementRequestor	
Example:	<code><ClientIdentifierAssignCode>1</ClientIdentifierAssignCode></code>	
Remarks:	Codes: 1 Client identifier assigned 2 Client identifier not assigned	

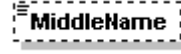
C2	ClientIdentifier	Casino identifier number
		
Definition:	This is the number assigned to the client by the reporting casino.	
Attributes:		
Limits:	Optional 0 to 20 characters One per DisbursementRequestor	
Example:	<code><ClientIdentifier>12345</ClientIdentifier></code>	
Remarks:	This element must contain data if ClientIdentifierAssignCode = 1 Client identifier assigned	

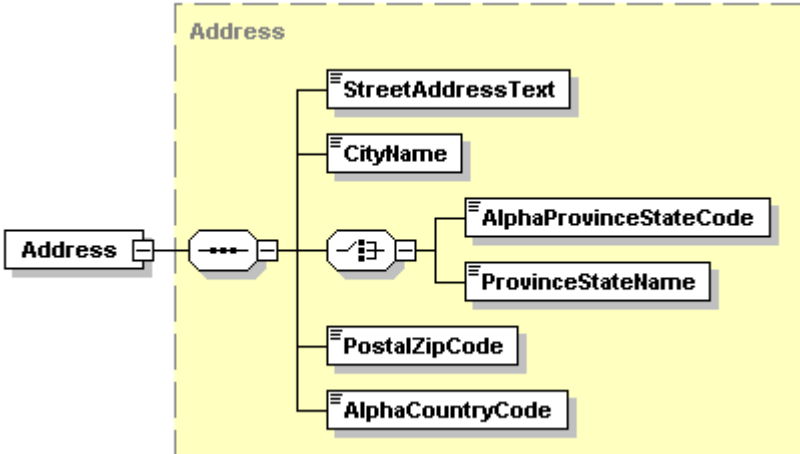
	IndividualInformation	Information about the individual who requested the disbursement
		
Definition:	This is the container for information about the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementRequestor	
Example:	<code><IndividualInformation> ...</IndividualInformation></code>	
Remarks:		


	IndividualName	Individual's full name
		
Definition:	This is the container for information about the name of the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing One per IndividualInformation	
Example:	<pre> <IndividualName> <Surname>Smith</Surname> <GivenName>Jane</GivenName> <MiddleName></MiddleName> </IndividualName> </pre>	
Remarks:		


C3	Surname*	Individual's surname*
		
Definition:	This is the surname of the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<code><Surname>Smith</Surname></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


C4	GivenName*	Individual's given name*
		
Definition:	This is the given name of the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<code><GivenName>Jane</GivenName></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


C5	MiddleName	Individual's other name/initial
		
Definition:	The other name or initial of the individual who requested the disbursement.	
Attributes:		
Limits:	Optional 0 to 30 characters One per IndividualName	
Example:	<code><MiddleName></MiddleName></code>	
Remarks:		


	Address	Individual's full address
		
Definition:	This is the container for the address information of the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing One per IndividualInformation	
Example:	<pre> <Address> <StreetAddressText>123 Main Street</StreetAddressText> <CityName>Toronto</CityName> <AlphaProvinceStateCode>ON</AlphaProvinceStateCode> <PostalZipCode>M3M3M3</PostalZipCode> <AlphaCountryCode>CA</AlphaCountryCode> </Address> </pre>	
Remarks:		


C6	StreetAddressText*	Street address*
		
Definition:	This is the street address.	
Attributes:		
Limits:	Mandatory for processing 0 to 70 characters One per Address	
Example:	<pre> <StreetAddressText>123 Main Street</StreetAddressText> </pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


C7	CityName*	City*
		
Definition:	This is the official municipality name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Address	
Example:	<pre> <CityName>Toronto</CityName> </pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

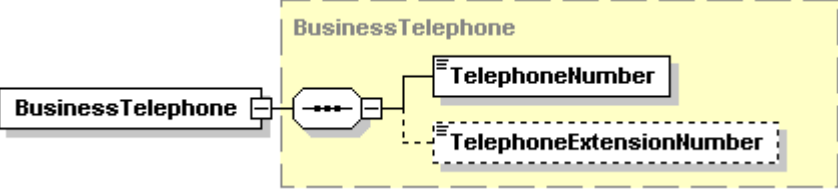
C9	AlphaProvinceStateCode*	Province or state*
	 AlphaProvinceStateCode	
Definition:	This is the province or state code. Refer to the relevant code table in the technical documentation area of the Publications page on FINTRAC's Web site for provinces and territories of Canada or states of the United States or Mexico.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per Address	
Example:	<code><AlphaProvinceStateCode>ON</AlphaProvinceStateCode></code>	
Remarks:	This element is required if AlphaCountryCode = CA – Canada US – United States MX – Mexico This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


C9	ProvinceStateName*	Province or state*
	 ProvinceStateName	
Definition:	This is the province or state name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Address	
Example:	<code><ProvinceStateName>Sussex</ProvinceStateName></code>	
Remarks:		


C10	PostalZipCode*	Postal or zip code*
	 PostalZipCode	
Definition:	This is the postal or zip code.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per Address	
Example:	<code><PostalZipCode>M3M3M3</PostalZipCode></code>	
Remarks:	This element is required if AlphaCountryCode = CA – Canada US – United States This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


C8	AlphaCountryCode*	Country*
	 AlphaCountryCode	
Definition:	This is the country code. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per Address	
Example:	<code><AlphaCountryCode>CA</AlphaCountryCode></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


C11	HomeTelephoneNumber	Home telephone number
	 HomeTelephoneNumber	
Definition:	This is the home telephone number of the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per IndividualInformation	
Example:	<code><HomeTelephoneNumber>905-999-9999</HomeTelephoneNumber></code>	
Remarks:		

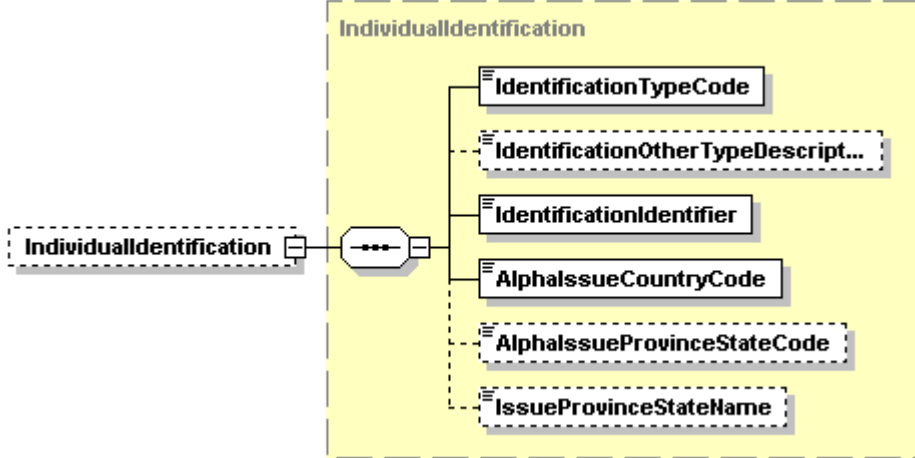
	BusinessTelephone	Business telephone number
		
Definition:	This is the container for information about the business telephone number of the individual who requested the disbursement.	
Attributes:		
Limits:	Optional One per IndividualInformation	
Example:	<code><BusinessTelephone></code> <code> <TelephoneNumber>905-999-9999</TelephoneNumber></code> <code> <TelephoneExtensionNumber>912</TelephoneExtensionNumber></code> <code></BusinessTelephone></code>	
Remarks:		

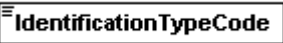
C12	TelephoneNumber	Business telephone number
	 TelephoneNumber	
Definition:	This is the business telephone number of the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per BusinessTelephone	
Example:	<code><TelephoneNumber>905-999-9999</TelephoneNumber></code>	
Remarks:		


C13	TelephoneExtensionNumber	Business telephone extension number
	 TelephoneExtensionNumber	
Definition:	This is the business telephone extension number.	
Attributes:		
Limits:	Optional 0 to 10 numeric characters One per BusinessTelephone	
Example:	<code><TelephoneExtensionNumber>912</TelephoneExtensionNumber></code>	
Remarks:		


C14	BirthDate*	Individual's date of birth*
	 BirthDate	
Definition:	This is the date of birth of the individual who requested the disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 8 characters Format = YYYYMMDD One per IndividualInformation	
Example:	<code><BirthDate>19701212</BirthDate></code>	
Remarks:	Must be later than 1900 and cannot be a future date. This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


C15	AlphaResidenceCountryCode	Country of residence
	 AlphaResidenceCountryCode	
Definition:	This is the country of residence for the individual who requested the disbursement. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per IndividualInformation	
Example:	<code><AlphaResidenceCountryCode>CA</AlphaResidenceCountryCode></code>	
Remarks:		


	IndividualIdentification	Individual's identifier
		
Definition:	This is the container for the information related to the document used to identify the individual who requested the disbursement.	
Attributes:		
Limits:	Optional One per IndividualInformation	
Example:	<pre> <IndividualIdentification> <IdentificationTypeCode>3</IdentificationTypeCode> <IdentificationOtherTypeDescriptionText>Service New Brunswick Card</IdentificationOtherTypeDescriptionText> <IdentificationIdentifier>UT12345</IdentificationIdentifier> <AlphaIssueCountryCode>CA</AlphaIssueCountryCode> <AlphaIssueProvinceStateCode>ON</AlphaIssueProvinceStateCode> </IndividualIdentification> </pre>	
Remarks:	This element is required for DisbursementRequestor	


C16	IdentificationTypeCode*	Individual's identifier (ID) type*														
																
Definition:	This is the code used to indicate the type of document used to identify the individual who requested the disbursement.															
Attributes:																
Limits:	Mandatory for processing 1 to 2 numeric characters One per IndividualIdentification															
Example:	<pre> <IdentificationTypeCode>3</IdentificationTypeCode> </pre>															
Remarks:	<p>Codes:</p> <table border="0"> <tr><td>1</td><td>Birth certificate</td></tr> <tr><td>2</td><td>Passport</td></tr> <tr><td>3</td><td>Other</td></tr> <tr><td>4</td><td>Driver's license</td></tr> <tr><td>5</td><td>Provincial health card</td></tr> <tr><td>6</td><td>Record of Landing or Permanent residence card</td></tr> <tr><td>27</td><td>Social insurance number (SIN) card</td></tr> </table> <p>This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply</p>		1	Birth certificate	2	Passport	3	Other	4	Driver's license	5	Provincial health card	6	Record of Landing or Permanent residence card	27	Social insurance number (SIN) card
1	Birth certificate															
2	Passport															
3	Other															
4	Driver's license															
5	Provincial health card															
6	Record of Landing or Permanent residence card															
27	Social insurance number (SIN) card															


C17	IdentificationOtherTypeDescription	Other description field
	 IdentificationOtherTypeDescript...	
Definition:	This is the description of "Other".	
Attributes:		
Limits:	Optional 0 to 40 characters One per IndividualIdentification	
Example:	<code><IdentificationOtherTypeDescriptionText>Service New Brunswick Card</IdentificationOtherTypeDescriptionText></code>	
Remarks:	This element is required if IdentificationTypeCode = 3 Other This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

C18	IdentificationIdentifier*	ID number*
	 IdentificationIdentifier	
Definition:	This is the number of the ID described by the IdentificationTypeCode or IdentificationOtherTypeDescription elements.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per IndividualIdentification	
Example:	<code><IdentificationIdentifier>UT12345</IdentificationIdentifier></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply except when IdentificationTypeCode = 27 Social insurance number (SIN) card ←do not provide number	

C19	AlphaIssueCountryCode*	Place of issue of individual's identifier—Country*
	 AlphaIssueCountryCode	
Definition:	This is the country of issue of the document used to identify the individual who requested the disbursement. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per IndividualIdentification	
Example:	<code><AlphaIssueCountryCode>CA</AlphaIssueCountryCode></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

C20	AlphaIssueProvinceStateCode*	Place of issue of individual's identifier--Province or state*																						
	 AlphaIssueProvinceStateCode																							
Definition:	This is the province or state code. Refer to the relevant code table in the technical documentation area of the Publications page on FINTRAC's Web site for provinces and territories of Canada or states of the United States or Mexico.																							
Attributes:																								
Limits:	Optional 0 to 2 alpha characters One per IndividualIdentification																							
Example:	<AlphaIssueProvinceStateCode>ON</AlphaIssueProvinceStateCode>																							
Remarks:	<p>This element is required if AlphaIssueCountryCode =</p> <table border="0" data-bbox="418 604 678 695"> <tr><td>CA</td><td>Canada</td></tr> <tr><td>US</td><td>United States</td></tr> <tr><td>MX</td><td>Mexico</td></tr> </table> <p>This element is required if IdentificationTypeCode =</p> <table border="0" data-bbox="418 751 776 842"> <tr><td>1</td><td>Birth certificate</td></tr> <tr><td>4</td><td>Driver's license</td></tr> <tr><td>5</td><td>Provincial health card</td></tr> </table> <p>The report will be rejected if IdentificationTypeCode =</p> <table border="0" data-bbox="418 898 776 940"> <tr><td>5</td><td>Provincial health card</td></tr> </table> <p>and</p> <p>AlphaIssueProvinceStateCode =</p> <table border="0" data-bbox="418 1066 776 1129"> <tr><td>MB</td><td>Manitoba</td><td>or</td></tr> <tr><td>PE</td><td>Prince Edward Island</td><td></td></tr> </table> <p>This element must always contain data if TwentyFourHourRuleCode =</p> <table border="0" data-bbox="418 1171 938 1211"> <tr><td>0</td><td>Report 24 hour rules does not apply</td></tr> </table>		CA	Canada	US	United States	MX	Mexico	1	Birth certificate	4	Driver's license	5	Provincial health card	5	Provincial health card	MB	Manitoba	or	PE	Prince Edward Island		0	Report 24 hour rules does not apply
CA	Canada																							
US	United States																							
MX	Mexico																							
1	Birth certificate																							
4	Driver's license																							
5	Provincial health card																							
5	Provincial health card																							
MB	Manitoba	or																						
PE	Prince Edward Island																							
0	Report 24 hour rules does not apply																							

