

VersaBet Intelli-Pick
Version 2.0
User's Guide and Reference

VersaBet Intelli-Pick User's Guide

Installing and Running Intelli-Pick

System Requirements

- 486 DX 100MHz Computer (Pentium or better recommended)
- 16 Mb RAM (32 Mb recommended)
- Hard disk drive with 30 Mb free space (Program requires only 4Mb, but you'll need additional room for temporary storage of bet files)
- Windows® 95 or 98 (or NT 3.51 or later) operating system
- Microsoft® compatible mouse optional but recommended
- VGA graphics card capable of displaying 800x600 resolution in 256 colors

Installing the Software

From Internet Download: Using Windows Explorer, find the file IPICK.EXE that you downloaded from the Internet and double-click on it with the left mouse button, or, use Start/Run/Browse to locate the file, double-click on it and then press the Ok button. Either technique will start the installation program running.

Follow the prompts on the screen until the installation is complete.

From CD: Insert the Intelli-Pick CD into your CD Drive. Use Start/Run/Browse to locate the SETUP.EXE file on your CD, highlight the file, click on Open, and then click on Ok. This will start the installation program running.

Follow the prompts on the screen until the installation is complete.

After the installation is complete, Intelli-Pick will have been installed into a directory on your C Drive called VersaBet.

Running Intelli-Pick

To start the Intelli-Pick program, click on your *Start* button, then select Programs, then select the VersaBet folder on the Programs menu, then click on Intelli-Pick . The program will now load and display the main screen.

Exiting Intelli-Pick

Intelli-Pick should always be exited either by clicking on the Exit button on the toolbar, by selecting Exit from the File menu, or by pressing Ctrl-X on the keyboard. This ensures that all files are properly closed and that the program is removed from memory.

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Overview of Intelli-Pick

What is Intelli-Pick?

Intelli-Pick is a powerful alternative to other, more conventional ways of creating lottery bets, such as wheeling systems. It is a *bet generator* that enables you to create bets that conform to conditions that are normal to, or representative of, your lottery game.

With Intelli-Pick you have two bet creation options; Automatic and Manual. In *Auto* mode you simply indicate the VersaBet game file for which you wish to create bets and let Intelli-Pick perform its analysis and create your Bets.

In *Manual* mode you can take the numbers you have selected through your analysis outside of the program, set the filter conditions appropriate to your game, and let Intelli-Pick combine your numbers to match the filter conditions in a way that assures maximum coverage at minimal expense.

Intelli-Pick can be used for **any** lottery game where numbers are drawn, including Pick-3, Pick-4, Lotto, Keno, Powerball, Big Game, Cash-for-Life, etc.. It can even be adapted for use with horse racing or card draw type games as long as each component in the game can be represented by a number between 0 and 99.

Intelli-Pick can analyze and filter over **2 Billion** combinations and display up to **30,000** filtered results. The results can be further filtered until your number of bets matches your budget.

Getting Around In Intelli-Pick

Operation

How to Do It

Start a new bet project

Click on the **Bets** menu, then click on **New**
or
Press **Ctrl-N**
or
Click on the **New** toolbar button

Open an existing bet project

Click on the **Bets** menu, then click on **Open**
or
Press **Ctrl-O**
or
Click on the **Open** toolbar button

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Operation

How to Do It

Delete a project's
bet file

Click on the **Bets** menu, then click on **Delete**
or
Press **Ctrl-D**
or
Click on the **Delete** toolbar button

Import a VersaBet
Bet file for
filtering

Click on the **Bets** menu, then click on **Import**
or
Press **Ctrl-I**
or
Click on the **Import** toolbar button

Exit the program

Click on the **Bets** menu, then click on **Exit**
or
Press **Ctrl-X**
or
Click on the **Exit** toolbar button

Exit a screen during
an operation

Click the **Exit** or **Cancel** button
on the screen you're working in
or
Press the **Esc** key

Get Help

Click on the **Help** menu
or
Press **F1** for context-sensitive help
for the screen you're working in

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Game File Maintenance Operations

<u>Operation</u>	<u>How to Do It</u>
Create a new game File	Click on the Games menu, then click on New or Press Ctrl-Y
Open an existing game file for maintenance	Click on the Games menu, then click on Open or Press Ctrl-Z
Delete an existing Game file	Click on the Games menu, then click on Delete or Press Ctrl-E

