

## **H1: Introduction**

Do you have problem with some of **bet9ja codes meaning, bet9ja codes and their meaning, bet9ja codes meaning explained** or you only know few of the popular ones or are you that punter that don't know the meaning of betting markets on bet9ja page? Well, I will tell you, you shouldn't search further as I will be explaining in details each bet9ja codes and their meaning explained at the same time, what is the meaning betting market? So sit down relax and enjoy reading while you are being educated on it.

## **H2: What is the meaning of Codes on bet9ja?**

If you are a beginner or you are not too familiar with bet9ja betting codes, meaning it is one of the first **learning processes you are expected to familiarize yourself with it**. Since there are a lot of them, this is the essential reason while you should do, so you don't place bets on the wrong codes thinking these was what I meant with the option I choose. In contrast, you don't regret your action. **Betting codes are the betting market option you'll often find on bookie platform designated for every event** meaning the option a punter chooses for the outcome of a game is called betting code. For example, Chelsea vs. Arsenal the options your favourite bookie assigned to this event like Home Win/ Draw/ Away Win which also symbolize 1X2, or Over 2.5, DNB among other options are called betting codes. So the bet9ja codes are each allotted a specific event for several odds as provided by the sportsbook. The odds are created through a host of factors such as historical data, home or away encounters, probability, statistics, form and weather depending on all these factors listed.

## **H2: Bet9ja codes meaning explained**

Well at the section we will be looking at **bet9ja codes and their meaning** of each codes I know some of you punters might not have the full understanding of some of codes you'll find on bet9ja platform, but I want you to note there are some great betting codes on bet9ja platform that yield profit from the regular ones you often stick with why placing wager on the bookie platform.

1. **1:** We are all familiar with this code on bet9ja it means **home win**, which means the outcome of an event the home team as to win by any margin of the score. For example, the score could 1-0 or 2-1 or 3-2 and so on before you could win the bet.
2. **X:** The bet9ja code meaning explained means a straight draw, in contrast, the outcome of a football match or event will end in even scoreline, for instance, the result of a game could end in baring scoreline 0-0, or 1-1, or 2-2 and so on before punter could win the bet.
3. **2:** The bet9ja code and their meaning mean the away team as to win by any margin of the scoreline. For example, the outcome of the event as to be either 0-1 or 0-2 or 1-2 and so on before bettor could win the bet.
4. **1XDC:** The bet9ja code meaning explained the home team would have to win or draw means the scoreline for the match as to be either 1-1 or 2-1 and so on before bettor could win the bet the home team must not lose the game.
5. **12DC:** The bet9ja code and their meaning explained, any team, must-win which practically the two-team event outcome there as to be a winner. For example, Chelsea vs Arsenal, the result of the event could be 1-0 or 2-1 the scoreline must not be even to win the bet.
6. **X2DC:** The bet9ja code meaning explained, the away team either win or draw, practically it means the opposition team either the outcome of the event score line ends with 1-2 or 0-0 or 1-3 and so on the away team must not lose if the punter wants to win the bet.
7. **Over 2.5:** The bet9ja code and their meaning, there has to be a **minimum of 3 goals** in a football event before you can win the bet. Practically a football match between Chelsea vs Arsenal the scoreline of the game must be either 3-0 or 0-3 or

- 2-1 or 2-2 punter should note that the event could still end with five-goal thriller you even won the bet but mustn't be below three goals.
8. **Under2.5:** The bet9ja code meaning explained, **less than 3goals** practically the minimum outcome of a match must not be above 2goals this simply means, for instance, the total scoreline of a football match should fall in the bracket of either 1-1 or 2-0 or 0-2 before a punter can win the bet.
  9. **Over0.5:** The bet9ja code and their meaning explained, **minimum of one goal** should be the score in the outcome of the event, is enough for you to win the bet, e.g. 1-0 or 0-1 and so on.
  10. **Under0.5:** The bet9ja code meaning explained, **less than one goal**, practically the event outcome should end in a barren score line which simply translate there shouldn't be a goal in the event outcome.
  11. **Over1.5:** The bet9ja code and their meaning explained, **minimum of 2 goals must be in the outcome of the event**, practically the event there must be 2goals scoreline before a punter can win the bet, e.g. 2-0 or 1-1 and so on.
  12. **Under1.5:** The bet9ja code and their meaning explained, **a minimum of fewer than two goals** which practically means for the punter to win the bet there shouldn't be two goals in the outcome of the event, for example, the match must be 1-0 or 0-1 or 0-0 anything above this scoreline you've lost your bet.
  13. The bet9ja code meaning explained, **a minimum of 4goals**, practically the outcomes of the match there as to be 4goals scored in the event outcome for the punter to win the bet but anything below 4goals you've lost the bet. For example, 4-0 or 2-2 or 3-2

