

V3 Validators — Complete Reference Document

Site: soccerbaparlayking.vip | Date: June 21, 2026 | Version: V3-18

Overview

There are **3 V3 Validators** built into the admin panel at `soccerbaparlayking.vip/admin.html`. All 3 are JavaScript-based tools that call PHP backend handlers. They are manual tools — they do NOT run automatically. The automated pipeline (`v3_pipeline.py`) is a separate system.

Validator	Purpose	PHP Action	Publish Target
Main V3 Validator	Full 17-factor soccer/NBA/WNBA pick analysis	<code>espn-audit</code>	<code>three_leg_conservative.legs</code> / <code>nba_parlay.legs</code>
Corner V3 Validator	9-factor corner market analysis	<code>corner-v3-audit</code>	<code>three_leg_conservative.legs</code> (corner pick)
BTTS V3 Validator	9-factor Both Teams to Score analysis	<code>btts-v3-audit</code>	<code>three_leg_conservative.legs</code> (btts pick)

IMPORTANT: Known Issue — Corner and BTTS PHP Handlers Missing

AUDIT FINDING (READ-ONLY — NOT FIXED): The `corner-v3-audit` and `btts-v3-audit` PHP action handlers exist in the backup file `index.php.bak_btts_model_20260620_093718` (503KB) but are **NOT present** in the current live `index.php` (362KB). The current live file was rebuilt/trimmed on June 20, 2026, and these handlers were not carried over. This means the Corner and BTTS Validators will return a generic `{"success": true}` response with no actual audit data when used. This is a known issue documented here for reference — no fix was applied during this audit.

1. Main V3 Validator

Step-by-Step Flow

Step 1 — Load Today's Games

- User clicks the **V3 Validator** tab in admin panel
- JS calls `GET /api/admin/index.php?action=espn-games`
- PHP fetches today's games from ESPN (`site.api.espn.com/apis/site/v2/sports/soccer/{league}/scoreboard`) for all configured leagues
- Also fetches NBA/WNBA games from ESPN basketball endpoints
- Returns a JSON array of games with `_safeId`, `homeTeam`, `awayTeam`, `sport`, `league`, `gameTime`
- Games are stored in JS variable `_espnGamesCache`

Step 2 — Select a Game

- User clicks a game card in the validator UI
- The game's `_safeId` is passed to `runESPNAudit(safeId)`

Step 3 — Live Stats Fetch (Pre-Audit)

- Before running the audit, JS calls `GET /api/admin/index.php?action=live-stats&home=X&away=Y&league=Z&sport=S`
- This fetches live score, clock, and match state from ESPN if the game is in progress
- Live data is injected into the audit payload: `live_home_score`, `live_away_score`, `live_minute`, `live_goal_pace`, `live_projected_goals`, `live_remaining_mins`
- If the game is not live, these fields are omitted

Step 4 — Run the Audit

- JS calls `POST /api/admin/index.php?action=espn-audit` with the full payload:

```
{
  "homeTeam": "Spain",
  "awayTeam": "Saudi Arabia",
  "sport": "Soccer",
  "league": "soccer_fifa_world_cup",
  "gameId": "abc123",
  "home_score": 0,
  "away_score": 0,
  "live_home_score": 0,
  "live_away_score": 0,
  "live_minute": 0,
  "espn_state": "pre",
  "espn_detail": "Scheduled"
}
```

Step 5 — PHP `espn-audit` Handler (index.php line 1168) The handler executes the following sub-steps:

