

Market	Selection Codes
Fight Outcome	FIGHT_WINNER_FIGHTERA FIGHT_WINNER_FIGHTERB FIGHT_WINNER_DRAW
Method Of Victory	METHOD_OF_VICTORY_FIGHTERA_KNOCKOUT METHOD_OF_VICTORY_FIGHTERB_KNOCKOUT METHOD_OF_VICTORY_FIGHTERA_DECISION METHOD_OF_VICTORY_FIGHTERB_DECISION METHOD_OF_VICTORY_DRAW
Go The Distance	GO_THE_DISTANCE_YES GO_THE_DISTANCE_NO
Fighter Round	INTERVAL_RESULT_ROUND_[a]_FIGHTERA INTERVAL_RESULT_ROUND_[a]_FIGHTERB INTERVAL_RESULT_DECISION_FIGHTERA INTERVAL_RESULT_DECISION_FIGHTERB INTERVAL_RESULT_DECISION_DRAW
Fighter Grouped Round	GROUPED_ROUND_[a]_[b]_FIGHTERA GROUPED_ROUND_[a]_[b]_FIGHTERB GROUPED_ROUND_DECISION_FIGHTERA GROUPED_ROUND_DECISION_FIGHTERB GROUPED_ROUND_DECISION_DRAW
Ending Round	ENDING_ROUND_[a] ENDING_ROUND_DECISION
Grouped Round	GROUPED_ENDING_ROUND_[a]_[b] GROUPED_ENDING_ROUND_DECISION
Rounds Over/Under	TOTAL_ROUNDS_OVER_[x] TOTAL_ROUNDS_UNDER_[x]

Minutes Over/Under	TOTAL_MINUTES_OVER_[x] TOTAL_MINUTES_UNDER_[x]
Seconds Over/Under	TOTAL_SECONDS_OVER_[x] TOTAL_SECONDS_UNDER_[x]
Most Knockdowns	MOST_KNOCKDOWNS_MADE_FIGHTERA MOST_KNOCKDOWNS_MADE_FIGHTERB MOST_KNOCKDOWNS_MADE_DRAW
Knockdown Y/N	KNOCKDOWN_MADE_YES KNOCKDOWN_MADE_NO
Fighter Knockdown Y/N	BOTH_FIGHTERS_KNOCKDOWN_MADE_YES BOTH_FIGHTERS_KNOCKDOWN_MADE_NO FIGHTERA_KNOCKDOWN_MADE_YES FIGHTERA_KNOCKDOWN_MADE_NO FIGHTERB_KNOCKDOWN_MADE_YES FIGHTERB_KNOCKDOWN_MADE_NO
Total Knockdowns Over/Under	TOTAL_KNOCKDOWNS_MADE_OVER_[x] TOTAL_KNOCKDOWNS_MADE_UNDER_[x]
Fighter Knockdowns Over/Under	FIGHTERA_KNOCKDOWNS_MADE_OVER_[x] FIGHTERA_KNOCKDOWNS_MADE_UNDER_[x] FIGHTERB_KNOCKDOWNS_MADE_OVER_[x] FIGHTERB_KNOCKDOWNS_MADE_UNDER_[x]
Round Most Knockdowns	ROUND_[a]_MOST_KNOCKDOWNS_MADE_FIGHTERA ROUND_[a]_MOST_KNOCKDOWNS_MADE_FIGHTERB ROUND_[a]_MOST_KNOCKDOWNS_MADE_DRAW
Round Knockdown Y/N	ROUND_[a]_KNOCKDOWN_MADE_YES ROUND_[a]_KNOCKDOWN_MADE_NO
Round Fighter Knockdown Y/N	ROUND_[a]_FIGHTERA_KNOCKDOWN_MADE_YES ROUND_[a]_FIGHTERA_KNOCKDOWN_MADE_NO ROUND_[a]_FIGHTERB_KNOCKDOWN_MADE_YES ROUND_[a]_FIGHTERB_KNOCKDOWN_MADE_NO