14. **Under3.5:** The bet9ja code and their meaning explained, **less than four goals**, practically there shouldn't be four goals in the outcome of an event. For instance, for the punter to win the bet, the final result of a football match should either end with 3-0 or 2-1 or 0-3 it must be below.
15. **GG or Yes or BTS:** The bet9ja code and their meaning explained, **both teams to score each other**, practically the two opponent as to score each other before punter could win the bet. E.g. 1-1 or 2-1 or 1-2 and so on.
16. **NG:** The bet9ja code and their meaning explained, **both team will not score each other**, this simply means the outcome of the event we shouldn't see each other conceding a goal practically before bettor can win the bet the outcome of the game could be a goalless draw, e.g. 0-0, or 1-0 or 0-1 and so on.
17. **1HT:** The bet9ja code meaning explained, **home team to win the first half**, practically the home team will have to win the first half of an event or match before you could win the bet.
18. **XHT:** The bet9ja code meaning explained, **the first-half draw**, these practically translate that the outcome of the first half as to be a draw contest, before you could win the bet. e.g. 0-0 or 1-1 or 2-2 and so on.
19. **2HT:** The bet9ja code and their meaning explained, **the away team to win the first half**, this practically means the away team will have to win the primary half outcome of the event before a bettor could win the bet.
20. **1ST:** The bet9ja code and their meaning explained, the **home team to win the second half**, it translates that the outcome of the second half of an event the home as to win for the bettor to claim the bet. Note the outcome of the first-half result does not affect this bet.

21. **XST**: The bet9ja code meaning explained, simply means **second half draw**, the outcome of the second half result score should be an equal goal scored or no goal scored whatsoever which means the two team as to be on the same level of score. Note the first half result doesn't have anything to do with the result of the second half.
22. **2ST**: The bet9ja code and their meaning simply mean **the away team to win second half** practically it means the outcome of the second half result the away team as to win. Note: the result of the first half result as nothing to do with the bet you placed a wager on it.
23. **2H(Handicap 0:1)** The bet9ja code meaning explained you are saying that **the away team will be given a goal ahead of the game**; in other words, the away team is leading 0-1 before the match kick-off.
24. **1H (Handicap 1:0)** The bet9ja code and their meaning explained that the **home team would be given a goal ahead** of the event, that is to say, the home team is leading 1-0 before the game starts.
25. **HS**: The bet9ja code meaning explained a **minimum of one goal from the home team**, which means you are predicting the home team will have to score at least one goal before the bet can be won.
26. **HNS**: The bet9ja code and their meaning explained, you are predicting the **home team will not score any goal** in the game outcome, before you could win the bet.
27. **AS**: The bet9ja code meaning explained, **minimum of 1 goal from away**, this practically means you are predicting that the away team will at least score one goal in the game.

28. **ANS:** The bet9ja code and their meaning explained, **away will not score a goal**, practically what you are predicting here is the away team will not score any goal in the game.

29. **1GG:** The bet9ja code meaning explained, **home and both team to score**, placing this code mean that you are placing your wager on the home team to win the game at the same time both sides will score each other in the match. E.g. 2-1

30. **2GG:** The bet9ja code and their meaning, **away win and both team score**, practically with this code, you are placing your bet on the away team to win the game at the same both sides will score against each other in the game, e.g. 1-2.

31. **Over1.5 HT or OV HT 1.5:** The bet9ja code and their meaning explained, **over 1.5 goals** half time at least two goals half time, you are predicting before the first half ends, there will be at least two goals scored before you win the bet.

32. **Under1.5 HT or UN HT 1.5:** The bet9ja code meaning explained, **under 1.5 half time**, practically means less than two goals half-time, saying you are predicting there shouldn't be two goals in the first half of the match.

33. **Over2.5 HT or OV HT 2.5:** The bet9ja code and their meaning explained, here you are predicting that before the outcome of the **first half, there will be at least three goals scored.**

34. **Under2.5HT or UN HT 2.5:** The bet9ja code meaning explained, **less than three goals**, which means you are predicting before the first half end, there will be less than three goals scored in the first half.

