**LIST OF INDICATORS FOR RECOGNITION OF PERSONS AND TRANSACTIONS FOR WHICH THERE ARE REASONS TO SUSPECT THAT THEY ARE RELATED TO MONEY LAUNDERING OR TERRORISM FINANCING WITH GAME OF CHANCE ORGANIZERS VIA MEANS OF ELECTRONIC COMMUNICATION**

1. The customer accesses from IP address (Internet Protocol address) from a country and/or region included in the so-called “black list”.
2. Taxpayer has indications that the customer is attempting to conceal its IP address.
3. Taxpayer has indications that the customer has criminal conviction for felonies.
4. The customer is a citizen of a country that does not adhere to anti money laundering and terrorism financing standards
5. The customer is a politically exposed person, i.e. domestic and/or foreign public official.
6. The customer owns cards issued at offshore destinations or countries included in the so-called “black list”.
7. The customer requires the realized gain to be transferred to another account, or third party account.
8. The customer avoids identity confirmation in case of a large amount gain.
9. The customer shows interest in certain game packages and suggests, i.e. offers proposals of certain packages.
10. The customer submits, or has recently submitted an application for registration of multiple user accounts with the same data.
11. The customer has multiple accounts or “online wallets” that separately do not exceed the incoming and outgoing payments amount, as required in accordance with reporting obligation as in Law on Anti-Money Laundering.
12. The customer has multiple bank accounts and uses them alternatively when participating in game of chance activities.
13. Details of bank accounts/payment cards do not correspond to the registered data of the customer (identity fraud/stolen identity).
14. The customer uses prepaid cards for participating in game of chance activities.
15. The customer deposits funds/credits its registered account, for purposes of participating in game of chance activities via means of electronic communication.
16. The customer deposits a relatively large amount onto its registered account and withdraws it after a certain period of time, without any or negligible game of chance activities.
17. The customer regularly invests large amounts of money in games of chance, with the least acceptable level of loss.
18. The customer invests small but regular amounts into game of chanceactivities, but its annual consumption is large and substantially exceeds its annual income.
19. Several customersoften efficiently engage in game of chance matches “against each other” that involve several operators (poker matches/chip dumping).
20. Different customers are linked to the same bank account that they all use, and from which funds are deposited or onto which gains realized in games of chance are paid to (current account authorizations).