Sub-Step	Action
5a. History Fetch	Calls ESPN <code>team/statistics</code> and <code>team/record</code> endpoints for both teams. Fetches last 20 games from <code>events</code> endpoint. Builds <code>`[20-GAME-REAL-ESPN: N games</code>
5b. H2H Fetch	Calls ESPN H2H endpoint for last 10 head-to-head meetings. Builds <code>`Last N H2H: XHW YD ZAW</code>
5c. Odds Fetch	Calls Odds API for current odds on this game. Injects moneyline, spread, and totals into the payload
5d. Groq Pass 1	Sends full prompt to Groq <code>llama-3.3-70b-versatile</code> using <code>GROQ_KEY_ADMIN</code> . Prompt includes all 17 V3 factors, history string, H2H string, odds, and sport directive. Returns JSON array of market scores
5e. Groq Pass 2 (Dual-Brain)	Sends a second Groq call to verify the top pick. Returns <code>confirmed: true/false</code> and <code>confidence_adjustment</code>
5f. Market Scoring	Applies V3-17 factor weights to each market. Calculates <code>confidence_score</code> , <code>factors_passed_v317</code> , <code>threshold_gate</code>
5g. Response	Returns full JSON with <code>pick</code> , <code>confidence_score</code> , <code>all_markets</code> , <code>dual_angle_verdict</code> , <code>groq_reasoning</code> , <code>factors</code> , <code>h2h_data</code> , <code>home_stats</code> , <code>away_stats</code>

Step 6 — Display Results

- JS renders the pick card with confidence badge, market grid, factor scores, Groq reasoning, and H2H table
- Buttons shown: **Push to Live Picks**, **Push to Exclusive**, **Force Publish**

Step 7 — Publish Pathway

There are 3 **publish buttons** with different behaviors:

Button	JS Function	PHP Endpoint	Behavior
Push to Live Picks	<code>v3PushToSite()</code>	<code>POST /v3_publish_writer.php</code>	Appends pick to <code>picks.json</code> legs array (max 3, FIFO)
Push to Exclusive	<code>v3PublishExclusive()</code>	<code>POST /v3_exclusive_writer.php</code>	Writes to exclusive subscriber picks (does NOT touch <code>picks.json</code>)
Force Publish	<code>v3ForcePublish()</code>	<code>POST /v3_publish_writer.php</code> with <code>forcePublish: true</code>	Same as Push to Live but bypasses duplicate check

V3 Factor List (17 Factors)

Factor	Code	Description
F1	<code>home_attack_strength</code>	Home team goals scored per game (last 20)
F2	<code>away_attack_strength</code>	Away team goals scored per game (last 20)
F3	<code>home_defensive_fragility</code>	Home team goals conceded per game (last 20)
F4	<code>away_defensive_fragility</code>	Away team goals conceded per game (last 20)
F5	<code>h2h_pattern</code>	Head-to-head win/draw/loss pattern (last 10 meetings)
F6	<code>home_form</code>	Home team last 5 results (W/D/L)
F7	<code>away_form</code>	Away team last 5 results (W/D/L)
F8	<code>btts_rate</code>	Both Teams to Score rate (last 20 games, both teams)
F9	<code>over25_rate</code>	Over 2.5 goals rate (last 20 games, both teams)
F10	<code>home_advantage</code>	Home win rate at this venue (last 20 home games)
F11	<code>away_travel</code>	Away team road win rate (last 20 away games)
F12	<code>odds_value</code>	EV edge: implied probability vs model probability
F13	<code>odds_ceiling</code>	Pinnacle ceiling check (blocks if odds too short)
F14	<code>history_present</code>	20-game history gate (BLIND START if < 10 games found)
F15	<code>league_tier</code>	League tier weight (Tier 1 = 1.0x, Tier 2 = 0.9x, Tier 3 = 0.8x)
F16	<code>live_pace</code>	Live goal pace projection (only if game is in progress)
F17	<code>dual_brain</code>	Groq Pass 2 dual-angle confirmation

Gate: Pick passes if `factors_passed_v317` \geq 14 of 17 AND `confidence_score` \geq 68%

2. Corner V3 Validator

Step-by-Step Flow

Step 1 — Load Games

- JS calls `GET /api/admin/index.php?action=corner-v3-games` (or falls back to the same ESPN games list)
- Returns today's soccer games only (no NBA/WNBA — corners are soccer-only)

Step 2 — Select a Game

- User clicks a game card
- `_safeId` passed to `runCornerAudit(safeId)`

Step 3 — Run the Audit

- JS calls `POST /api/admin/index.php?action=corner-v3-audit` with payload:

```
{
  "homeTeam": "Spain",
  "awayTeam": "Saudi Arabia",
  "league": "soccer_fifa_world_cup",
  "gameId": "abc123"
}
```

Step 4 — PHP `corner-v3-audit` Handler

NOTE: This handler is currently missing from the live `index.php`. It exists in the backup `index.php.bak_btts_model_20260620_093718` at line 3779. When called, the current live server returns a generic catch-all response.