C20	IssueProvinceStateName*	Place of issue of individual's identifier--Province or state*
	 IssueProvinceStateName	
Definition:	This is the province or state name.	
Attributes:		
Limits:	Optional 0 to 60 characters One per IndividualIdentification	
Example:	<IssueProvinceStateName>Sussex</IssueProvinceStateName>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode =	
	0 Report 24 hour rules does not apply	

C21	IndividualOccupationDescriptionText*	Individual's occupation*
	 IndividualOccupationDescription...	
Definition:	This is the occupation of the individual who requested the disbursement.	
Attributes:		
Limits:	Optional 0 to 40 characters One per IndividualInformation	
Example:	<code><IndividualOccupationDescriptionText>Student</IndividualOccupationDescriptionText></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

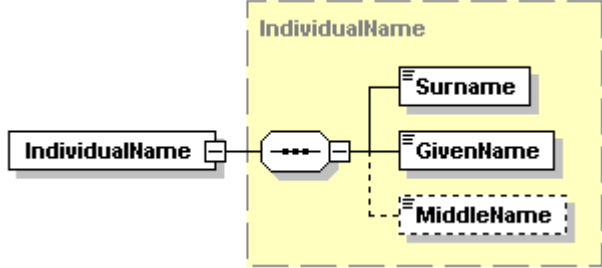
2.5 Information about the third party on whose behalf disbursement was received (if applicable)


	OnBehalfOfInformation	Third party information
	<p>The diagram shows a class OnBehalfOfInformation on the left. A solid line with an open arrowhead points from it to a dashed-line boundary box labeled OnBehalfOfInformation. Inside this boundary, there is a class OnBehalfOfCode connected to a dashed-line boundary box containing two classes: OnBehalfOfIndividual and OnBehalfOfBusinessEntity. This indicates that OnBehalfOfInformation contains OnBehalfOfCode, which in turn contains OnBehalfOfIndividual and OnBehalfOfBusinessEntity.</p>	
Definition:	This is the container for the information related to the third party on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per CasinoTransaction	
Example:	<code><OnBehalfOfInformation> ... </OnBehalfOfInformation></code>	
Remarks:		


C22	OnBehalfOfCode	On behalf of indicator
	<p>The diagram shows a class OnBehalfOfCode with a small icon in the top-left corner, representing a code or indicator.</p>	
Definition:	This code is used to indicate whether the individual who received the disbursement did so on anyone else's behalf.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OnBehalfOfInformation	
Example:	<code><OnBehalfOfCode>1</OnBehalfOfCode></code>	
Remarks:	Codes: 1 Not applicable 2 On behalf of entity (Complete OnBehalfOfBusinessEntity) 3 On behalf of another individual (Complete OnBehalfOfIndividual)	

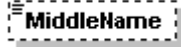
	OnBehalfOfIndividual	Part E
	<p>The diagram illustrates the structure of the OnBehalfOfIndividual element. It is a container element (represented by a box with a plus sign) that contains three child elements: IndividualInformation (solid box with plus sign), RelationshipTypeCode (solid box with equals sign), and RelationshipOtherTypeDescripti... (dashed box with equals sign). A dashed box labeled OnBehalfOfIndividual encloses the three child elements.</p>	
Definition:	This is the container to hold the information about the third party individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per OnBehalfOfInformation	
Example:	<code><OnBehalfOfIndividual> ... </OnBehalfOfIndividual></code>	
Remarks:	This element is required if OnBehalfOfCode = 3 On behalf of another individual	

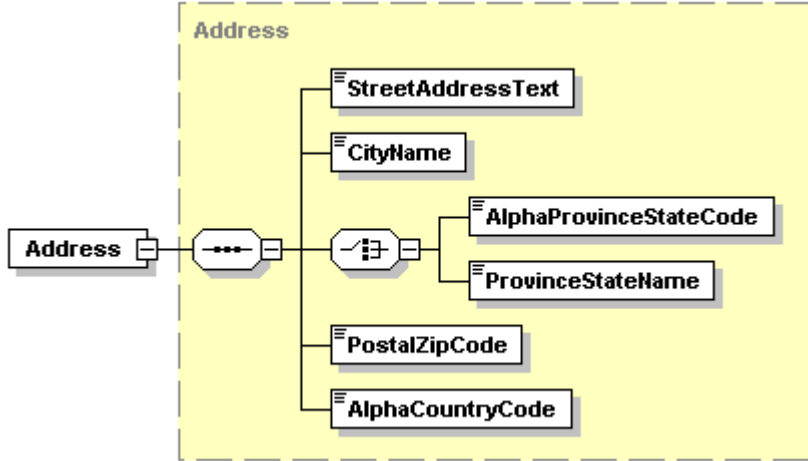
	IndividualInformation	Information about the individual on whose behalf the disbursement was received
	<p>The diagram illustrates the structure of the IndividualInformation element. It is a container element (represented by a box with a plus sign) that contains eight child elements: IndividualName (solid box with plus sign), Address (solid box with plus sign), HomeTelephoneNumber (solid box with equals sign), BusinessTelephone (dashed box with plus sign), BirthDate (solid box with equals sign), AlphaResidenceCountryCode (solid box with equals sign), IndividualIdentification (dashed box with plus sign), and IndividualOccupationDescription... (dashed box with equals sign). A dashed box labeled IndividualInformation encloses all child elements.</p>	
Definition:	This is the container for information about the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per OnBehalfOfIndividual	
Example:	<code><IndividualInformation> ... </IndividualInformation></code>	
Remarks:		


	IndividualName	Individual's full name
	 <p>The diagram illustrates the structure of the IndividualName element. It is a container element represented by a rectangle with a small square on its left side. Inside this container, there is a dashed-line box labeled 'IndividualName'. Within this dashed box, three sub-elements are shown: 'Surname', 'GivenName', and 'MiddleName'. Each sub-element is represented by a rectangle with a small square on its left side. 'Surname' and 'GivenName' are connected to the main container by solid lines, while 'MiddleName' is connected by a dashed line, indicating it is optional. A dashed line also connects the dashed box to the 'MiddleName' element.</p>	
Definition:	This is the container for information about the name of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per IndividualInformation	
Example:	<pre data-bbox="321 667 873 816"><IndividualName> <Surname>Jones</Surname> <GivenName>Robert</GivenName> <MiddleName>B</MiddleName> </IndividualName></pre>	
Remarks:		


E1	Surname*	Individual's surname*
	 <p>The diagram shows the Surname element as a simple rectangle with a small square on its left side.</p>	
Definition:	This is the surname of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<pre data-bbox="321 1140 678 1163"><Surname>Jones</Surname></pre>	
Remarks:		


E2	GivenName*	Individual's given name*
	 <p>The diagram shows the GivenName element as a simple rectangle with a small square on its left side.</p>	
Definition:	This is the given name of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<pre data-bbox="321 1486 753 1509"><GivenName>Robert</GivenName></pre>	
Remarks:		


E3	MiddleName	Individual's other name/initial
		
Definition:	This is any other name or initial of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Optional 0 to 30 characters One per IndividualName	
Example:	<code><MiddleName>B</MiddleName></code>	
Remarks:		


	Address	Individual's full address
		
Definition:	This is the container for the address information of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per IndividualInformation	
Example:	<pre> <Address> <StreetAddressText>234 rue Principale</StreetAddressText> <CityName>Montréal</CityName> <AlphaProvinceStateCode>QC</AlphaProvinceStateCode> <PostalZipCode>H3H3H3</PostalZipCode> <AlphaCountryCode>CA</AlphaCountryCode> </Address> </pre>	
Remarks:		


E4	StreetAddressText*	Street address*
		
Definition:	This is the street address.	
Attributes:		
Limits:	Mandatory for processing 0 to 70 characters One per Address	
Example:	<code><StreetAddressText>234 rue Principale</StreetAddressText></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


E5	CityName*	City*
	 CityName	
Definition:	This is the official municipality name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Address	
Example:	<CityName>Montréal</CityName>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

E7	AlphaProvinceStateCode*	Province or state*
	 AlphaProvinceStateCode	
Definition:	This is the province or state code. Refer to the relevant code table in the technical documentation area of the Publications page on FINTRAC's Web site for provinces and territories of Canada or states of the United States or Mexico.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per Address	
Example:	<AlphaProvinceStateCode>QC</AlphaProvinceStateCode>	
Remarks:	This element is required if AlphaCountryCode = CA Canada US United States MX Mexico This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

E7	ProvinceStateName*	Province or state*
	 ProvinceStateName	
Definition:	This is the province or state name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Address	
Example:	<ProvinceStateName>Sussex</ProvinceStateName>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

E8	PostalZipCode*	Postal or zip code*
	 PostalZipCode	
Definition:	This is the postal or zip code.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per Address	
Example:	<code><PostalZipCode>H3H3H3</PostalZipCode></code>	
Remarks:	This element is required if AlphaCountryCode = CA Canada US United States This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

E6	AlphaCountryCode*	Country*
	 AlphaCountryCode	
Definition:	This is the country code. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per Address	
Example:	<code><AlphaCountryCode>CA</AlphaCountryCode></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

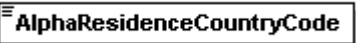
E9	HomeTelephoneNumber	Home telephone number
	 HomeTelephoneNumber	
Definition:	This is the home telephone number of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per IndividualInformation	
Example:	<code><HomeTelephoneNumber>514-999-9999</HomeTelephoneNumber></code>	
Remarks:		

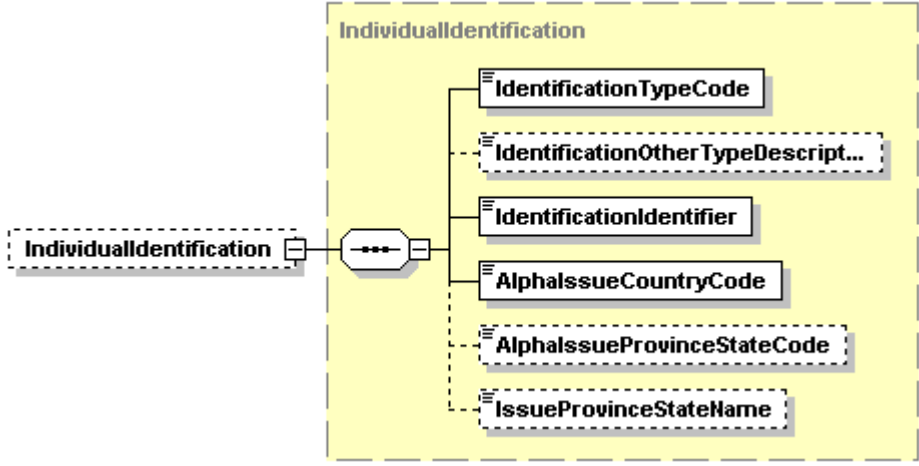
	BusinessTelephone	Business telephone number
	<p>The diagram shows a box labeled 'BusinessTelephone' on the left. A line connects it to a central octagonal symbol containing three dots. From this symbol, two lines branch out to the right. The upper line connects to a box labeled 'TelephoneNumber'. The lower line connects to a dashed box labeled 'TelephoneExtensionNumber'. A larger dashed box encloses the octagonal symbol and both boxes on the right, with the label 'BusinessTelephone' above it.</p>	
Definition:	This is the container for information about the business telephone number of the individual on whose behalf the disbursement was received.	
Attributes:	<pre><BusinessTelephone> <TelephoneNumber>514-999-9999</TelephoneNumber> <TelephoneExtensionNumber>912</TelephoneExtensionNumber> </BusinessTelephone></pre>	
Limits:	Optional One per IndividualInformation	
Example:		
Remarks:		


E10	TelephoneNumber	Business telephone number
	<p>The diagram shows a box labeled 'TelephoneNumber' with a small icon to its left.</p>	
Definition:	This is the business telephone number of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per BusinessTelephone	
Example:	<pre><TelephoneNumber>514-999-9999</TelephoneNumber></pre>	
Remarks:		


E11	TelephoneExtensionNumber	Business telephone extension number
	<p>The diagram shows a dashed box labeled 'TelephoneExtensionNumber' with a small icon to its left.</p>	
Definition:	This is the business telephone extension number of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Optional 0 to 10 numeric characters One per BusinessTelephone	
Example:	<pre><TelephoneExtensionNumber>912</TelephoneExtensionNumber></pre>	
Remarks:		


E12	BirthDate	Individual's date of birth
	<p>The diagram shows a box labeled 'BirthDate' with a small icon to its left.</p>	
Definition:	This is the birth date of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing 0 to 8 numeric characters Format = YYYYMMDD One per IndividualInformation	
Example:	<pre><BirthDate>19720505</BirthDate></pre>	
Remarks:	Must be later than 1900 and cannot be a future date.	