35. **1-2 Goals:** The bet9ja code and their meaning explained, **minimum of 1 goal maximum of 2 goals**, this practically means you are predicting the outcome of the match goals will be between the ranges of one to two goals in the final result.
36. **1-3 Goals:** The bet9ja code meaning explained, **minimum of 1 goal maximum of 3 goals**, here you are predicting there will be at least one goal scored and at most three goals scored before the end of the event.
37. **1-4 Goals:** The bet9ja code and their meaning explained, **minimum of 1 goal maximum of 4 goals**, practically here you are predicting there will be at least one goal scored and at most four goals score before the end of the event. For example, 1-3 or 2-2 or 1-0.
38. **1-5 Goals:** The bet9ja code and their meaning, **minimum of 1 goal, maximum of 5 goals**, you are predicting there will be at least one goal scored and at most five goals score before by the end of the event. For example, 1-4 or 3-2 or 0-1.
39. **1-6 Goals:** The bet9ja code meaning explained, **minimum of 1 goal maximum of 6 goals**, here you are predicting there will be at least one goal scored and at most six goals score before the outcome of the match. For example, 3-3 or 5-1 or 1-0.
40. **2-3 Goals:** The bet9ja code and their meaning explained, **minimum of 2 goals, maximum of 3 goals**, here you are predicting there will be at least two goals scored an at most three goals score before the outcome of the match. For example, 2-0 or 2-1.
41. **2-4 Goals:** The bet9ja code meaning explained, **minimum of 2 goals, maximum of 4 goals**, practically you are predicting there will be at least two goals and at most fours goals score before the outcome of the match. For example, 2-0 or 2-2 or 3-1.

42. **2-5 Goals:** The bet9ja code and their meaning, **minimum of 2 goals, maximum of 5 goals**, this translate that you are predicting there will be at least two goals an at most five goals score before the outcome of the match. For example, 2-0 or 2-3.
43. **2-6 Goals:** The bet9ja code and their meaning explained, **minimum of 2 goals, maximum of 6 goals**, practically that you are predicting there will be at least two goals an at most six goals before the outcome of the match. For example, the minimum of 2 goals and maximum of 6 goals anything exceeding the maximum you've lost your bet. E.g. 2-4 or 3-3.
44. **3-4 Goals:** The bet9ja code meaning explained, **minimum of 3 goals, and a maximum of 4 goals**, here you are predicting there will be at least three goals an at most maximum of four goals before the end of the game. For example, the minimum of 3 goals qualify your bet and should at least not exceed the maximum, which is four goals.
45. **3-5 Goals:** The bet9ja code meaning explained, **minimum of 3 goals, maximum of 5 goals**, here practically you are predicting there will be at least three goals an at most maximum of five goals before the outcome of the match.
46. **3-6 Goals:** The bet9ja code and their meaning explained, **minimum of 3 goals, maximum of 6 goals**, this translate you are betting there will be at least three goals an at most maximum of six goals before the end of the event.
47. **OV ST 1.5:** The bet9ja code meaning explained, **minimum of 2 goals at the second half**, practically you are predicting that there will be at least two goals scored in the second half of the game.
48. **UN ST 1.5:** The bet9ja code and their meaning explained, **less than two goals**, here you are predicting that there will be less than two goals scored in the second half of the game.



49. **Home OV1.5:** The bet9ja code meaning explained, **minimum of 2 goals from the home team**, this simply means you are wagering on the home team to score two goals or more before the end of the event.
50. **Home UN1.5:** The bet9ja code and their meaning, **less than two goals from the home team**, this simply means you are predicting home team will not score up to two goals in the match, should the home team score two goals or more you've lost your bet.
51. **Away OV1.5:** The bet9ja code meaning explained, **minimum of 2 goals from away team**, this practically means you are predicting away team to score two goals or more before the end of the match.
52. **Away UN1.5:** The bet9ja code and their meaning explained, **less than two goals from away team**, practically mean you are predicting away team will not score up to two goals in the game, should the away team score two goals or more you've lost your bet.
53. **HT/ST/1/1:** The bet9ja code and their meaning, **home win the first half and 2nd half; here** you are placing a wager on the home team to win both the first half and the second half of the event. Practically to win the bet, the home team must be leading at half-time, and when the second half resume, they must also play a win. For instance, if the home team win the first half 2-1, they must likewise win the second half separately like 1-0 or 2-0 and the rest, for you claim your bet wins.
54. **HT/ST/1/X:** The bet9ja code and their meaning explained **home to win the first half, draw 2nd half**, with this code you are placing a bet on the home team to win the first half and pull the second half of the game. Practically you need the result of the two halves to be in your favour if you predict only one halves rights, you lost your bet.