When working correctly, the handler:

- Instantiates `CornerV3ValidatorEngine` class
- Calls `$engine->handleCornerAudit($body)`
- Fetches ESPN corner statistics for both teams (last 20 games)
- Runs 9-factor corner analysis:

Factor	Description
F1	Home team average corners per game (last 20)
F2	Away team average corners per game (last 20)
F3	H2H corner totals (last 10 meetings)
F4	Home team corner conceded rate
F5	Away team corner conceded rate
F6	League average corners per game
F7	Odds API corner line value
F8	Home team attacking style (possession %)
F9	Away team defensive pressure (clearances/game)

- Sends to Groq with corner-specific prompt
- Returns `over_confidence`, `under_confidence`, `best_market`, `line`, `reasoning`

Step 5 — Publish

- Same `v3PushToSite()` → `v3_publish_writer.php` pathway as Main V3 Validator
- Sport is set to `"soccer"` so it routes to `three_leg_conservative.legs`
- Pick label is formatted as `"Over X.5 Corners"` or `"Under X.5 Corners"`

3. BTTS V3 Validator

Step-by-Step Flow

Step 1 — Load Games

- JS calls `GET /api/admin/index.php?action=btts-v3-games`
- Returns today's soccer games only

Step 2 — Select a Game

- User clicks a game card
- `_safeId` passed to `runBttsAudit(safeId)`

Step 3 — Run the Audit

- JS calls `POST /api/admin/index.php?action=btts-v3-audit` with payload:

```
{
  "homeTeam": "Spain",
  "awayTeam": "Saudi Arabia",
  "league": "soccer_fifa_world_cup",
  "gameId": "abc123"
}
```

Step 4 — PHP `btts-v3-audit` Handler

NOTE: This handler is currently missing from the live `index.php`. It exists in the backup `index.php.bak_btts_model_20260620_093718` at line 3796. When called, the current live server returns a generic catch-all response.

When working correctly, the handler:

- Instantiates `BttsV3Engine` class
- Calls `$engine->handleBttsAudit($body)`
- Fetches ESPN scoring statistics for both teams (last 20 games)
- Runs 9-factor BTTS analysis + Bivariate Monte Carlo (5,000 simulations):

Factor	Description
F1	Home team attack strength (avg goals scored, last 20)
F2	Away team attack strength (avg goals scored, last 20)
F3	Home team defensive fragility (avg goals conceded, last 20)
F4	Away team defensive fragility (avg goals conceded, last 20)
F5	H2H BTTS rate (last 10 meetings)
F6	Home team BTTS rate (last 20 games)
F7	Away team BTTS rate (last 20 games)
F8	Poisson probability (both teams score ≥ 1)
F9	Monte Carlo simulation result (5,000 sims, bivariate Poisson)

- Sends to Groq dual-angle with BTTS-specific prompt
- Returns `btts_yes_confidence`, `btts_no_confidence`, `blended_yes`, `blended_no`, `groq_reasoning`, `groq_angle1`, `groq_angle2`, `groq_dual_verdict`, `factors`

Step 5 — Display

- JS renders BTTS Yes/No confidence grid, factor scores, H2H BTTS table, and Groq dual-angle reasoning

Step 6 — Publish

- Same `v3PushToSite()` → `v3_publish_writer.php` pathway
- Sport is set to `"soccer"` → routes to `three_leg_conservative.legs`
- Pick label is formatted as `"BTTS Yes"` or `"BTTS No"`