E13	AlphaResidenceCountryCode	Country of residence
		
Definition:	This is the country of residence for the individual. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per IndividualInformation	
Example:	<code><AlphaResidenceCountryCode>CA</AlphaResidenceCountryCode></code>	
Remarks:		


	IndividualIdentification	Individual's identifier
		
Definition:	This is the container for the information about the document used to identify the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Optional One per IndividualInformation	
Example:	<pre> <IndividualIdentification> <IdentificationTypeCode>27</IdentificationTypeCode> <IdentificationOtherTypeDescriptionText> </IdentificationOtherTypeDescriptionText> <IdentificationIdentifier> </IdentificationIdentifier> <AlphaIssueCountryCode>CA</AlphaIssueCountryCode> <AlphaIssueProvinceStateCode></AlphaIssueProvinceStateCode> </IndividualIdentification> </pre>	
Remarks:		


E14	IdentificationTypeCode	Individual's identifier (ID) type														
	 IdentificationTypeCode															
Definition:	This is the code used to indicate the type of document used to identify the individual on whose behalf the disbursement was received.															
Attributes:																
Limits:	Mandatory for processing 1 to 2 numeric characters One per IndividualIdentification															
Example:	<code><IdentificationTypeCode>27</IdentificationTypeCode></code>															
Remarks:	Codes: <table border="0"> <tr><td>1</td><td>Birth certificate</td></tr> <tr><td>2</td><td>Passport</td></tr> <tr><td>3</td><td>Other</td></tr> <tr><td>4</td><td>Driver's license</td></tr> <tr><td>5</td><td>Provincial health card</td></tr> <tr><td>6</td><td>Record of Landing or Permanent residence card</td></tr> <tr><td>27</td><td>Social insurance number (SIN) card</td></tr> </table>		1	Birth certificate	2	Passport	3	Other	4	Driver's license	5	Provincial health card	6	Record of Landing or Permanent residence card	27	Social insurance number (SIN) card
1	Birth certificate															
2	Passport															
3	Other															
4	Driver's license															
5	Provincial health card															
6	Record of Landing or Permanent residence card															
27	Social insurance number (SIN) card															

E15	IdentificationOtherTypeDescription	Other description field		
	 IdentificationOtherTypeDescript...			
Definition:	This is the description of "Other".			
Attributes:				
Limits:	Optional 0 to 40 characters One per IndividualIdentification			
Example:	<code><IdentificationOtherTypeDescriptionText>Service New Brunswick Card</IdentificationOtherTypeDescriptionText></code>			
Remarks:	This element is required if IdentificationTypeCode = <table border="0"> <tr><td>3</td><td>Other</td></tr> </table>		3	Other
3	Other			


E16	IdentificationIdentifier	ID number		
	 IdentificationIdentifier			
Definition:	This is the number of the ID described by the IdentificationTypeCode or IdentificationOtherTypeDescription elements.			
Attributes:				
Limits:	Mandatory for processing 0 to 20 characters One per IndividualIdentification			
Example:	<code><IdentificationIdentifier></IdentificationIdentifier></code>			
Remarks:	This element must be empty if IdentificationTypeCode = <table border="0"> <tr><td>27</td><td>Social insurance number (SIN) card</td></tr> </table>		27	Social insurance number (SIN) card
27	Social insurance number (SIN) card			


E17	AlphaIssueCountryCode	Place of issue of individual's identifier—Country
	 AlphaIssueCountryCode	
Definition:	This is the country of issue of the document used to identify the individual on whose behalf the disbursement was received. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per IndividualIdentification	
Example:	<AlphaIssueCountryCode>CA</AlphaIssueCountryCode>	
Remarks:		

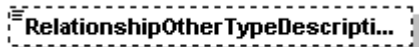
E18	AlphaIssueProvinceStateCode	Place of issue of individual's identifier--Province or state																				
	 AlphaIssueProvinceStateCode																					
Definition:	This is the province or state code. Refer to the relevant code table in the technical documentation area of the Publications page on FINTRAC's Web site for provinces and territories of Canada or states of the United States or Mexico.																					
Attributes:																						
Limits:	Optional 0 to 2 alpha characters One per IndividualIdentification																					
Example:	<AlphaIssueProvinceStateCode></AlphaIssueProvinceStateCode>																					
Remarks:	<p>This element is required if AlphaIssueCountryCode =</p> <table border="0"> <tr><td>CA</td><td>Canada</td></tr> <tr><td>US</td><td>United States</td></tr> <tr><td>MX</td><td>Mexico</td></tr> </table> <p>This element is required if IdentificationTypeCode =</p> <table border="0"> <tr><td>1</td><td>Birth certificate</td></tr> <tr><td>4</td><td>Driver's license</td></tr> <tr><td>5</td><td>Provincial health card</td></tr> </table> <p>The file will be rejected if IdentificationTypeCode =</p> <table border="0"> <tr><td>5</td><td>Provincial health card</td></tr> </table> <p>and</p> <p>AlphaIssueProvinceStateCode =</p> <table border="0"> <tr><td>MB</td><td>Manitoba</td><td>or</td></tr> <tr><td>PE</td><td>Prince Edward Island</td><td></td></tr> </table>		CA	Canada	US	United States	MX	Mexico	1	Birth certificate	4	Driver's license	5	Provincial health card	5	Provincial health card	MB	Manitoba	or	PE	Prince Edward Island	
CA	Canada																					
US	United States																					
MX	Mexico																					
1	Birth certificate																					
4	Driver's license																					
5	Provincial health card																					
5	Provincial health card																					
MB	Manitoba	or																				
PE	Prince Edward Island																					

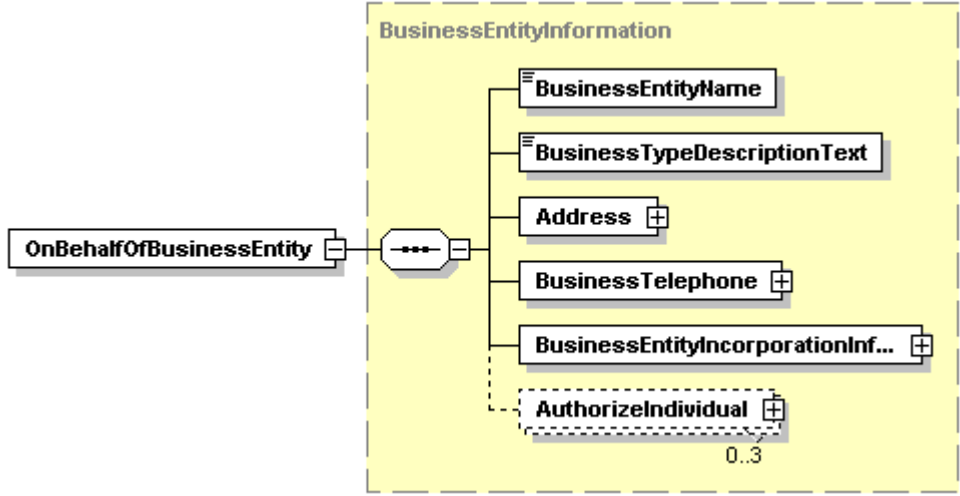
E18	IssueProvinceStateName	Place of issue of individual's identifier--Province or state
	 IssueProvinceStateName	
Definition:	This is the province or state name.	
Attributes:		
Limits:	Optional 0 to 60 characters One per IndividualIdentification	


Example:	<IssueProvinceStateName>Sussex</IssueProvinceStateName>
Remarks:	


E19	IndividualOccupationDescriptionText	Individual's occupation
		
Definition:	This is the occupation of the individual on whose behalf the disbursement was received.	
Attributes:		
Limits:	Optional 0 to 40 characters One per IndividualInformation	
Example:	<IndividualOccupationDescriptionText>Waiter</IndividualOccupationDescriptionText>	
Remarks:		

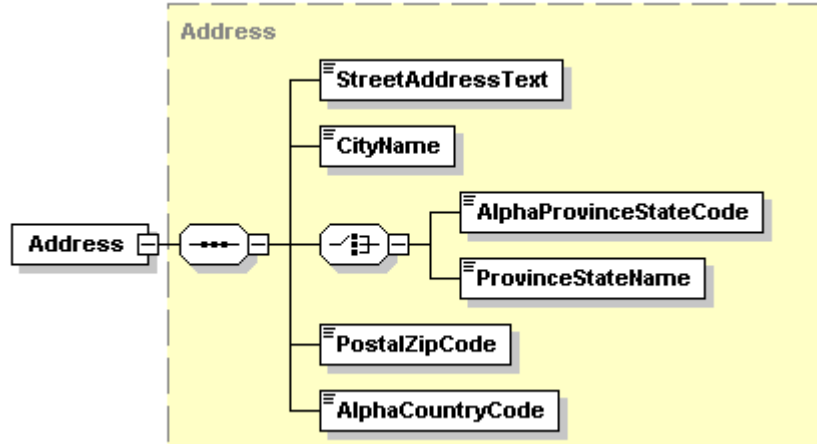
E20	RelationshipTypeCode	Relationship
		
Definition:	This is the relationship of the individual named in the DisbursementRequestor element to the individual named in the OnBehalfOfIndividual element.	
Attributes:		
Limits:	Mandatory for processing 1 to 2 numeric characters One per OnBehalfOfIndividual	
Example:	<RelationshipTypeCode>7</RelationshipTypeCode>	
Remarks:	Codes: 1 Accountant 2 Agent 3 Borrower 4 Broker 5 Customer 6 Employee 7 Friend 8 Relative 9 Other 10 Legal counsel	


E21	RealtionshipOtherTypeDescriptionText	Other description field
		
Definition:	This is the description of "Other".	
Attributes:		
Limits:	Optional 0 to 40 characters One per OnBehalfOfIndividual	
Example:	<RealtionshipOtherTypeDescriptionText>Neighbour</RealtionshipOtherTypeDescriptionText>	
Remarks:	This element is required if RelationshipTypeCode = 9 Other	


	OnBehalfOfBusinessEntity	Part D
		
Definition:	This is the container for the information about the entity on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per OnBehalfOfInformation	
Example:	<code><OnBehalfOfBusinessEntity> ... </OnBehalfOfBusinessEntity></code>	
Remarks:	This element is required if OnBehalfOfCode = 2 On behalf of entity	


D1	BusinessEntityName*	Full name of entity*
		
Definition:	This is the full name of the business, corporation, trust or other entity.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per OnBehalfOfBusinessEntity	
Example:	<code><BusinessEntityName>Cleansweep Inc</BusinessEntityName></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


D2	BusinessTypeDescriptionText*	Type of business*
		
Definition:	This is the description of the type of business.	
Attributes:		
Limits:	Mandatory for processing 0 to 40 characters One per OnBehalfOfBusinessEntity	
Example:	<code><BusinessTypeDescriptionText>Residential cleaners</BusinessTypeDescriptionText></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


	Address	Entity's full address
		
Definition:	This is the container for the address information for the entity on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per OnBehalfOfBusinessEntity	
Example:	<pre data-bbox="324 850 1136 1060"><Address> <StreetAddressText>345 Huron Ave</StreetAddressText> <CityName>Winnipeg</CityName> <AlphaProvinceStateCode>MB</AlphaProvinceStateCode> <PostalZipCode>R3R3R3</PostalZipCode> <AlphaCountryCode>CA</AlphaCountryCode> </Address></pre>	
Remarks:		


D3	StreetAddressText*	Street address*
		
Definition:	This is the street address.	
Attributes:		
Limits:	Mandatory for processing 0 to 70 characters One per Address	
Example:	<pre data-bbox="324 1375 1006 1407"><StreetAddressText>345 Huron Ave</StreetAddressText></pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

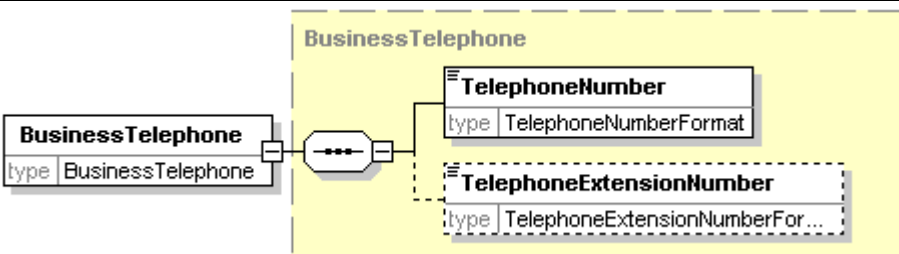
D4	CityName*	City*
		
Definition:	This is the official municipality name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Address	
Example:	<pre data-bbox="324 1753 730 1785"><CityName>Winnipeg</CityName></pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


