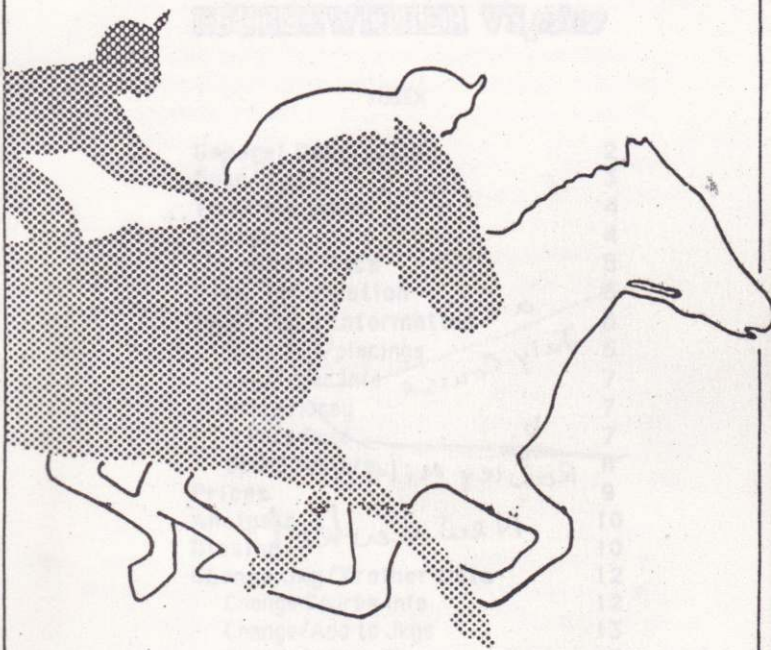


Operating Manual



selec

COURSEWINNER V3 *plus*

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General Description

Coursewinner V3 *plus* is a sophisticated race analyser. The information for use in the program analysis is entered by the user from the newspaper or better still from Sporting Life or other specialist periodical. Information can be entered on up to sixteen runners in any race.

The program will correlate the factors and calculate the "real odds" on a win for every runner. The biasing (importance) of each factor is adjustable by the user - thus if you consider total prize money won, and form in the last three races to be the most important indicators of form, then you can give these more importance in the calculation. If you have favourite "Speed Ratings" then enter these for each runner and analyse using these factors on a high bias.

Once data is entered, you can adjust the biasing and do as many analyses as you wish. After a race is run the data can be recalled, and analysis re-run until the most important factors are revealed.

You can enter as little or as much data as you wish. As a minimum, you must enter the course, going (if known), distance of the race, and names of runners (up to sixteen).

Data is input under four main headings:

1) Draw/Wt/Placings

The draw (flat only), weight carried (including overweight or allowance) and placings in the last three outings.

2) Jockey/Trainer Info

The leading ten jockeys and trainers for British courses are known to the program and contained in the database (Flat or N/H). If any are represented, this information can be added.

3) Prize Money/Three Race Form

(From Sporting Life etc). Total prize money won, Current seasons prize money, and detailed information on the last three outings. The distance, going, value to the winner and placing in each of the last three outings is used by the program to calculate a "form factor", which is displayed with the analysis.

4) Speed Factors

Speed ratings are published in the nationals, and specialist press. Race experts calculate the relative merits of recent outings of a horse, and publish these as "speed ratings". You can take account of up to three such ratings. Note, the program does not expect any particular speed rating; any merit rating can be used- the higher ratings are treated more favourably in the analysis.

THE MAIN MENU

Various functions are selected by pressing the appropriate key indicated by the menu.

COURSEWINNER V3
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functions

- C.....Courses
- N.....Log a New Race
- V.....View Information
- I.....Input Race Information
- P.....Prices
- A.....Analyse Current Data
- B.....Adjust Biasing
- D.....Change Jky /Trner data
- S.....Save Current Race Data
- L.....Load Race Data

course logged = ASCOT

C.....COURSES

Before any analysis can begin, you must log in a course : type in the reference number of the course (visible on the screen).

NB there may be some extra numbers after the last course listed - do not type in any of these extra numbers (available for future expansion).

After typing in a course number, the computer asks for the going - F for firm, G for good, S for soft, GF for good to firm, or GS for good to soft. For goings not

listed, use the nearest - eg for hard, type F (firm).

Course statistics will be displayed including draw favoured (flat only), and leading ten trainers and jockeys (at this stage just for reference).

N.....LOG A NEW RACE

NB only one race can be logged at a time - previous information will be erased (you can store information to tape or disc using function S).