55. **HT/ST/1/2/:** The bet9ja code and their meaning explained, **home win 1st half, away win 2nd half as** regards this code you are predicting that the home team will win the first half of the match and that the away team will win the second half. In contrast for you to win this bet, the outcome of each half of the events would be viewed separately, and the result of each half must be in line with your prediction.
56. **HT/ST/X/1:** The bet9ja code meaning explained, **draw first half, home win 2nd half**, this code you are predicting first half to end in a draw and the home team winning the second half of the game. For you win this bet, both result of the two halves must go your way.
57. **HT/ST/X/X:** The bet9ja code and their meaning; **draw first half and 2nd half**, as regards this prediction you are betting that each half of the match will end in a draw.
58. **HT/ST/X/2:** The bet9ja code meaning, **draw first half, away win 2nd half**, here you are placing a wager on the first half to ending in a draw and the away team to win the second half of the game. For you to win the bet, you need the result of both halves to be in your favour.
59. **HT/ST/2/1:** The bet9ja code meaning explained, **away win the first half, home win the second half**, this code you are predicting that the away team will win the first half of the game and that the home team will win the second half. For you to win the bet, the outcome of each half of the match is viewed separately and result for each half must be in your favour.
60. **HT/ST/2/X:** The bet9ja code and their meaning explained, **away win the first half, draw second half**. Practically you are placing your bet on the away team to

win the first half and pull the second half of the event. For you to win the bet, you need both the result of the two halves to favour your prediction, if only one half of your forecast is accurate, you lose.

61. **HT/ST/2/2:** The bet9ja code meaning explained, **away win first half and second half**, this means you are placing a wager on the away team to win both the first half and the second half of the game. For you punter to win, the away team need to be leading at half time and when the second half resume, they need to also play a win in the second half. For example, if they win the first-half 1-3, they must even win the second half separately like 0-2 or 0-1.
  
62. **1 OR GG:** The bet9ja code and their meaning explained, **home win or both team to score**, this means you are placing a wager on the home team to win the match, or it also means that both teams will score against each other in the game. This a bet of two sides of the coin bet, if the home team wins the match you win the bet, or you still win even if they lose or draw, but both sides score in the game.
  
63. **1 OR NG:** The bet9ja code meaning explained, **home win or no goal**, practically this is when you are placing a bet on the home team to win the game, or it also means that both teams will not score each other. There are bets of two sides of the coin bet if the home team wins the match by any scoreline you win the wager, or you still win even if they don't win the game or the away team win, but the home team did not score.
  
64. **2 OR GG:** The bet9ja code and their meaning, **away win or both teams to score**, this bet9ja code means you are placing a wager on the away team to win the event. Or it also means that both sides will score against each other in the game, this is a double chance bet where you win if the away team win the game or you still win even if they lose or draw, but both sides score in the match.

65. **X OR GG:** The bet9ja code and their meaning explained, **draw or both team score**, wagering on this bet you are predicting that the game will end in a draw or both teams will score against each other to win the lottery.
66. **X OR NG:** The bet9ja code meaning explained, **draw or no goal** when you bet on this code, and you are predicting that the match will end in a draw or that both teams will not score against each other in other words that are to say either the game outcome ends in a draw or either of the two teams winning without other team scoring.
67. **X AND GG:** The bet9ja code and their meaning explained, **draw and both team score**, when you bet on this code, you are predicting that the event will end in a draw at the same time both teams will score against each other.
68. **X AND NG:** The bet9ja code meaning explained, **draw and no goal**, practically when you bet on this code, you are predicting that the match will end in a draw and will not score against each other that is to say the game ends in a draw and the two teams will not score each other.
69. **1XHT:** The bet9ja code meaning, **home win or draw first half**, practically with this code, you are placing a wager on the home team to win the first half of the game or that the first half ends in a draw.
70. **12HT:** The bet9ja code meaning explained, **any team win the first half**, this translate you are predicting either the home or the away team will win the first half of the match, anything other than that you lose the bet.
71. **X2HT:** The bet9ja code meaning explained, **away win or draw first half** when you place a wager on this bet, the away team to win the first half of the match or that the first half ends in a draw.