Publish Pathway — Full Detail

All 3 validators use the same publish pathway when the user clicks **Push to Live Picks**:

Admin Panel (admin.html)

▼ POST /v3_publish_writer.php

Headers: x-admin-token: 386Leblanc

Body: { gameId, matchup, pick, confidence, sport, league, tab, forcePublish, game_time, odds

▼ v3_publish_writer.php

1. Validate token (386Leblanc)

2. Determine target section from sport:

- basketball/nba/wnba → nba_parlay.legs

- mls/soccer_usa_mls → mls_parlay.legs

- all other soccer → three_leg_conservative.legs

3. Read picks.json (primary: /public_html/picks.json, fallback: /public_html/data/picks.json)

4. Append new pick to section.legs array

5. Enforce max 3 legs (keep 3 highest confidence, archive displaced to results.json)

6. Mirror pick to legacy flat key (nba_picks / mls_picks / soccer_picks)

7. Write picks.json atomically (temp file + rename)

8. Return { success: true, tab, section, legs_count }

▼ picks.json updated

▼ Live site reads picks.json on next page load

Sport Routing Table

sport value sent	Target section in picks.json	Tab shown on site
"basketball", "nba", "NBA", "WNBA"	nba_parlay.legs	Pro Basketball
"soccer_usa_mls", "MLS"	mls_parlay.legs	MLS
"soccer", "Soccer", any other	three_leg_conservative.legs	Soccer

Key File Locations

File	Server Path	Purpose
<code>admin.html</code>	<code>/home/soccsbur/public_html/admin.html</code>	All 3 validator UIs (JS)
<code>index.php</code>	<code>/home/soccsbur/public_html/api/admin/index.php</code>	Main PHP handler (espn-audit, force-publish-pick, manual-publish)
<code>v3_publish_writer.php</code>	<code>/home/soccsbur/public_html/v3_publish_writer.php</code>	Primary publish endpoint for all 3 validators
<code>v3_exclusive_writer.php</code>	<code>/home/soccsbur/public_html/v3_exclusive_writer.php</code>	Exclusive subscriber publish (does NOT touch picks.json)
<code>publish_handler.php</code>	<code>/home/soccsbur/public_html/api/admin/publish_handler.php</code>	Secondary publish handler (used by force-publish-pick action)
<code>picks.json</code>	<code>/home/soccsbur/public_html/picks.json</code>	Live picks data (primary)
<code>picks.json</code>	<code>/home/soccsbur/public_html/data/picks.json</code>	Live picks data (mirror)
<code>corner_picks.json</code>	<code>/home/soccsbur/public_html/corner_picks.json</code>	Corner picks cache
<code>expert_picks_corners.json</code>	<code>/home/soccsbur/public_html/expert_picks_corners.json</code>	Expert corner picks

Quick Diagnostic — If a Validator Is Not Working

Symptom	Likely Cause	Check
Corner/BTTS validator returns empty result	<code>corner-v3-audit / btts-v3-audit</code> handlers missing from live <code>index.php</code>	Compare <code>index.php</code> size vs <code>index.php.bak_btts_model_20260620_093718</code> (503KB)
Pick not appearing on live site	<code>v3_publish_writer.php</code> token mismatch	Check <code>x-admin-token</code> header = <code>386Leblanc</code>
Pick replaced existing leg	<code>manual-publish</code> action used instead of <code>v3PushToSite</code>	Use the Push to Live Picks button, not the manual publish form
Groq returns no result	<code>GROQ_KEY_ADMIN</code> env var not set	Check server <code>.env</code> file
History gate fails (BLIND START)	Team not in <code>history_cache.json</code>	Run <code>v3_history_prefetch.py</code> manually or wait for next Stage 1 cron (2:00 AM ADT)
0 games shown in validator	ESPN API rate limit or wrong league path	Check <code>espn-games</code> action response in browser DevTools Network tab

Document generated: June 21, 2026 | Read-only audit — no modifications made