*Race length in furlongs.....*Enter a figure; 5 or higher.

*Race time.....*Enter race time if you wish (purely for your reference).

*Names of runners.....*Type in the names of up to sixteen fancied runners, type F to end the list.

V.....VIEW INFORMATION

The data you have logged will be listed under relevant headings. TPM = Total Prize Money Won, SPM = Seasons Prize Money.

Numbers to the left of the horses name are the last three placings.

The 3 race form is not shown directly. This information is used to calculate a form factor which is shown when an analysis is run.

I.....INPUT RACE INFORMATION

Information is input under one of four main headings as previously described. Under each heading, the runners names are put up one after another, and the input is prompted. If no data is known, simply press ENTER/RETURN.

INPUT RACE INFORMATION

- 1...Draw/Wt/Placing
- 2....Jky/Trnr Info
- 3....Prize Money/3 Race Form
- 4....Speed Factors
- 5....View Information
- 6....EXIT to Main Menu

During data input, you can usually abort (leaving all data entered up until then intact) by typing X. To enter data on a particular runner, you can jump into the middle of the list by typing a number - eg 3 will allow you to enter information on the third horse logged.

Note: X will not work during Jky/Trnr data, nor during Speed Factor entry - you must enter the whole list (press RETURN/ENTER to leave an entry blank).

Individual Data Entry

Draw/Wt/Placing

Draw : Type in a number, or RET/ENTER if not known.

Wt Carried : Enter Wt in the form 8.12 for 8st 12lbs, 10 for 10st etc. You must type only numbers or a fullstop - do not type any letters and do not use the space key.

Overweight Allowance : Enter figures in lbs (numbers only)

Last 3 Placings : Enter the last 3 placings in the form 012, P2F etc., all symbols used in the newspaper can be used but do not use the backslash symbol (which does not represent an outing). If there are less than 3 outings or none, enter what you can eg 3 <RET/ENTER>.

Jky/Trainer Info

Type in the reference number of jockey or trainer if they are represented in the top ten list shown. If not press RETURN/ENTER.

NOTE: type one number followed by RETURN/ENTER - the cursor will move on to the next heading.

Prize Money/3 Race Data

Total Prize Money

Seasons Prize Money - This information is available in sporting publications including "Sporting Life". Enter the figure without commas or spaces, eg for £32,000 enter 32000

No of Outings.....

If you have information on up to three outings this should be entered under the following headings :

Distance in furlongs.....

Going.....

Value to winner..... (Numbers only , and no spaces or commas eg enter 4500 not £4,500)

Placing.....

Note : This information is listed in convenient form in "Sporting Life".

Analysis of 3 race form

The program calculates a "form factor", taking account of the value of each previous race, and placing of the runner. Much more credit is given if the going and distance of the previous race are similar to today's.

This form factor is displayed alongside the SP under the analysis heading. The relative importance of the 3 race form in the calculation can be altered by the user in the normal way (by altering the bias figure for "3 Race Form").

Speed Factors

Ratings of various sorts are published by the sporting press. These are calculated independently by racing experts, and speed factors from different sources may not necessarily agree .

Only your own experience will tell you which speed rating is most useful.

You can enter up to three speed factors for each runner. If you enter a speed factor on one runner, you must enter a rating from the same source for all the other runners in that race under the same heading (1,2 or 3).

The program expects a rating between 0 (the worst) and 100 (the best). If a particular rating uses the reverse convention (low for a better rating), then the figure should be subtracted from 100 before entry ie rating = 40, should be entered as 60 (100-40).

P.....PRICES

The computer automatically gives all runners a price of 50-1 until informed otherwise (at 50-1 the runner plays little part in the analysis). To change the price, simply type in the price against the name of the runner.

Price format :

7-1

3-2

1-3

Prices to one can be entered as a single figure - eg 2 = 2-1. Use this shorthand only for odds up to 50-1.

As with all data, prices can be changed as often as you wish. If you have access to the betting as the race approaches you will have a distinct advantage - betting forecasts are often wildly incorrect.

Some users prefer to do an analysis without using the betting - ie leave the prices, at 50-1 for all runners. This forces the program to do an analysis only on the form data. This is perfectly reasonable, but you cannot then pay any attention to the "profit factor" in the analysis. (If the program thinks you can get 50-1 on every runner it will insist you bet on them all !)

A...ANALYSE CURRENT DATA

Analysis is performed, correlating the information known to the program, and using the present biasing.

The calculated odds against a win are given for each runner, with the most likely winner at the top of the list, and longer odds graded below. The SP is given for your reference, followed by the form rating.