Round Total Knockdowns Over/Under	ROUND_[a]_KNOCKDOWNS_MADE_OVER_[x] ROUND_[a]_KNOCKDOWNS_MADE_UNDER_[x]
Round Fighter Knockdowns Over/Under	ROUND_[a]_FIGHTERA_KNOCKDOWNS_MADE_OVER_[x] ROUND_[a]_FIGHTERA_KNOCKDOWNS_MADE_UNDER_[x] ROUND_[a]_FIGHTERB_KNOCKDOWNS_MADE_OVER_[x] ROUND_[a]_FIGHTERB_KNOCKDOWNS_MADE_UNDER_[x]
Most Punches Thrown	MOST_PUNCHES_THROWN_MADE_FIGHTERA MOST_PUNCHES_THROWN_MADE_FIGHTERB MOST_PUNCHES_THROWN_MADE_DRAW
Total Punches Thrown Over/Under	TOTAL_PUNCHES_THROWN_OVER_[x] TOTAL_PUNCHES_THROWN_UNDER_[x]
Fighter Punches Thrown Over/Under	FIGHTERA_PUNCHES_THROWN_OVER_[x] FIGHTERA_PUNCHES_THROWN_UNDER_[x] FIGHTERB_PUNCHES_THROWN_OVER_[x] FIGHTERB_PUNCHES_THROWN_UNDER_[x]
Round Most Punches Thrown	ROUND_[a]_MOST_PUNCHES_THROWN_MADE_FIGHTERA ROUND_[a]_MOST_PUNCHES_THROWN_MADE_FIGHTERB ROUND_[a]_MOST_PUNCHES_THROWN_MADE_DRAW
Round Punches Thrown Over/Under	ROUND_[a]_PUNCHES_THROWN_OVER_[x] ROUND_[a]_PUNCHES_THROWN_UNDER_[x]
Round Fighter Punches Thrown Over/Under	ROUND_[a]_FIGHTERA_PUNCHES_THROWN_OVER_[x] ROUND_[a]_FIGHTERA_PUNCHES_THROWN_UNDER_[x] ROUND_[a]_FIGHTERB_PUNCHES_THROWN_OVER_[x] ROUND_[a]_FIGHTERB_PUNCHES_THROWN_UNDER_[x]
Most Punches Landed	MOST_PUNCHES_LANDED_MADE_FIGHTERA MOST_PUNCHES_LANDED_MADE_FIGHTERB MOST_PUNCHES_LANDED_MADE_DRAW
Total Punches Landed Over/Under	TOTAL_PUNCHES_LANDED_OVER_[x] TOTAL_PUNCHES_LANDED_UNDER_[x]
Fighter Punches Landed Over/Under	FIGHTERA_PUNCHES_LANDED_OVER_[x] FIGHTERA_PUNCHES_LANDED_UNDER_[x]

	FIGHTERB_PUNCHES_LANDED_OVER_[x] FIGHTERB_PUNCHES_LANDED_UNDER_[x]
Round Most Punches Landed	ROUND_[a]_MOST_PUNCHES_LANDED_MADE_FIGHTERA ROUND_[a]_MOST_PUNCHES_LANDED_MADE_FIGHTERB ROUND_[a]_MOST_PUNCHES_LANDED_MADE_DRAW
Round Punches Landed Over/Under	ROUND_[a]_PUNCHES_LANDED_OVER_[x] ROUND_[a]_PUNCHES_LANDED_UNDER_[x]
Round Fighter Punches Landed Over/Under	ROUND_[a]_FIGHTERA_PUNCHES_LANDED_OVER_[x] ROUND_[a]_FIGHTERA_PUNCHES_LANDED_UNDER_[x] ROUND_[a]_FIGHTERB_PUNCHES_LANDED_OVER_[x] ROUND_[a]_FIGHTERB_PUNCHES_LANDED_UNDER_[x]
Most Jabs Thrown	MOST_JABS_THROWN_MADE_FIGHTERA MOST_JABS_THROWN_MADE_FIGHTERB MOST_JABS_THROWN_MADE_DRAW
Total Jabs Thrown Over/Under	TOTAL_JABS_THROWN_OVER_[x] TOTAL_JABS_THROWN_UNDER_[x]
Fighter Jabs Thrown Over/Under	FIGHTERA_JABS_THROWN_OVER_[x] FIGHTERA_JABS_THROWN_UNDER_[x] FIGHTERB_JABS_THROWN_OVER_[x] FIGHTERB_JABS_THROWN_UNDER_[x]
Round Most Jabs Thrown	ROUND_[a]_MOST_JABS_THROWN_MADE_FIGHTERA ROUND_[a]_MOST_JABS_THROWN_MADE_FIGHTERB ROUND_[a]_MOST_JABS_THROWN_MADE_DRAW
Round Jabs Thrown Over/Under	ROUND_[a]_JABS_THROWN_OVER_[x] ROUND_[a]_JABS_THROWN_UNDER_[x]
Round Fighter Jabs Thrown Over/Under	ROUND_[a]_FIGHTERA_JABS_THROWN_OVER_[x] ROUND_[a]_FIGHTERA_JABS_THROWN_UNDER_[x] ROUND_[a]_FIGHTERB_JABS_THROWN_OVER_[x] ROUND_[a]_FIGHTERB_JABS_THROWN_UNDER_[x]
Most Jabs Landed	MOST_JABS_LANDED_MADE_FIGHTERA MOST_JABS_LANDED_MADE_FIGHTERB MOST_JABS_LANDED_MADE_DRAW