D6	AlphaProvinceStateCode*	Province or state*
	 AlphaProvinceStateCode	
Definition:	This is the province or state code. Refer to the relevant code table in the technical documentation area of the Publications page on FINTRAC's Web site for provinces and territories of Canada or states of the United States or Mexico.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per Address	
Example:	<code><AlphaProvinceStateCode>MB</AlphaProvinceStateCode></code>	
Remarks:	This element is required if AlphaCountryCode = CA Canada US United States MX Mexico This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

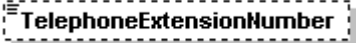
D6	ProvinceStateName*	Province or state*
	 ProvinceStateName	
Definition:	This is the province or stat name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Address	
Example:	<code><ProvinceStateName>Sussex</ProvinceStateName></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

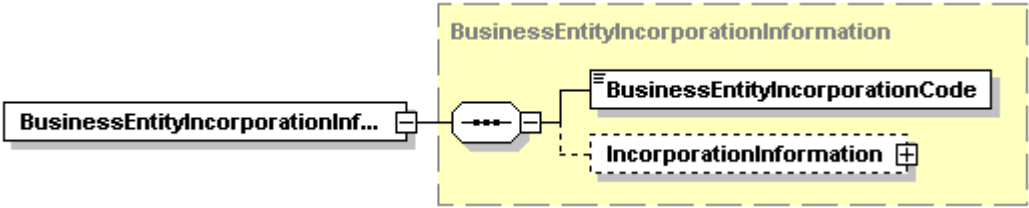
D7	PostalCode*	Postal or zip code*
	 PostalZipCode	
Definition:	This is the postal or zip code.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per Address	
Example:	<code><PostalZipCode>R3R3R3</PostalZipCode></code>	
Remarks:	This element is required if AlphaCountryCode = CA Canada US United States This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


D5	AlphaCountryCode*	Country*
		
Definition:	This is the country code. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per Address	
Example:	<code><AlphaCountryCode>CA</AlphaCountryCode></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

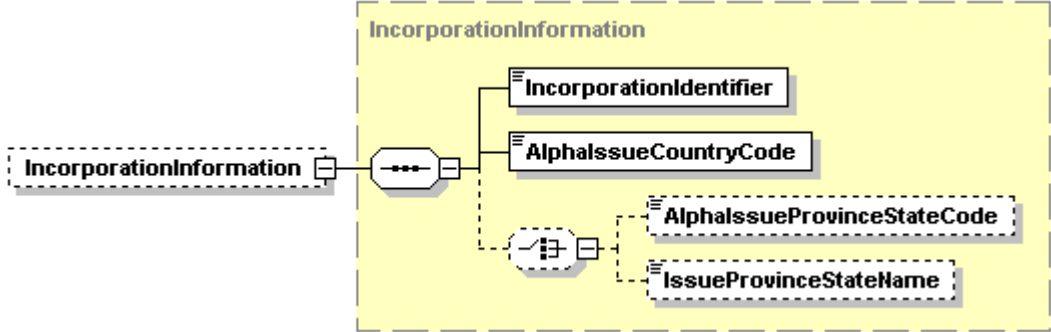
	BusinessTelephone	Business telephone number
		
Definition:	This is the container for information about the business telephone number of the entity on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing One per OnBehalfOfBusinessEntity	
Example:	<code><BusinessTelephone></code> <code> <TelephoneNumber>204-999-9999</TelephoneNumber></code> <code> <TelephoneExtensionNumber>912</TelephoneExtensionNumber></code> <code></BusinessTelephone></code>	
Remarks:		


D8	TelephoneNumber	Business telephone number
		
Definition:	This is the business telephone number of the entity on whose behalf the disbursement was received.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per BusinessTelephone	
Example:	<code><TelephoneNumber>204-999-9999</TelephoneNumber></code>	
Remarks:		

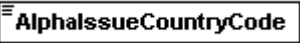
D9	TelephoneExtensionNumber	Business telephone extension number
		
Definition:	This is the business telephone extension number.	
Attributes:		
Limits:	Optional 0 to 10 numeric characters One per BusinessTelephone	
Example:	<code><TelephoneExtensionNumber>912</TelephoneExtensionNumber></code>	
Remarks:		

	BusinessEntityIncorporationInformation	Incorporation information
		
Definition:	This is the container for incorporation information.	
Attributes:		
Limits:	Mandatory for processing One per OnBehalfOfBusinessEntity	
Example:	<pre> <BusinessEntityIncorporationInformation> <BusinessEntityIncorporationCode>1</BusinessEntityIncorporationCode> <IncorporationInformation> <IncorporationIdentifier>MB12345</IncorporationIdentifier> <AlphaIssueCountryCode>CA</AlphaIssueCountryCode> <AlphaIssueProvinceStateCode>MB</AlphaIssueProvinceStateCode> </IncorporationInformation> </BusinessEntityIncorporationInformation> </pre>	
Remarks:		

D10	BusinessEntityIncorporationCode	Is the entity a corporation?
		
Definition:	This is the code to indicate whether or not the entity is a corporation.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per BusinessEntityIncorporationInformation	
Example:	<code><BusinessEntityIncorporationCode>1</BusinessEntityIncorporationCode></code>	
Remarks:	Codes: 1 Entity is a corporation 2 Entity is not a corporation	

	IncorporationInformation	Incorporation information
		
Definition:	This is the container for the incorporation information if the entity is a corporation.	
Attributes:		
Limits:	Optional One per BusinessEntityIncorporationInformation	
Example:	<pre data-bbox="324 703 1234 846"><IncorporationInformation> <IncorporationIdentifier>MB12345</IncorporationIdentifier> <AlphaIssueCountryCode></AlphaIssueCountryCode> <AlphaIssueProvinceStateCode>MB</AlphaIssueProvinceStateCode> </IncorporationInformation></pre>	
Remarks:	This element must be completed if BusinessEntityIncorporationCode = 1 Entity is a corporation	

D11	IncorporationIdentifier*	Incorporation number*
		
Definition:	This is the incorporation number for the entity.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per IncorporationInformation	
Example:	<pre data-bbox="324 1203 1019 1226"><IncorporationIdentifier>MB12345</IncorporationIdentifier></pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

D12	AlphaIssueCountryCode*	Place of issue of incorporation—Country*
		
Definition:	This is the country code. Refer to the country code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 2 alpha characters One per IncorporationInformation	
Example:	<pre data-bbox="324 1606 969 1629"><AlphaIssueCountryCode></AlphaIssueCountryCode></pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


D13	AlphaIssueProvinceStateCode*	Place of issue of incorporation--Province or state*								
	AlphaIssueProvinceStateCode									
Definition:	This is the province or state code. Refer to the relevant code table in the technical documentation area of the Publications page on FINTRAC's Web site for provinces and territories of Canada or states of the United States or Mexico.									
Attributes:										
Limits:	Optional 0 to 2 alpha characters One per IncorporationInformation									
Example:	<AlphaIssueProvinceStateCode>MB</AlphaIssueProvinceStateCode>									
Remarks:	<p>This element is required if AlphaIssueCountryCode =</p> <table border="0" style="margin-left: 40px;"> <tr><td>CA</td><td>Canada</td></tr> <tr><td>US</td><td>United States</td></tr> <tr><td>MX</td><td>Mexico</td></tr> </table> <p>This element must always contain data if TwentyFourHourRuleCode =</p> <table border="0" style="margin-left: 40px;"> <tr><td>0</td><td>Report 24 hour rules does not apply</td></tr> </table>		CA	Canada	US	United States	MX	Mexico	0	Report 24 hour rules does not apply
CA	Canada									
US	United States									
MX	Mexico									
0	Report 24 hour rules does not apply									

D13	AlphaIssueProvinceStateName*	Place of issue of incorporation--Province or state*		
	IssueProvinceStateName			
Definition:	The province or state name.			
Attributes:				
Limits:	Optional 0 to 60 characters One per IncorporationInformation			
Example:	<IssueProvinceStateName>Sussex</IssueProvinceStateName>			
Remarks:	<p>This element must always contain data if TwentyFourHourRuleCode =</p> <table border="0" style="margin-left: 40px;"> <tr><td>0</td><td>Report 24 hour rules does not apply</td></tr> </table>		0	Report 24 hour rules does not apply
0	Report 24 hour rules does not apply			

	AuthorizeIndividual	Individual(s) authorized to bind the entity or act with respect to the casino account
Definition:	This is the container that holds the information about individuals authorized to bind the entity or act with respect to the casino account.	
Attributes:	AuthorizeIndividualSequenceNumber Mandatory for processing 1 to 99999 numeric characters One per AuthorizeIndividual	
Limits:	Optional Zero to three per OnBehalfOfBusinessEntity	
Example:	<pre><AuthorizeIndividual AuthorizeIndividualSequenceNumber="1"> <Surname>Belliveau</Surname> <GivenName>Jean</GivenName> <MiddleName>Paul</MiddleName> </AuthorizeIndividual></pre>	
Remarks:		

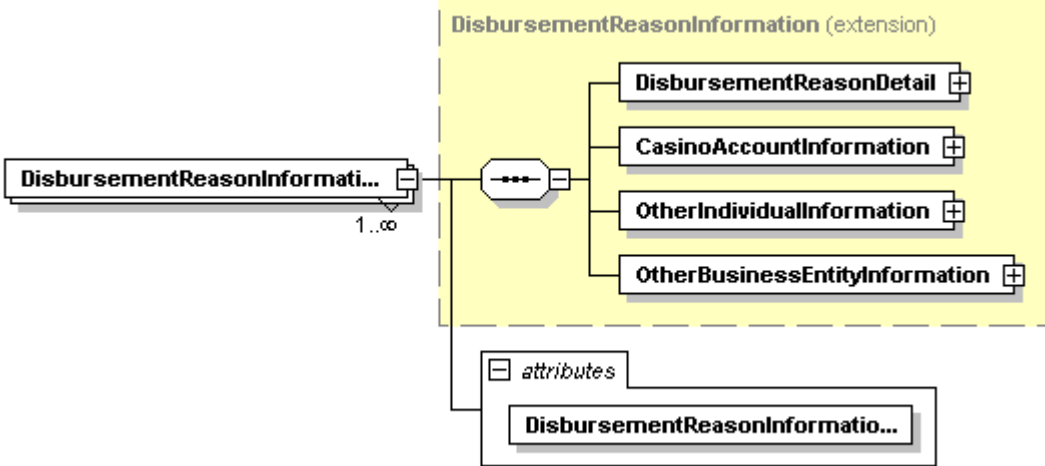
D14	Surname	Individual's surname
Definition:	This is the surname of the individual authorized to bind the entity or act with respect to the casino account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per AuthorizeIndividual	
Example:	<pre><Surname>Belliveau</Surname></pre>	
Remarks:		

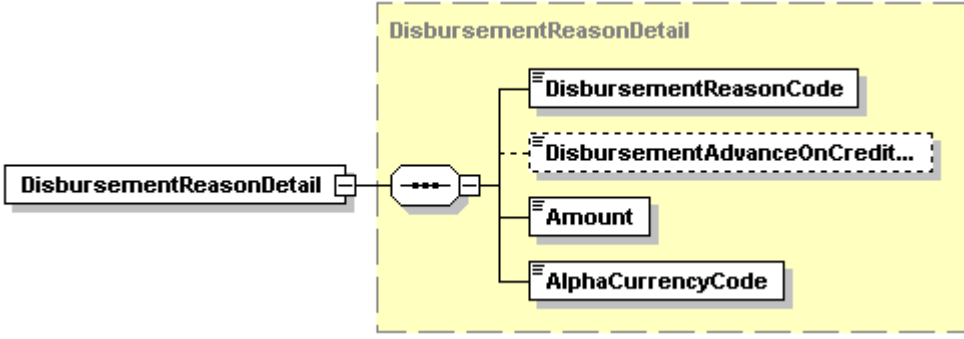
D15	GivenName	Individual's given name
Definition:	This is the given name of the individual authorized to bind the entity or act with respect to the casino account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per AuthorizeIndividual	
Example:	<pre><GivenName>Jean</GivenName></pre>	
Remarks:		

D16	MiddleName	Individual's other name/initial
	 MiddleName	
Definition:	This is any other name or initial of the individual authorized to bind the entity or act with respect to the casino account.	
Attributes:		
Limits:	Optional 0 to 30 characters One per AuthorizeIndividual	
Example:	<MiddleName>Paul</MiddleName>	
Remarks:		


2.6 Reason for disbursement

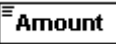
If you are including more than one transaction in this report under the 24-hour rule, you have to complete Part F1 for each transaction included in the report.