72. **1XST:** The bet9ja code and their meaning explained, **home win or drew second half**, when placing a wager on this code, means you are predicting on the home team to win the second half of the match or that the result of the second half will be a draw.
73. **12ST:** The bet9ja code meaning explained **any team win the second half**, practically you are predicting either the home team or the away team will win the second half of the match, in this regards you are focusing on the second half action.
74. **X2ST:** The bet9ja code and their meaning explained, **away win or draw second half**, when you play this code, you are placing your bet on the away team to win the second half of the game or that the second half ends in a draw.
75. **12 AND GG:** The bet9ja code meaning explained, **any team win and both team score**, this translate this code indicates that any team will win the match, and both sides will score against each other.
76. **12 AND NG:** The bet9ja code meaning, **any team win and no goal**, when placing a wager on this code you are betting on any of the team to win but will not score each other.
77. **1X AND GG:** The bet9ja code and their meaning explained, **home win or draw and both team score**, with this code you are placing a bet on the home team to win or draw the match and also that both sides will score against each other. For instance, the home team can win or draw the game but have to score each additional 2-1 or 2-2 and so on.
78. **1X AND NG:** The bet9ja code meaning explained, **home win or draw and no goal**, this code means that the home team will win or draw the match, but both sides will not score against each other. In contrast, for you to win, the home team has to win 1-0 or 3-0 or draw the match 0-0 the away team mustn't score.

- 79. X2 AND GG:** The bet9ja code meaning explained, **away win or draw and both team score**, this code signifies that you are placing a wager on the away team to win or draw the game and both teams will score each other. To win this bet, the away sides have to win 1-2 or 1-3 or 2-4 or 1-1 draw etc.
- 80. X2 AND NG:** The bet9ja code and their meaning explained, **away win or draw and no goal**, practically this bet9ja code indicates that the away team will win or draw the match but both sides will not score each against each other. To win the bet, the away team has to win 0-1 or 0-2 and so on, or draw the game 0-0. Note the home team mustn't score.
- 81. GG HT:** The bet9ja code meaning explained, **both team score first half**, using this bet9ja code you are placing a bet on both teams to score each other in the first half of the game. Read our extensive guide to know more [https://www.soccerbetting365.com/teams-score-first-half/#What\\_is\\_Both\\_Teams\\_To\\_Score\\_in\\_the\\_first\\_half](https://www.soccerbetting365.com/teams-score-first-half/#What_is_Both_Teams_To_Score_in_the_first_half)
- 82. NG HT:** The bet9ja code meaning explained, **no goal first half**, practically when you play this code, it means you are placing your bet on both teams not scoring against each other in the first half. If only one team scores against the other, you win the lottery. These translate in the sense that as long as both of them don't score in the first half, you win your bet.
- 83. GG ST:** The bet9ja code and their meaning explained **both teams score second half**, with this code you are predicting both sides to score in the second half. Read our extensive guide to know more [https://www.soccerbetting365.com/teams-score-first-half/#What\\_is\\_Both\\_Teams\\_To\\_Score\\_in\\_the\\_second\\_half](https://www.soccerbetting365.com/teams-score-first-half/#What_is_Both_Teams_To_Score_in_the_second_half)
- 84. NG ST:** The bet9ja code meaning, **no goal second half**, here you are predicting that both teams will not score each other in the second half of the match, in this

regards in other to win the bet, only one side should score in the second half of the game.

85. **ODD:** The bet9ja code and their meaning explained, 1 or 3 or 5 or 7 or 9 or 11 or 13 or 15 goals, here you are predicting **that the total sum of the scoreline at the end of the match** will be an odd number. For instance, if the game ends 1-2, the total of the scoreline is 3 a different number, so your prediction wins. But note if the match ends with a scoreline like 2-2, the sum will be four which is an even number, so you lose.
86. **EVEN:** The bet9ja code and their meaning explained, 2 or 4 or 6 or 8 or 10 or 12 or 14 goals, practically here you are predicting that the **total sum of the scoreline** at the end of the match will be an even number. For instance, you will need the event to end with a scoreline like 2-2, where the total result will be 4 to win this bet. Read our extensive guide on this link  
[https://www.soccerbetting365.com/home-team-oddeven-goals/#Odd\\_Even\\_Goals\\_Predictions](https://www.soccerbetting365.com/home-team-oddeven-goals/#Odd_Even_Goals_Predictions)
87. **ODD HT:** The bet9ja code meaning explained, 1 or 3 or 5 or 7 or 9 or 11 or 13 or 15 goals first half, this code means that your prediction is for the scoreline of the first half of the match, i.e. the sum of the scoreline at the end of the first half must be equal to an odd number.
88. **EVEN HT:** The bet9ja code meaning explained, 2 or 4 or 6 or 8 or 10 or 12 or 14 goals first half, playing this code means you are predicting that the sum of the scoreline at the end of the first half will be equal to an even number.
89. **ODD ST:** The bet9ja code meaning explained, 1 or 3 or 5 or 7 or 9 or 11 or 13 or 15 goals, here you are predicting that the sum of the second half scoreline will be