Profit level: One star for a fair bet, three for a very strong bet. The program compares the calculated odds with the SP, and indicates where the price appears favourable. But remember this comparison is only really meaningful if you have used the true SP as opposed to a forecast, or an early show.

B...ADJUST BIASING (0-10)

This feature allows the user to alter the way the analysis is done.

During the analysis, the program compares each runner in turn. It takes account of all the information you have entered- 3 Race Form, Prize Money, Stall Effect etc.

How much importance does the program place on each factor in the comparison?... This depends on the **biasing**.

Adjust Bias

TYPE ADJUSTED BIASING
 (RETURN to leave unchanged)

TOTAL PRIZE MONEY	(5)	
SEASONS PRIZE MONEY.....	(5)	
THREE RACE FORM.....	(5)	
SPEED FACTOR 1.....	(5)	2
SPEED FACTOR 2	(5)	8
SPEED FACTOR 3	(5)	
WEIGHT CARRIED	(5)	7
LEADING JOCKEYS	(5)	
LEADING TRAINERS	(5)	
STALL EFFECT	(5)	

All factors are given equal importance (factor 5) when you first run the program, but you can alter this by resetting the bias.

Let's say, for instance, you consider that Weight Carried is more important than Stall Effect, then you would change the biasing for Wt Carried from 5 to say 7, and the Stall Effect biasing down to 3.

If you think Total Prize Money is of no relevance at all, then set the bias for this to 0. Etc,etc.

If you change the biasing, it alters the bias on all runners at the same time. It takes effect from the next analysis.

There is no "best bias" for all races, and you should experiment with this feature until you are happy with the settings. (Many users never alter the biasing at all).

D...CHANGE JKY/TRNER DATA

This function allows the user to change the Jockey and trainer information stored in the database. Use with care. National Hunt and Flat databases are totally separate. If you make any changes using these functions, the new database should be stored on a new tape or disc (using function S from the submenu).

Each time you use the program in future, you should insert your new database tape/disc after the program has loaded and before it is run. After the program has started and loaded the database, you do not get another opportunity to change it.

C...Change Course Info

Leading Trainers and Jockeys for each course are changed using this function. you will need the information sheets (supplied with the program) detailing the Course numbers, and Jockey and Trainer numbers (there is space for more jockey/trainer names if necessary - see later).

Type the course number, then leading Jockey and Trainer numbers when indicated.

After a number is typed, the relevant name is displayed to enable you to check the entry. If correct, type Y, if not, type RET/ENTER and re-enter the correct number. You must enter 10 numbers. You can leave an entry blank by typing 120 - which is reserved for use as a blank.

If you come across a name not on your lists, you should pencil in the name on your sheet, in the next available space, and type in this number. Later you

should add the new name (see below) to your database and save it to tape or disc. There is space for up to 119 names - remember you must leave entry 120 blank.

J....Change/Add to Jockeys

T....Change/Add to Trainers

You can add or change Jockey and Trainer names in the database using this function. Make a note of changes on your jockey/trainer sheets as you go along.

A....Add a name

Simply type in the name, and the next available space is filled. The reference number is displayed for you to fill in the appropriate space in your record sheet.

C....Change a name

You can change any name in the list, but you must be certain the old name is no longer required - ie the jockey or trainer has retired.

S....Save New Info

After any changes are made, you must save the new database. Do not forget to do this, otherwise your new data will be lost the moment you switch off your computer.

Remember the N/H and Flat databases are quite separate, and data relevant to one should not be mixed with the other.

S...SAVE CURRENT RACE DATA

L...LOAD RACE DATA

At any time you can save the current race information to disc or tape, so that it can be later re-loaded.

You can give the race a ref. number (for your reference only) - make a note of the race it refers to.

Tape users: You do not have to use race reference numbers at all. Make a note of the tape counter reading at the start of each race you save. To reload it, simply position the tape at this position, and load in the data. If you have given the race a reference number you must tell the computer before trying to load it.

Disc users : You should always use reference numbers, otherwise you will be able to save only one race on the disc. Carefully note which ref. number each race uses.

Note : Flat race data will not load into the N/H program, and vice versa.

WARM RESTART

If you find yourself outside the program, a warm restart is possible without loosing data, type

GOTO 6000 <RET/ENTER>

NB Depending on which computer you have, using GOTO 6000 may cause problems occasionally. The most common one (Commodore 64/128) is leaving a file open, so that FILE OPEN ERROR occurs when trying to use the tape or disc. If you get this error try closing the file on the keyboard - type CLOSE1 <RET> then GOTO 6000.