	DisbursementReasonInformation	Part F1
	 <p>The diagram illustrates the XML structure for DisbursementReasonInformation. On the left, a box labeled 'DisbursementReasonInformati...' with a '1..∞' cardinality is connected to a central connector box. This connector leads to a yellow dashed box labeled 'DisbursementReasonInformation (extension)'. Inside this extension box, four sub-elements are listed: 'DisbursementReasonDetail', 'CasinoAccountInformation', 'OtherIndividualInformation', and 'OtherBusinessEntityInformation', each with a '+' sign indicating optional inclusion. Below the extension box, an 'attributes' box is shown, containing a sub-element 'DisbursementReasonInformatio...'.</p>	
Definition:	This is the container for information about why the disbursement was requested.	
Attributes:	DisbursementReasonInformationSequenceNumber Mandatory for processing 1 to 999999999 numeric characters One per DisbursementReasonInformation	
Limits:	Mandatory for processing One or more per CasinoTransaction	
Example:	<code><DisbursementReasonInformation DisbursementReasonInformationSequenceNumber="1"> ... </DisbursementReasonInformation></code>	
Remarks:		

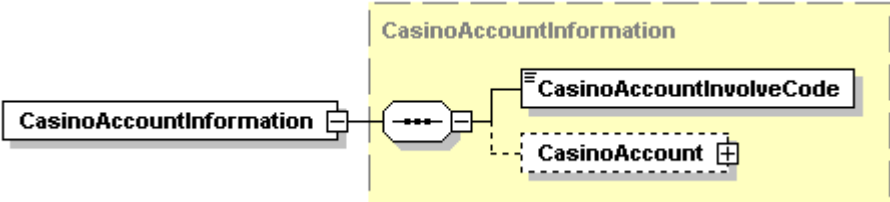
	DisbursementReasonDetail	Information about why the disbursement was requested
		
Definition:	This is the container for information about the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementReasonInformation	
Example:	<pre data-bbox="324 735 1169 871"><DisbursementReasonDetail> <DisbursementReasonCode>2</DisbursementReasonCode> <Amount>25000.00</Amount> <AlphaCurrencyCode>CAD</AlphaCurrencyCode> </DisbursementReasonDetail></pre>	
Remarks:		

F1.1	DisbursementReasonCode*	Reason for disbursement*
	<div style="border: 1px solid black; padding: 2px; display: inline-block;">DisbursementReasonCode</div>	
Definition:	This is the code used to indicate the reason for the disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 to 2 numeric characters One per DisbursementReasonDetail	
Example:	<DisbursementReasonCode>2</DisbursementReasonCode>	
Remarks:	Codes: <ul style="list-style-type: none"> 1 Redemption—slot tickets 2 Redemption—chips or tokens 3 Redemption—plaques 4 Front cash withdrawal → CasinoAccount is required 5 Safekeeping withdrawal 6 Advance on credit—counter cheque → OtherIndividual or OtherBusinessEntity is required 7 Advance on credit—casino credit account → CasinoAccount is required 8 Advance on credit—marker issued 9 Advance on credit—other 10 Payment—bets 11 Payment—casino stored value card 12 Payment—slot jackpots (other than tickets) 13 Payment—table jackpot 14 Payment—tournament payout 15 Payment—draw or prize payout 16 Payment—of credit for recipient 17 Payment—of credit for other than recipient → OtherIndividual or OtherBusinessEntity is required 18 Cashing of negotiable instruments—bank draft → OtherBusinessEntity is required 19 Cashing of negotiable instruments—casino cheque 20 Cashing of negotiable instruments—cheque (from other than casino) → OtherIndividual or OtherBusinessEntity is required 21 Cashing of negotiable instruments—money order → OtherBusinessEntity is required 22 Cashing of negotiable instruments—traveller's cheque → OtherBusinessEntity is required 23 Reimbursement—entertainment expenses 24 Reimbursement—travel expenses 	

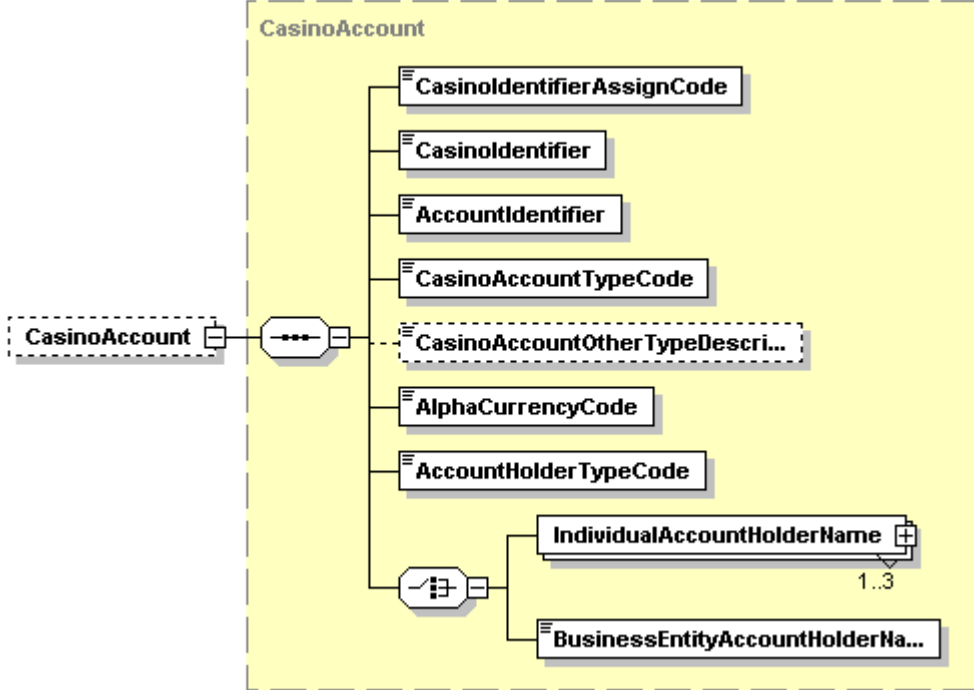
F1.2	DisbursementAdvanceOnCreditOtherReasonDescriptionText	Other description field
		
Definition:	This is the description of “Other” for the advance on credit reason.	
Attributes:		
Limits:	Optional 0 to 40 characters One per DisbursementReasonDetail	
Example:	<code><DisbursementAdvanceOnCreditOtherReasonDescriptionText>Something else </DisbursementAdvanceOnCreditOtherReasonDescriptionText></code>	
Remarks:	This element is required if DisbursementReasonCode = 9 Advance on credit—Other	


F1.3	Amount*	Amount*
		
Definition:	This is the amount requested for each reason for disbursement, including two decimal places.	
Attributes:		
Limits:	Mandatory for processing 1 to 15 decimal positions One per DisbursementReasonDetail	
Example:	<code><Amount>25000.00</Amount></code>	
Remarks:		


F1.4	AlphaCurrencyCode*	Currency Code*
		
Definition:	This is the type of currency for each amount associated to a reason for disbursement. Refer to the currency code table in the technical documentation area of the Publications page on FINTRAC’s Web site.	
Attributes:		
Limits:	Mandatory for processing 3 alpha characters One per DisbursementReasonDetail	
This Example:	<code><AlphaCurrencyCode>CAD</AlphaCurrencyCode></code>	
Remarks:		


	CasinoAccountInformation	Casino account information
		
Definition:	This is the container for information about a casino account involved in the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementReasonInformation	
Example:	<code><CasinoAccountInformation> ... </CasinoAccountInformation></code>	
Remarks:		


F1.5	CasinoAccountInvolveCode	Did the reason for disbursement involve a casino account?
	<div style="border: 1px solid black; padding: 2px; display: inline-block;"> CasinoAccountInvolveCode </div>	
Definition:	This is the code used to indicate whether or not a casino account was involved in the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccountInformation	
Example:	<CasinoAccountInvolveCode>1</CasinoAccountInvolveCode>	
Remarks:	Codes: 1 Casino account involved 2 No casino account involved	


CasinoAccount	Part G
	
Definition:	This is the container for the information related to the casino account held at the casino where the disbursement took place.
Attributes:	
Limits:	Optional One per CasinoAccountInformation
Example:	<pre> <CasinoAccount> <CasinoIdentifierAssignCode>1</CasinoIdentifierAssignCode> <CasinoIdentifier>BB12345</CasinoIdentifier> <AccountIdentifier>34567</AccountIdentifier> <CasinoAccountTypeCode>2</CasinoAccountTypeCode> <AlphaCurrencyCode>CAD</AlphaCurrencyCode> <AccountHolderTypeCode>1</AccountHolderTypeCode> <IndividualAccountHolderName IndividualAccountHolderNameSequenceNumber="1"> <Surname>Ngo</Surname> <GivenName>Robert</GivenName> <MiddleName>S</MiddleName> </IndividualAccountHolderName> </CasinoAccount> </pre>
Remarks:	This element must be completed if CasinoAccountInvolveCode = 1 Casino account involved


G1	CasinoIdentifierAssignCode	Is there an identifier number for the casino where the account is held?
	 CasinoIdentifierAssignCode	
Definition:	This is the code used to indicate whether or not a casino identifier number exists.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccount	
Example:	<code><CasinoIdentifierAssignCode>1</CasinoIdentifierAssignCode></code>	
Remarks:	Codes: 1 Casino identifier exists 2 Casino identifier does not exist	


G2	CasinoIdentifier*	Casino identifier number where the account is held*
	 CasinoIdentifier	
Definition:	This is the casino identifier number.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per CasinoAccount	
Example:	<code><CasinoIdentifier> BB12345</CasinoIdentifier></code>	
Remarks:	This element must be completed if CasinoIdentifierAssignCode = 1 Client identifier assigned	

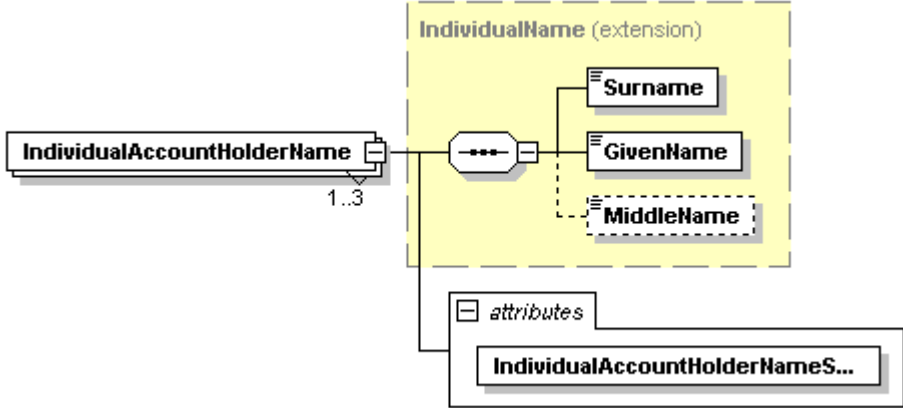
G3	AccountIdentifier*	Account number*
	 AccountIdentifier	
Definition:	This is the number of the relevant casino account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per CasinoAccount	
Example:	<code><AccountIdentifier>34567</AccountIdentifier></code>	
Remarks:		

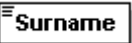
G4	CasinoAccountTypeCode*	Type of account*
	 CasinoAccountTypeCode	
Definition:	This is the type of casino account.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccount	
Example:	<code><CasinoAccountTypeCode>2</CasinoAccountTypeCode></code>	
Remarks:	Codes: 1 Credit 2 Front money 3 Other	


G5	CasinoAccountOtherTypeDescriptionText	Other description field
	 CasinoAccountOtherTypeDescri...	
Definition:	This is the description of "Other".	
Attributes:		
Limits:	Optional 0 to 40 characters One per CasinoAccount	
Example:	<code><CasinoAccountOtherTypeDescriptionText>Something else</CasinoAccountOtherTypeDescriptionText></code>	
Remarks:	This element is required if CasinoAccountTypeCode = 3 Other	


G6	AlphaCurrencyCode*	Currency Code*
	 AlphaCurrencyCode	
Definition:	This is the type of currency for the casino account associated to the reason for disbursement. Refer to the currency code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 3 alpha characters One per CasinoAccount	
Example:	<code><AlphaCurrencyCode>CAD</AlphaCurrencyCode></code>	
Remarks:		


G7	AccountHolderTypeCode	Is this account held by one or more individuals or an entity?:
	 AccountHolderTypeCode	
Definition:	This is the code used to indicate whether the account holder is an individual or an entity.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccount	
Example:	<code><AccountHolderTypeCode>1</AccountHolderTypeCode></code>	
Remarks:	Codes: 1 Individual 2 Corporation or other entity	

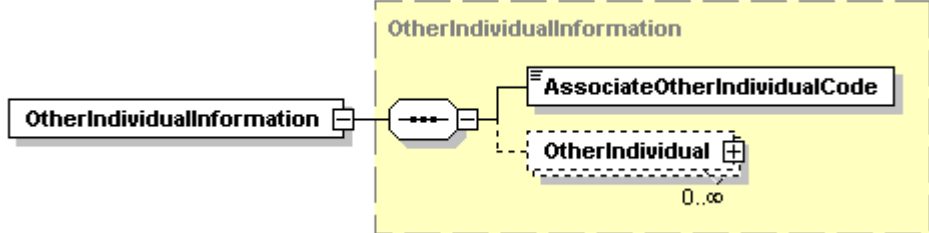
	IndividualAccountHolderName	Individual account holder's name
		
Definition:	This is the container for information about the individual holding the casino account.	
Attributes:	IndividualAccountHolderNameSequenceNumber Mandatory for processing 1 to 999999999 numeric characters One per IndividualAccountHolderName	
Limits:	Mandatory for processing One to three per CasinoAccount	
Example:	<pre><IndividualAccountHolderName IndividualAccountHolderNameSequenceNumber="1"> <Surname>Ngo</Surname> <GivenName>Robert</GivenName> <MiddleName>S</MiddleName> </IndividualAccountHolderName></pre>	
Remarks:	This element must be completed if AccountHolderTypeCode = 1 Individual	