Number Grid Operations

Move up and down within a column	Press Up-arrow or Down-arrow keys or Click with mouse in cell
Change columns	Press Left-Arrow or Right-arrow keys or Click with mouse in new column cell
Delete an item within a column	Select cell and press Del key, then move to adjacent column to close space
Exit last column to start bet generation	Press Right-arrow key or Click with mouse on Start button

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Other Navigation Keys

Operation

Move between input
boxes and other
Controls

How to Do It

Press the **Tab** key or **Enter** key

Enter a check into
a Check Box

Press the **Space** key

Choose between
exclusive options

Use the **Arrow** keys

Get Help

Click on the **Help** menu

Or

Click on the **Help** toolbar button

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Using Auto Mode

Overview

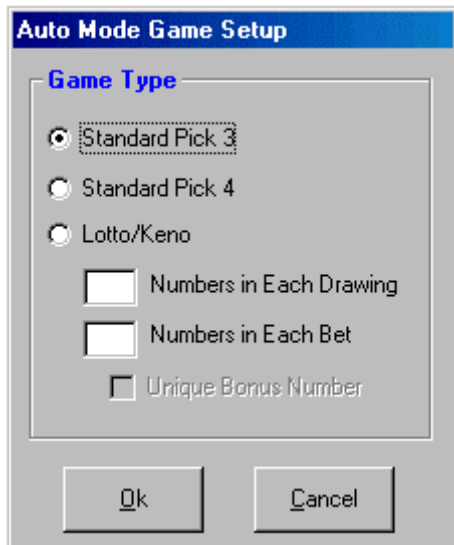
Auto mode is a fast way to generate bets when time is of the essence but lottery vendor Quick-Picks are too random. Auto mode creates bets that conform to current activity in your lottery drawing databases (referred to as VersaBet game files) that are included with your Intelli-Pick package. Since the quality of the results depends on the accuracy of the data in the game files, it is crucially important that you keep your game files up-to-date and exercise care when entering new drawing results.

If you fall behind on your updating, you can always download the latest revised game files from our web site on the Internet. These files are available free to all registered customers and are revised weekly to include the latest results.

Maintaining and updating game files from within Intelli-Pick will be covered in detail later in this manual.

Setting Up for Auto Mode

To generate bets in Auto mode, start Intelli-Pick and click on the New button on the toolbar or select New from the Bets menu. When you see the Create New Bets screen, click on the Auto option under Bet Creation Mode. You will immediately see the Auto Mode Setup screen.



The setup screen allows you to identify to the Intelli-Pick engine the type of game for which you will be creating bets. The various options are:

Standard Pick 3 This is for regular Pick 3 games that draw 3 numbers from a field of ten (0-9)

Standard Pick 4 This is for regular Pick 4 games that draw 4 numbers from a field of ten (0-9)

Lotto/Keno This covers every other type of game regardless of the amount of numbers drawn. The boxes below this option let you provide the details of the game.

Numbers in Each Drawing Enter the amount of numbers drawn in single game drawing, including any *bonus* numbers.

Numbers in Each Bet Enter the amount of numbers you enter on your game playslip for a single bet. This may be the same as, or smaller than, the *Numbers in Each Drawing* above.

Unique Bonus Number This is *not* for conventional bonus number games, but applies only to *Powerball* or *Big Game* type games where the bonus number in a drawing is selected from a unique field of numbers apart from the main bet.

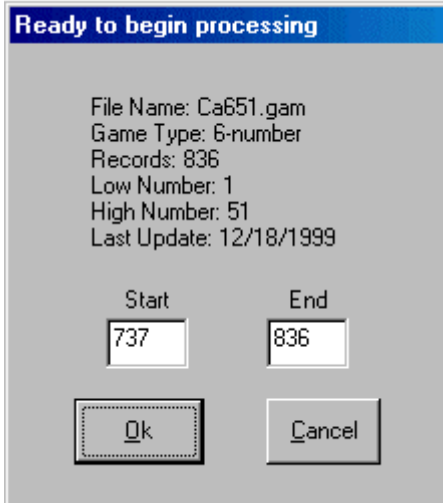
The *Bonus* option becomes available only when the amount of numbers drawn and the amount of numbers in a bet are the same. Since Intelli-Pick at this time does not generate numbers for a special bonus field, using this option will have the effect of reducing the

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amount of numbers in a bet by one. The bets created and shown on the bet display screen will show only numbers for the main part of the bet. Your selections for the bonus numbers will need to be made outside of Intelli-Pick.