Total Jabs Landed Over/Under	TOTAL_JABS_LANDED_OVER_[x] TOTAL_JABS_LANDED_UNDER_[x]
Fighter Jabs Landed Over/Under	FIGHTERA_JABS_LANDED_OVER_[x] FIGHTERA_JABS_LANDED_UNDER_[x] FIGHTERB_JABS_LANDED_OVER_[x] FIGHTERB_JABS_LANDED_UNDER_[x]
Round Most Jabs Landed	ROUND_[a]_MOST_JABS_LANDED_MADE_FIGHTERA ROUND_[a]_MOST_JABS_LANDED_MADE_FIGHTERB ROUND_[a]_MOST_JABS_LANDED_MADE_DRAW
Round Jabs Landed Over/Under	ROUND_[a]_JABS_LANDED_OVER_[x] ROUND_[a]_JABS_LANDED_UNDER_[x]
Round Fighter Jabs Landed Over/Under	ROUND_[a]_FIGHTERA_JABS_LANDED_OVER_[x] ROUND_[a]_FIGHTERA_JABS_LANDED_UNDER_[x] ROUND_[a]_FIGHTERB_JABS_LANDED_OVER_[x] ROUND_[a]_FIGHTERB_JABS_LANDED_UNDER_[x]
Most PowerPunches Thrown	MOST_POWERPUNCHES_THROWN_MADE_FIGHTERA MOST_POWERPUNCHES_THROWN_MADE_FIGHTERB MOST_POWERPUNCHES_THROWN_MADE_DRAW
Total PowerPunches Thrown Over/Under	TOTAL_POWERPUNCHES_THROWN_OVER_[x] TOTAL_POWERPUNCHES_THROWN_UNDER_[x]
Fighter PowerPunches Thrown Over/Under	FIGHTERA_POWERPUNCHES_THROWN_OVER_[x] FIGHTERA_POWERPUNCHES_THROWN_UNDER_[x] FIGHTERB_POWERPUNCHES_THROWN_OVER_[x] FIGHTERB_POWERPUNCHES_THROWN_UNDER_[x]
Round Most PowerPunches Thrown	ROUND_[a]_MOST_POWERPUNCHES_THROWN_MADE_FIGHTERA ROUND_[a]_MOST_POWERPUNCHES_THROWN_MADE_FIGHTERB ROUND_[a]_MOST_POWERPUNCHES_THROWN_MADE_DRAW
Round PowerPunches Thrown Over/Under	ROUND_[a]_POWERPUNCHES_THROWN_OVER_[x] ROUND_[a]_POWERPUNCHES_THROWN_UNDER_[x]
Round Fighter PowerPunches Thrown Over/Under	ROUND_[a]_FIGHTERA_POWERPUNCHES_THROWN_OVER_[x] ROUND_[a]_FIGHTERA_POWERPUNCHES_THROWN_UNDER_[x]

	ROUND_[a]_FIGHTERB_POWERPUNCHES_THROWN_OVER_[x] ROUND_[a]_FIGHTERB_POWERPUNCHES_THROWN_UNDER_[x]
Most PowerPunches Landed	MOST_POWERPUNCHES_LANDED_MADE_FIGHTERA MOST_POWERPUNCHES_LANDED_MADE_FIGHTERB MOST_POWERPUNCHES_LANDED_MADE_DRAW
Total PowerPunches Landed Over/Under	TOTAL_POWERPUNCHES_LANDED_OVER_[x] TOTAL_POWERPUNCHES_LANDED_UNDER_[x]
Fighter PowerPunches Landed Over/Under	FIGHTERA_POWERPUNCHES_LANDED_OVER_[x] FIGHTERA_POWERPUNCHES_LANDED_UNDER_[x] FIGHTERB_POWERPUNCHES_LANDED_OVER_[x] FIGHTERB_POWERPUNCHES_LANDED_UNDER_[x]
Round Most PowerPunches Landed	ROUND_[a]_MOST_POWERPUNCHES_LANDED_MADE_FIGHTERA ROUND_[a]_MOST_POWERPUNCHES_LANDED_MADE_FIGHTERB ROUND_[a]_MOST_POWERPUNCHES_LANDED_MADE_DRAW
Round PowerPunches Landed Over/Under	ROUND_[a]_POWERPUNCHES_LANDED_OVER_[x] ROUND_[a]_POWERPUNCHES_LANDED_UNDER_[x]
Round Fighter PowerPunches Landed Over/Under	ROUND_[a]_FIGHTERA_POWERPUNCHES_LANDED_OVER_[x] ROUND_[a]_FIGHTERA_POWERPUNCHES_LANDED_UNDER_[x] ROUND_[a]_FIGHTERB_POWERPUNCHES_LANDED_OVER_[x] ROUND_[a]_FIGHTERB_POWERPUNCHES_LANDED_UNDER_[x]