G8	Surname*	Account holder's surname*
		
Definition:	This is the surname of the casino account holder.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualAccountHolderName	
Example:	<pre><Surname>Ngo</Surname></pre>	
Remarks:		

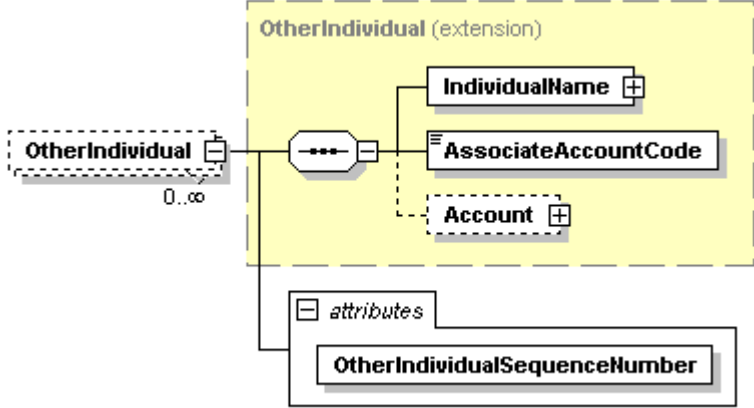
G9	GivenName*	Account holder's given name*
		
Definition:	This is the given name of the casino account holder.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualAccountHolderName	
Example:	<pre><GivenName>Robert</GivenName></pre>	
Remarks:		

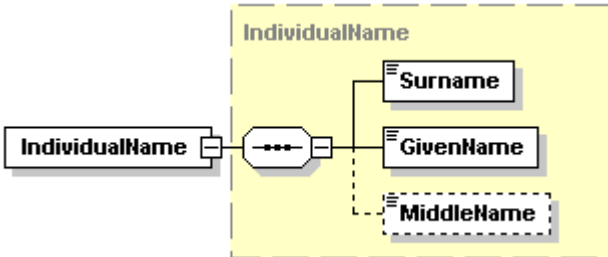
G10	MiddleName	Account holder's other name/initial
	 MiddleName	
Definition:	This is any other name or initial of the casino account holder.	
Attributes:		
Limits:	Optional 0 to 30 characters One per IndividualAccountHolderName	
Example:	<MiddleName>S</MiddleName>	
Remarks:		


G11	BusinessEntityAccountHolderName*	Full name of entity*
	 BusinessEntityAccountHolderNa...	
Definition:	This is the full name of the business, corporation, trust or other entity holding the casino account.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per CasinoAccount	
Example:	<BusinessEntityAccountHolderName>Cleansweep Inc</BusinessEntityAccountHolderName>	
Remarks:	This element must be completed if AccountHolderTypeCode = 2 Corporation or other entity	


	OtherIndividualInformation	Information about another individual
		
Definition:	This is the container for information about another individual associated to the reason for disbursement, other than an individual named in DisbursementRequestor or OnBehalfOfIndividual elements.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementReasonInformation	
Example:	<pre> <OtherIndividualInformation> <AssociateOtherIndividualCode>1</AssociateOtherIndividualCode> <OtherIndividual OtherIndividualSequenceNumber="1"> <IndividualName> <Surname>Joli</Surname> <GivenName>Trey</GivenName> <MiddleName>S</MiddleName> </IndividualName> <AssociateAccountCode>1</AssociateAccountCode> <Account> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName> <TransitIdentifier>12321</TransitIdentifier> <AccountIdentifier>234565</AccountIdentifier> </Account> </OtherIndividual> </OtherIndividualInformation> </pre>	
Remarks:		

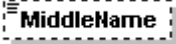
F1.6	AssociateOtherIndividualCode	Was there any individual (other than those named in Part C or E of this transaction) associated to the reason for disbursement?
		
Definition:	This is the code used to indicate whether or not another individual is involved in the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherIndividualInformation	
Example:	<pre> <AssociateOtherIndividualCode>1</AssociateOtherIndividualCode> </pre>	
Remarks:	Codes: <ul style="list-style-type: none"> 1 Associated other individual 2 No associated other individual 	

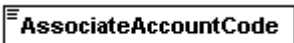
	OtherIndividual	Part H
		
Definition:	This is the container for information about another individual associated to the reason for disbursement, other than an individual named in DisbursementRequestor or OnBehalfOfIndividual elements.	
Attributes:	OtherIndividualSequenceNumber 1 to 999999999 numeric characters One per OtherIndividual	
Limits:	Optional Zero or more per OtherIndividualInformation	
Example:	<code><OtherIndividual OtherIndividualSequenceNumber="1"> ... </OtherIndividual></code>	
Remarks:	This element must be completed if AssociateOtherIndividualCode = 1 Associated other individual	

	IndividualName	Full name of individual
		
Definition:	This is the container for information about the name of the other individual associated to the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing One per OtherIndividual	
Example:	<code><IndividualName></code> <code> <Surname>Joli</Surname></code> <code> <GivenName>Trey</GivenName></code> <code> <MiddleName>S</MiddleName></code> <code></IndividualName></code>	
Remarks:		

H1	Surname*	Individual's surname*
	 Surname	
Definition:	This is the surname of the other individual associated to the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<Surname>Joli</Surname>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

H2	GivenName*	Individual's given name*
	 GivenName	
Definition:	This is the given name of the other individual associated to the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<GivenName>Trey</GivenName>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

H3	MiddleName	Individual's other name/initial
	 MiddleName	
Definition:	This is any other name or initial of the other individual associated to the reason for disbursement.	
Attributes:		
Limits:	Optional 0 to 30 characters One per IndividualName	
Example:	<MiddleName>S</MiddleName>	
Remarks:		

H4	AssociateAccountCode	Was there an account for this individual (other than the account provided in Part G) associated to the disbursement?
	 AssociateAccountCode	
Definition:	This is the code used to indicate whether or not there was an account associated to the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherIndividual	
Example:	<AssociateAccountCode>1</AssociateAccountCode>	
Remarks:	Codes: 1 Associated account 2 No associated account	


	Account	Account information
Definition:	This is the container for information about the account associated to the reason for disbursement (other than the CasinoAccount).	
Attributes:		
Limits:	Optional One per OtherIndividual	
Example:	<pre><Account> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName> <TransitIdentifier>12321</TransitIdentifier> <AccountIdentifier>234565</AccountIdentifier> </Account></pre>	
Remarks:	This element must be completed if AssociatedAccountCode = 1 Associated account	

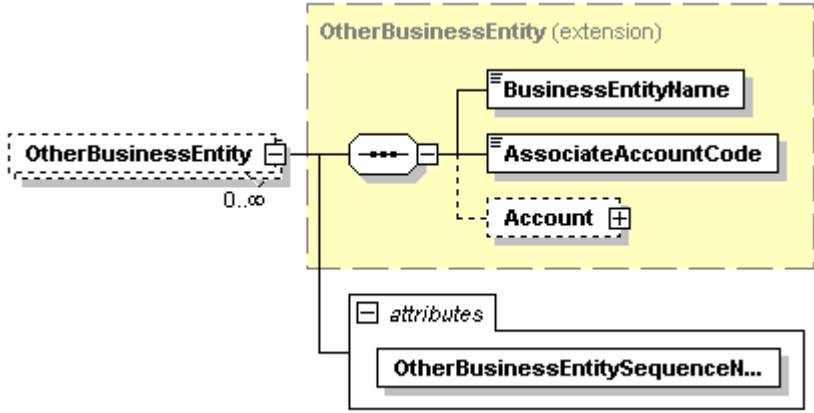
H5	FinancialInsitutionName*	Financial institution name*
Definition:	This is the financial institution's name where the account is held.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Account	
Example:	<pre><FinancialInstitutionName>Bank of BC</FinancialInstitutionName></pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


H6	TransitIdentifier*	Transit number*
Definition:	This is the transit number where the account is held.	
Attributes:		
Limits:	Mandatory for processing 0 to 12 characters One per Account	
Example:	<pre><TransitIdentifier>12321</TransitIdentifier></pre>	
Remarks:		


H7	AccountIdentifier*	Account number*
Definition:	This is the number of the relevant account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per Account	
Example:	<code><AccountIdentifier>234565</AccountIdentifier></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

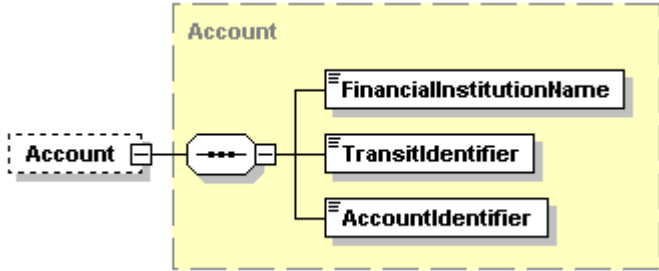
	OtherBusinessEntityInformation	Information about another entity
Definition:	This is the container for information about another entity associated to the reason for disbursement, other than the entity named in the OnBehalfOfBusinessEntity element.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementReasonInformation	
Example:	<pre> <OtherBusinessEntityInformation> <AssociateOtherBusinessEntityCode>1</AssociateOtherBusinessEntityCode> <OtherBusinessEntity OtherBusinessEntitySequenceNumber="1"> <BusinessEntityName>Cleansweep Inc</BusinessEntityName> <AssociateAccountCode>1</AssociateAccountCode> <Account> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName> <TransitIdentifier>12321</TransitIdentifier> <AccountIdentifier>234565</AccountIdentifier> </Account> </OtherBusinessEntity> </OtherBusinessEntityInformation> </pre>	
Remarks:		


F1.7	AssociateOtherBusinessEntityCode	Was there any entity (other than the reporting casino or any entity named in Part D of this transaction) associated to the reason for disbursement?
		
Definition:	This is the code used to indicate whether or not another entity is involved in the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherBusinessEntityInformation	
Example:	<code><AssociateOtherBusinessEntityCode>1</AssociateOtherBusinessEntityCode></code>	
Remarks:	Codes: 1 Associated other entity 2 No associated other entity	


	OtherBusinessEntity	Part I
		
Definition:	This is the container for information about the other entity involved in the reason for disbursement.	
Attributes:	OtherBusinessEntitySequenceNumber 1 to 999999999 numeric characters One per OtherBusinessEntityInformation	
Limits:	Optional Zero or more per OtherBusinessEntityInformation	
Example:	<code><OtherBusinessEntity OtherBusinessEntitySequenceNumber="1"> ... </OtherBusinessEntity></code>	
Remarks:	This element must be incorporated if AssociateOtherBusinessEntityCode = 1 Associated other entity	


I1	BusinessEntityName*	Full name of entity*
		
Definition:	This is the full name of the business, corporation, trust or other entity involved in the reason for disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per OtherBusinessEntity	
Example:	<code><BusinessEntityName>CleanSweep Inc</BusinessEntityName></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

I2	AssociateAccountCode	Was there an account for this entity (other than the account provided in Part G) associated to the disbursement?
		
Definition:	This is the code used to indicate whether or not there was an account involved.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherBusinessEntity	
Example:	<code><AssociateAccountCode>1</AssociateAccountCode></code>	
Remarks:	Codes: 1 Associated account 2 No associated account	

	Account	Account information
		
Definition:	This is the container for information about the account associated to the disbursement (other than the CasinoAccount).	
Attributes:		
Limits:	Optional One per OtherBusinessEntity	
Example:	<code><Account></code> <code> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName></code> <code> <TransitIdentifier>12321</TransitIdentifier></code> <code> <AccountIdentifier>234565</AccountIdentifier></code> <code></Account></code>	
Remarks:	This element must be completed if AssociatedAccountCode = 1 Associated account	

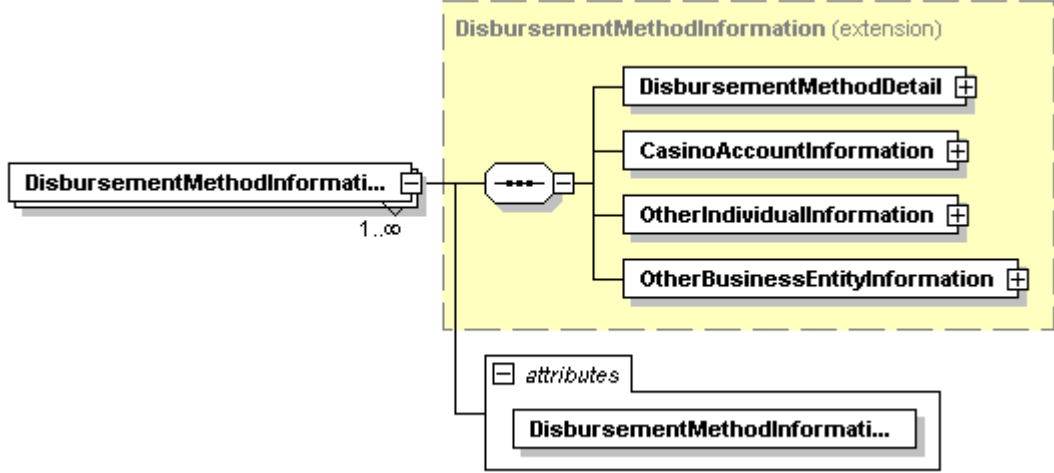
I3	FinancialInsitutionName*	Financial institution name*
		