- an odd number, simply put, the total number of goals scored in the second half will be different odd. Meaning you are placing your bet just as the event is taking place in the second half.
- 90. EVEN ST:** The bet9ja code meaning explained, 2 or 4 or 6 or 8 or 10 or 12 or 15 goals, practically with this code you are predicting that the total number of goals that will be scored in the second half will be an even number.
- 91. Home OV 0.5:** The bet9ja code meaning explained, **minimum of 1 goal from the home team** when you place a wager on this code you are banking on the home team to at least score one goal before the end of the match.
- 92. Home UN 0.5:** The bet9ja code meaning explained, **less than one goal from the home team**, practically you are predicting that the home team will not score up to one goal in the match. These means there will not score at all.
- 93. Away OV 0.5:** The bet9ja code meaning explained, minimum of 1 goal from away team, this means you are placing a bet that the away team will at least score one goal.
- 94. Away UN 0.5:** The bet9ja code meaning explained, **less than one goal from home teams** practically you are predicting that the away team will not score up to one goal in the game. Meaning there will not score at all.
- 95. 22F:** The bet9ja code and their meaning explained, **second half more goals**, here you are predicting that there will be more goals scored in the second half of the match than in the first half. Read our extensive guide on this link <https://www.soccerbetting365.com/home-team-highest-scoring-half/>
- 96. 11FF:** The bet9ja code and their meaning explained, **half time more goals**, here you are predicting that more goals will be scored in the first half of the game than in the second half in the bet9ja codes and their meaning.



### **H3: Betting market meaning**

Are you that punter that is wondering what the meaning of betting markets is? In a simple term; **the betting market can be thought of as a category of betting codes for a specific kind of bet.** For example, if you are that punter that wants to stake a chance on a football match like Chelsea vs Arsenal, you'll often be going to find a wide range of markets that are available for just that one fixture.

Those will range from the straight forward match outright winner market through to markets such as Asian handicap, correct score, corners, both team score among others, so for any given sports event. You intend to wager on, be it Basketball, Tennis, Volleyball, Cricket or anything else, sportsbook brands susceptible varieties of different betting markets for bettors to look into check our extensive guide on betting markets explanation.

<https://www.soccerbetting365.com/betting-terms/>

### **Final Word**

Without doubt, I firmly believed I have broadened your understanding of bet9ja codes meaning explained, bet9ja codes basketball and bet9ja codes and their meaning and betting market meaning. Why don't you take advantage of these betting codes visit [www.bet9ja.com](http://www.bet9ja.com) try them out. For more information how to utilize the bet9ja codes read our extensive guide on <https://www.soccerbetting365.com/guide/zoom-soccer-bet9ja-explained/>

### **Frequently Asked Questions about bet9ja Codes Meaning (FAQ)**

**What does 1x2 meaning in bet9ja? 1x2** Simply stand for three outcomes possible in a football match it is also known as three-way betting, refers to backing a home win, draw or away win. This kind of betting market is prevalent; it guarantees you that opportunity of winning. In other words, it is a simple way of betting on sports, especially football, where there is the possibility of a draw. The one refers to a home win, the X draw and the

two the away win. Read our extensive guide to know more

<https://www.soccerbetting365.com/guide/1x2-betting/>

**What Does 3 combo 1.5 mean in bet9ja?** It means betting on a combination of three events in a football match, and all three selection outcome must go your way to win the bet. For example, you select 1&GG/OV meaning Home win both teams to score and over 1.5 goals must all go your way to win the bet.

**Meaning of 1+&1+y in bet9ja?** These simply means one or more goals to be scored in both halves independently, in other words, one or more goals in the first half and one or more goals in the second half, the Y signifies yes, for instance just like both teams to score yes/no. A punter should note the first half result ends the referee immediately for the match blow its whistle, while it won't be carried over to the second half.

**What is Bet9ja Soccer Special Meaning?** This particular betting market allows punters to predict an accurate outcome of what will unfolds in a football match. For instance, the player who will leave the game, which team player would be shown a red card, another option is kick-off which simply means a situation whereas the first team to start play between the two sides, you can also predict which team will end the week with more goals among others.