Definition:	This is the financial institution's name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Account	
Example:	<code><FinancialInstitutionName>Bank of BC</FinancialInstitutionName></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

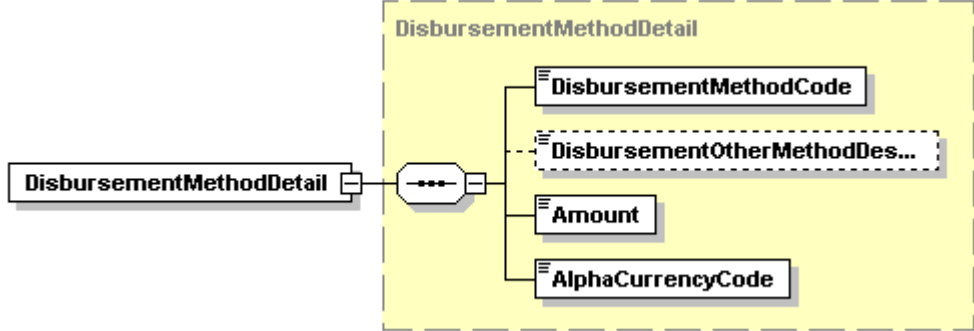
I4	TransitIdentifier*	Transit number*
	 TransitIdentifier	
Definition:	This is the transit number where the account is held.	
Attributes:		
Limits:	Mandatory for processing 0 to 12 characters One per Account	
Example:	<code><TransitIdentifier>12321</TransitIdentifier></code>	
Remarks:		


I5	AccountIdentifier*	Account number*
	 AccountIdentifier	
Definition:	This is the number of the relevant account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per Account	
Example:	<code><AccountIdentifier>234565</AccountIdentifier></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

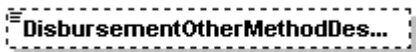
2.7 Method of disbursement


If you are including more than one transaction in this report under the 24-hour rule, you have to complete Part F2 for each transaction included in the report.


	DisbursementMethodInformation	Part F2
		
Definition:	This is the container for information about how the disbursement was actually paid out.	
Attributes:	DisbursementMethodInformationSequenceNumber 1 to 999999999 numeric characters One per DisbursementMethodInformation	
Limits:	Mandatory for processing One or more per CasinoTransaction	
Example:	<code><DisbursementMethodInformation DisbursementMethodInformationSequenceNumber="1"> ... </DisbursementMethodInformation></code>	
Remarks:		

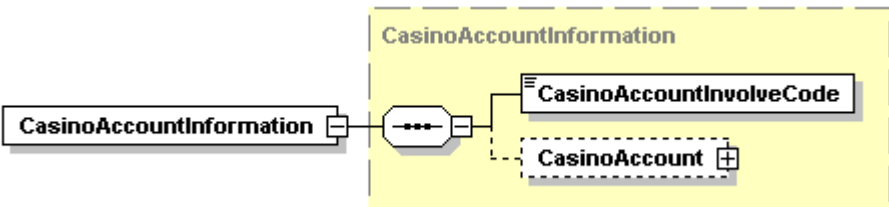
	DisbursementMethodDetail	Information about how the disbursement was actually paid out
		
Definition:	This is the container for information about the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementMethodInformation	
Example:	<pre data-bbox="321 699 1088 835"><DisbursementMethodDetail> <DisbursementMethodCode>1</DisbursementMethodCode> <Amount>25000.00</Amount> <AlphaCurrencyCode>CAD</AlphaCurrencyCode> </DisbursementMethodDetail></pre>	
Remarks:		


F2.1	DisbursementMethodCode*	Method of disbursement*																		
																				
Definition:	This is the code used to indicate the method of disbursement.																			
Attributes:																				
Limits:	Mandatory for processing 1 numeric character One per DisbursementMethodDetail																			
Example:	<pre data-bbox="321 1150 1040 1182"><DisbursementMethodCode>1</DisbursementMethodCode></pre>																			
Remarks:	<p data-bbox="321 1182 412 1213">Codes:</p> <table data-bbox="402 1213 1174 1608"> <tr><td>1</td><td>Applied to credit card</td></tr> <tr><td>2</td><td>Added to a casino stored value card</td></tr> <tr><td>3</td><td>Deposited to an account at a financial institution → OtherIndividual or OtherBusinessEntity is required</td></tr> <tr><td>4</td><td>Issued a cheque</td></tr> <tr><td>5</td><td>Sent international funds transfer → OtherIndividual or OtherBusinessEntity is required</td></tr> <tr><td>6</td><td>Sent domestic funds transfer → OtherIndividual or OtherBusinessEntity is required</td></tr> <tr><td>7</td><td>Paid out in cash</td></tr> <tr><td>8</td><td>Transferred to another casino → OtherBusinessEntity is required</td></tr> <tr><td>9</td><td>Other</td></tr> </table>		1	Applied to credit card	2	Added to a casino stored value card	3	Deposited to an account at a financial institution → OtherIndividual or OtherBusinessEntity is required	4	Issued a cheque	5	Sent international funds transfer → OtherIndividual or OtherBusinessEntity is required	6	Sent domestic funds transfer → OtherIndividual or OtherBusinessEntity is required	7	Paid out in cash	8	Transferred to another casino → OtherBusinessEntity is required	9	Other
1	Applied to credit card																			
2	Added to a casino stored value card																			
3	Deposited to an account at a financial institution → OtherIndividual or OtherBusinessEntity is required																			
4	Issued a cheque																			
5	Sent international funds transfer → OtherIndividual or OtherBusinessEntity is required																			
6	Sent domestic funds transfer → OtherIndividual or OtherBusinessEntity is required																			
7	Paid out in cash																			
8	Transferred to another casino → OtherBusinessEntity is required																			
9	Other																			

F2.2	DisbursementOtherMethodDescriptionText	Other description field
		
Definition:	This is the description of “Other”.	
Attributes:		
Limits:	Optional 0 to 40 characters One per DisbursementMethodDetail	
Example:	<code><DisbursementOtherMethodDescriptionText>Something else</DisbursementOtherMethodDescriptionText></code>	
Remarks:	This element is required if DisbursementMethodCode = 9 Other	


F2.3	Amount*	Amount*
		
Definition:	This is the amount paid out for each method of disbursement, including two decimal places.	
Attributes:		
Limits:	Mandatory for processing 1 to 15 decimal positions One per DisbursementMethodDetail	
Example:	<code><Amount>25000.00</Amount></code>	
Remarks:		


F2.4	AlphaCurrencyCode*	Currency Code*
		
Definition:	This is the type of currency for each amount associated to a method of disbursement. Refer to the currency code table in the technical documentation area of the Publications page on FINTRAC’s Web site.	
Attributes:		
Limits:	Mandatory for processing 3 alpha characters One per DisbursementMethodDetail	
Example:	<code><AlphaCurrencyCode>CAD</AlphaCurrencyCode></code>	
Remarks:		


	CasinoAccountInformation	Casino account information
		
Definition:	This is the container for information about a casino account involved in the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementMethodInformation	
Example:	<code><CasinoAccountInformation> ... </CasinoAccountInformation></code>	
Remarks:		


F2.5	CasinoAccountInvolveCode	Did the method of disbursement involve a casino account?
	 CasinoAccountInvolveCode	
Definition:	This is the code used to indicate whether or not a casino account was involved in the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccountInformation	
Example:	<code><CasinoAccountInvolveCode>1</CasinoAccountInvolveCode></code>	
Remarks:	Codes: 1 Casino account involved 2 No casino account involved	


	CasinoAccount	Part G
Definition:	This is the container for the information related to the casino account held at the casino where the disbursement took place.	
Attributes:		
Limits:	Optional One per CasinoAccountInformation	
Example:	<pre> <CasinoAccount> <CasinoIdentifierAssignCode>1</CasinoIdentifierAssignCode> <CasinoIdentifier>BB12345</CasinoIdentifier> <AccountIdentifier>23456</AccountIdentifier> <CasinoAccountTypeCode>1</CasinoAccountTypeCode> <AlphaCurrencyCode>CAD</AlphaCurrencyCode> <AccountHolderTypeCode>1</AccountHolderTypeCode> <IndividualAccountHolderName IndividualAccountHolderNameSequenceNumber="1"> <Surname>Holliday</Surname> <GivenName>William</GivenName> <MiddleName>S</MiddleName> </IndividualAccountHolderName> </CasinoAccount> </pre>	
Remarks:	This element must be completed if CasinoAccountInvolveCode = 1 Casino account involved	


G1	CasinoIdentifierAssignCode	Is there an identifier number for the casino where the account is held?
	 CasinoIdentifierAssignCode	
Definition:	This is the code used to indicate whether or not a casino identifier number exists.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccount	
Example:	<code><CasinoIdentifierAssignCode>1</CasinoIdentifierAssignCode></code>	
Remarks:	Codes: 1 Casino identifier exists 2 Casino identifier does not exist	


G2	CasinoIdentifier	Casino identifier number where the account is held
	 CasinoIdentifier	
Definition:	This is the casino identifier number.	
Attributes:		
Limits:	Mandatory for processing 0 to 20 characters One per CasinoAccount	
Example:	<code><CasinoIdentifier>BB12345</CasinoIdentifier></code>	
Remarks:	This element must be completed if CasinoIdentifierAssignCode = 1 Casino identifier assigned	

G3	AccountIdentifier*	Account number**
	 AccountIdentifier	
Definition:	This is the number of the relevant casino account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per CasinoAccount	
Example:	<code><AccountIdentifier>23456</AccountIdentifier></code>	
Remarks:		

G4	CasinoAccountTypeCode*	Type of account*
	 CasinoAccountTypeCode	
Definition:	This is the type of casino account.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccount	
Example:	<code><CasinoAccountTypeCode>1</CasinoAccountTypeCode></code>	
Remarks:	Codes: 1 Credit 2 Front money 3 Other	

G5	CasinoAccountOtherTypeDescriptionText	Other description field
	 CasinoAccountOtherTypeDescri...	
Definition:	This is the description of "Other".	
Attributes:		
Limits:	Optional 0 to 40 characters One per CasinoAccount	
Example:	<code><CasinoAccountOtherTypeDescriptionText>Something else</CasinoAccountOtherTypeDescriptionText></code>	
Remarks:	This element is required if CasinoAccountOtherTypeCode = 3 Other	


G6	AlphaCurrencyCode*	Currency Code*
	 AlphaCurrencyCode	
Definition:	This is the type of currency for the casino account associated to the method of disbursement. Refer to the currency code table in the technical documentation area of the Publications page on FINTRAC's Web site.	
Attributes:		
Limits:	Mandatory for processing 0 to 3 alpha characters One per CasinoAccount	
Example:	<code><AlphaCurrencyCode>CAD</AlphaCurrencyCode></code>	
Remarks:		


G7	AccountHolderTypeCode	Is this account held by one or more individuals or an entity?
	 AccountHolderTypeCode	
Definition:	This is the code used to indicate whether the account holder is an individual or an entity.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per CasinoAccount	
Example:	<code><AccountHolderTypeCode>1</AccountHolderTypeCode></code>	
Remarks:	Codes: 1 Individual 2 Corporation or other entity	

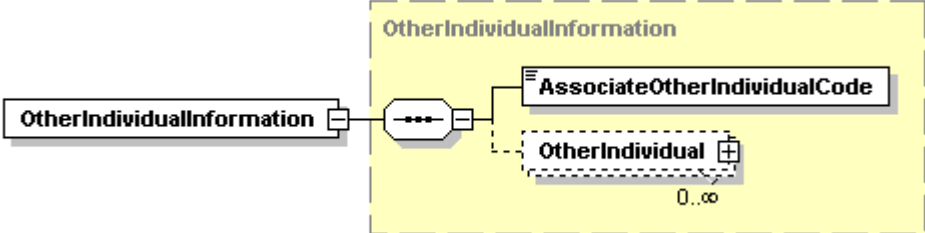
IndividualAccountHolderName	
Definition:	This is the container for information about the individual holding the casino account.
Attributes:	IndividualAccountHolderNameSequenceNumber 1 to 99999 numeric characters One per IndividualAccountHolderName
Limits:	Mandatory for processing One to three per CasinoAccount
Example:	<code><IndividualAccountHolderName IndividualAccountHolderNameSequenceNumber="1"> <Surname>Holliday</Surname> <GivenName>William</GivenName> <MiddleName>S</MiddleName> </IndividualAccountHolderName></code>
Remarks:	This element must be completed if AccountHolderTypeCode = 1 Individual


G8	Surname*	Account holder's surname*
Definition:	This is the surname of the casino account holder.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualAccountHolderName	
Example:	<code><Surname>Holliday</Surname></code>	
Remarks:		

G9	GivenName*	Account holder's given name*
Definition:	This is the given name of the casino account holder.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualAccountHolderName	
Example:	<code><GivenName>William</GivenName></code>	
Remarks:		

G10	MiddleName	Account holder's other name/initial
	 MiddleName	
Definition:	This is any other name or initial of the casino account holder.	
Attributes:		
Limits:	Optional 0 to 30 characters One per IndividualAccountHolderName	
Example:	<MiddleName>S</MiddleName>	
Remarks:		


G11	BusinessEntityAccountHolderName*	Full name of entity*
	 BusinessEntityAccountHolderNa...	
Definition:	This is the full name of the business, corporation, trust or other entity holding the casino account.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per CasinoAccount	
Example:	<BusinessEntityAccountHolderName>Cleansweep Inc</BusinessEntityAccountHolderName>	
Remarks:	This element must be completed if AccountHolderTypeCode = 2 Corporation or other entity	


OtherIndividualInformation	Information about another individual
	 <p>The diagram shows a class OtherIndividualInformation containing an association with a class AssociateOtherIndividualCode. Inside a dashed box labeled OtherIndividualInformation, there is also an association with a class OtherIndividual. The OtherIndividual class has a multiplicity of 0..∞.</p>
Definition:	This is the container for information about another individual associated to the method of disbursement, other than an individual named in DisbursementRequestor or OnBehalfOfIndividual elements.
Attributes:	
Limits:	Mandatory for processing One per DisbursementMethodInformation
Example:	<pre> <OtherIndividualInformation> <AssociateOtherIndividualCode>1</AssociateOtherIndividualCode> <OtherIndividual OtherIndividualSequenceNumber="1"> <IndividualName> <Surname>Peters</Surname> <GivenName>Peter</GivenName> <MiddleName>S</MiddleName> </IndividualName> <AssociateAccountCode>1</AssociateAccountCode> <Account> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName> <TransitIdentifier>12321</TransitIdentifier> <AccountIdentifier>234565</AccountIdentifier> </Account> </OtherIndividual> </OtherIndividualInformation> </pre>
Remarks:	

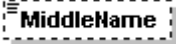
F2.6	AssociateOtherIndividualCode	Was there any individual (other than those named in Part C or E of this transaction) associated to the method of disbursement?
	 <p>The diagram shows a class AssociateOtherIndividualCode.</p>	
Definition:	This is the code used to indicate whether or not another individual is involved in the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherIndividualInformation	
Example:	<pre> <AssociateOtherIndividualCode>1</AssociateOtherIndividualCode> </pre>	
Remarks:	Codes: <ul style="list-style-type: none"> 1 Associated other individual 2 No associated other individual 	

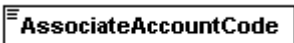
	OtherIndividual	Part H
Definition:	This is the container for information about another individual associated to the method of disbursement, other than an individual named in DisbursementRequestor or OnBehalfOfIndividual elements.	
Attributes:	OtherIndividualSequenceNumber 1 to 99999 numeric characters One per OtherIndividual	
Limits:	Optional Zero or more per OtherIndividualInformation	
Example:	<code><OtherIndividual OtherIndividualSequenceNumber="1"> ... </OtherIndividual></code>	
Remarks:	This element must be completed if AssociateOtherIndividualCode= 1 Associated other individual	

	IndividualName	Full name of individual
Definition:	This is the container for information about the name of the other individual associated to the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing One per OtherIndividual	
Example:	<code><IndividualName></code> <code> <Surname>Peters</Surname></code> <code> <GivenName>Peter</GivenName></code> <code> <MiddleName>P</MiddleName></code> <code></IndividualName></code>	
Remarks:		

H1	Surname*	Individual's surname*
	 Surname	
Definition:	This is the surname of the other individual associated to the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<Surname>Peters</Surname>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

H2	GivenName*	Individual's given name*
	 GivenName	
Definition:	This is the given name of the other individual associated to the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per IndividualName	
Example:	<GivenName>Peter</GivenName>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	


H3	MiddleName	Individual's other name/initial
	 MiddleName	
Definition:	This is any other name or initial of the other individual associated to the method of disbursement.	
Attributes:		
Limits:	Optional 0 to 30 characters One per IndividualName	
Example:	<MiddleName>P</MiddleName>	
Remarks:		

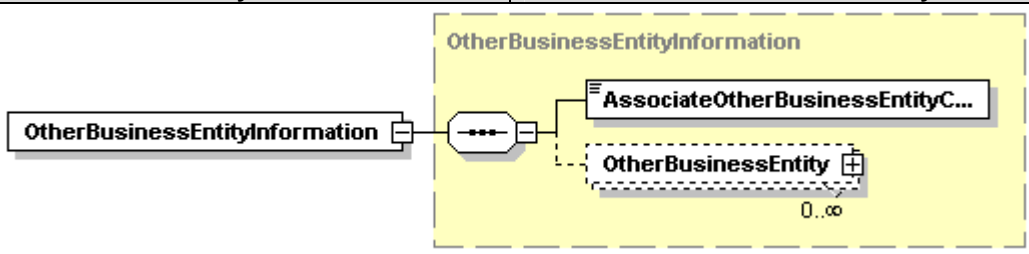
H4	AssociateAccountCode	Was there an account for this individual (other than the account provided in Part G) associated to the disbursement?
	 AssociateAccountCode	
Definition:	This is the code used to indicate whether or not there was an account associated to the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherIndividual	
Example:	<AssociateAccountCode>1</AssociateAccountCode>	
Remarks:	Codes: 1 Associated account 2 No associated account	


	Account	Account information
	<p>The diagram shows an 'Account' element (represented by a dashed box) containing a container (represented by a circle with four dots) which in turn contains three child elements: 'FinancialInstitutionName', 'TransitIdentifier', and 'AccountIdentifier'.</p>	
Definition:	This is the container for information about the account associated to the method of disbursement (other than the CasinoAccount).	
Attributes:		
Limits:	Optional One per OtherIndividual	
Example:	<pre><Account> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName> <TransitIdentifier>12321</TransitIdentifier> <AccountIdentifier>234565</AccountIdentifier> </Account></pre>	
Remarks:	This element must be completed if AssociatedAccountCode = 1 Associated account	

H5	FinancialInstitutionName*	Financial institution name*
	<p>The diagram shows a 'FinancialInstitutionName' element (represented by a box with a small icon).</p>	
Definition:	This is the financial institution's name where the account is held.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Account	
Example:	<pre><FinancialInstitutionName>Bank of BC</FinancialInstitutionName></pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

H6	TransitIdentifier*	Transit number*
	<p>The diagram shows a 'TransitIdentifier' element (represented by a box with a small icon).</p>	
Definition:	This is the transit number where the account is held.	
Attributes:		
Limits:	Mandatory for processing 0 to 12 characters One per Account	
Example:	<pre><TransitIdentifier>12321</TransitIdentifier></pre>	
Remarks:		


H7	AccountIdentifier*	Account number*
		
Definition:	This is the number of the relevant account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per Account	
Example:	<code><AccountIdentifier>234565</AccountIdentifier></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

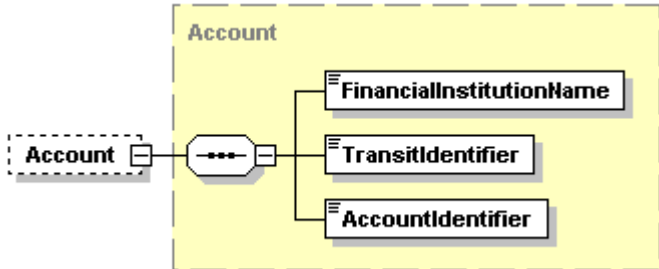
	OtherBusinessEntityInformation	Information about another entity
		
Definition:	This is the container for information about another entity associated to the method of disbursement, other than the entity named in the OnBehalfOfBusinessEntity elements.	
Attributes:		
Limits:	Mandatory for processing One per DisbursementMethodInformation	
Example:	<pre> <OtherBusinessEntityInformation> <AssociateOtherBusinessEntityCode>1</AssociateOtherBusinessEntityCode> <OtherBusinessEntity OtherBusinessEntitySequenceNumber="1"> <BusinessEntityName>Cleansweep Inc</BusinessEntityName> <AssociateAccountCode>1</AssociateAccountCode> <Account> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName> <TransitIdentifier>12321</TransitIdentifier> <AccountIdentifier>234565</AccountIdentifier> </Account> </OtherBusinessEntity> </OtherBusinessEntityInformation> </pre>	
Remarks:		


F2.7	AssociateOtherBusinessEntityCode	Was there any entity (other than the reporting casino or any entity named in Part D of this transaction) associated to the method of disbursement?
		
Definition:	This is the code used to indicate whether or not another entity is involved in the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherBusinessEntityInformation	
Example:	<code><AssociateOtherBusinessEntityCode>1</AssociateOtherBusinessEntityCode></code>	
Remarks:	Codes: 1 Associated other entity 2 No associated other entity	


OtherBusinessEntity		Part I
Definition:	This is the container for information about the other entity involved in the method of disbursement.	
Attributes:	OtherBusinessEntitySequenceNumber Mandatory for processing 1 to 999999999 numeric characters One per OtherBusinessEntity	
Limits:	Optional Zero or more per OtherBusinessEntityInformation	
Example:	<pre><OtherBusinessEntity OtherBusinessEntitySequenceNumber="1"> <BusinessEntityName>Cleansweep Inc</BusinessEntityName> <AssociateAccountCode>1</AssociateAccountCode> <Account> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName> <TransitIdentifier>12321</TransitIdentifier> <AccountIdentifier>234565</AccountIdentifier> </Account> </OtherBusinessEntity></pre>	
Remarks:	This element must be completed if AssociateOtherBusinessEntityCode= 1 Associated other entity	


I1	BusinessEntityName*	Full name of entity*
Definition:	This is the full name of the business, corporation, trust or other entity involved in the method of disbursement.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per OtherBusinessEntity	
Example:	<pre><BusinessEntityName>Cleansweep Inc</BusinessEntityName></pre>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

I2	AssociatedAccountCode	Was there an account for this entity (other than the account provided in Part G) associated to the disbursement?
		
Definition:	This is the code used to indicate whether or not there was an account involved.	
Attributes:		
Limits:	Mandatory for processing 1 numeric character One per OtherBusinessEntity	
Example:	<code><AssociatedAccountCode>1</AssociatedAccountCode></code>	
Remarks:	Codes: 1 Associated account 2 No associated account	

	Account	Account information
		
Definition:	This is the container for information about the account associated to the disbursement (other than the CasinoAccount).	
Attributes:		
Limits:	Optional One per OtherBusinessEntity	
Example:	<code><Account></code> <code> <FinancialInstitutionName>Bank of BC</FinancialInstitutionName></code> <code> <TransitIdentifier>12321</TransitIdentifier></code> <code> <AccountIdentifier>234565</AccountIdentifier></code> <code></Account></code>	
Remarks:	This element must be completed if AssociatedAccountCode = 1 Associated account	

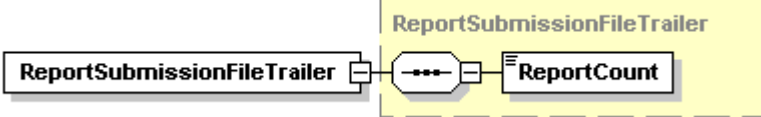
I3	FinancialInstitutionName*	Financial institution name*
		
Definition:	This is the financial institution's name.	
Attributes:		
Limits:	Mandatory for processing 0 to 60 characters One per Account	
Example:	<code><FinancialInstitutionName>Bank of BC</FinancialInstitutionName></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

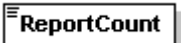
I4	TransitIdentifier*	Transit number*
	 TransitIdentifier	
Definition:	This is the transit number where the account is held.	
Attributes:		
Limits:	Mandatory for processing 0 to 12 characters One per Account	
Example:	<code><TransitIdentifier>12321</TransitIdentifier></code>	
Remarks:		

I5	AccountIdentifier*	Account number*
	 AccountIdentifier	
Definition:	This is the number of the relevant account.	
Attributes:		
Limits:	Mandatory for processing 0 to 30 characters One per Account	
Example:	<code><AccountIdentifier>234565</AccountIdentifier></code>	
Remarks:	This element must always contain data if TwentyFourHourRuleCode = 0 Report 24 hour rules does not apply	

2.8 File trailer elements

The batch trailer identifies the end of the reports in the file.

	ReportSubmissionFileTrailer	Batch file trailer
	 <p>The diagram illustrates the structure of a ReportSubmissionFileTrailer. It shows a box labeled 'ReportSubmissionFileTrailer' containing a smaller box labeled 'ReportCount'. The 'ReportCount' box is highlighted with a yellow dashed border. The 'ReportSubmissionFileTrailer' box has a small square icon on its left side, and the 'ReportCount' box has a small square icon on its left side. A dashed line connects the two boxes, indicating that 'ReportCount' is a child element of 'ReportSubmissionFileTrailer'.</p>	
Definition:	This is the container for the file trailer.	
Attributes:		
Limits:	Mandatory for processing One per submission instance	
Example:	<pre><ReportSubmissionFileTrailer> <ReportCount>750</ReportCount> </ReportSubmissionFileTrailer></pre>	
Remarks:		

	ReportCount	Report count
	 <p>The diagram shows a single box labeled 'ReportCount' with a small square icon on its left side.</p>	
Definition:	Total number of records contained in the batch file.	
Attributes:		
Limits:	Mandatory for processing 1 to 999999999 numeric characters One per ReportSubmissionFileTrailer	
Example:	<pre><ReportCount>750</ReportCount></pre>	
Remarks:		

3 CDR Structure Flowchart