Starting The Bet Generation

After you have set your options to describe your game, the next step is to select the file that will be analyzed to produce the bets. This file must be a standard VersaBet game file either furnished with the program or downloaded from our Internet site. Clicking on the *Ok* button will bring up the File Selection dialog. Select the file and click *Open* to load it into memory.



The final step before bet generation begins is to verify that the correct game has been selected, and that it is up-to-date, and to make any alterations to the part of the game file that is to be analyzed. Normally you will probably just accept the default values and click on *Ok*.

Setting the Record Range The record range is established by setting the starting and ending record numbers. It is within this span that analysis will occur. Our testing has shown a record range of 100, starting from the most recent drawing and working backward, gives good

overall performance, however there are enough differences between games where some flexibility must be allowed. Our testing showed that in some cases a record range of 50 produced an equal or even better result. It is a good idea to experiment with these settings a bit before creating actual bets to play.

Finding the Best Settings You can experiment with the settings by excluding a game that has already occurred and then running a bet generation to see if the numbers from the excluded game appeared in the bet generation. For example, the picture above shows that the last record in the game was record 836. If you change the setting to record 835 and then change the start to record 736 and generate the bets you will immediately be able to see if the bets produced a winner in your latest drawing by using 100 records. You will of course first need to view and write down the numbers that appeared in record 237 so you will know what to look for.

After performing the above test, try reducing the record range to 50 and try again. Then try again with a range of 25 or somewhere in-between. Whichever setting produced the best result is probably the one to stay with for your particular game.

Completing The Bet Generation

After clicking on the *Ok* button on the above dialog box, you will almost instantly see the results of the bet generation. The number of bets will depend on the game you are analyzing and will be displayed in a list which you can save to a VersaBet bet file or print to your printer. You can also refilter the bets to narrow them down, delete groups of bets you do not wish to use, or create subsets of bets in a separate list. If you have the VersaBet Lottery Manager, it's strongly suggested that you save the bets and then test them by doing a Game File/Bet File search in Lottery Manager to see how well these bets would

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have performed in previous game drawings.

The screenshot displays the 'All Bets' section of the software. It features a table with the following columns: Record, Contents, Sum, Root, Even, Odd, -MP, and MP+. The table contains 9 rows of data. To the right of the table is a 'Bet Count' field showing '64' and buttons for 'Save', 'Print', 'Remove', and 'Refilter'. Below the table is the 'Selected Bets' section, which is currently empty. To the right of this section are buttons for 'Add', 'Remove', 'Clear', and 'Print', along with another 'Bet Count' field showing '0' and an 'Exit' button.

Record	Contents	Sum	Root	Even	Odd	-MP	MP+
1.....	03-12-20-39-45-49	168	6	2	4	3	3
2.....	03-12-20-39-45-51	170	8	2	4	3	3
3.....	03-12-20-39-47-49	170	8	2	4	3	3
4.....	03-12-20-39-47-51	172	1	2	4	3	3
5.....	03-12-20-42-45-49	171	9	3	3	3	3
6.....	03-12-20-42-45-51	173	2	3	3	3	3
7.....	03-12-20-42-47-49	173	2	3	3	3	3
8.....	03-12-20-42-47-51	175	4	3	3	3	3
9.....	03-12-33-39-45-49	181	1	1	5	2	4

Trimming Your Bets

Depending on the game, the amount of bets generated will normally be between 50 and 100. In circumstances of small pool play this is probably close to ideal as it does not place too great a financial strain on any one player and yet covers a good range of possibilities as determined by the Intelli-Pick engine. In the case of a single player, you may want to trim the bets down a bit in order to stay within a budget. There are several ways to do this, and one of them is through refiltering.

When Intelli-Pick analyzes your database it considers only some of the key elements that make up a lottery game's statistics. These will be expanded in forthcoming updates, but in the meantime you can use Intelli-Picks refiltering abilities to reduce the number of bets while still staying within statistical likelihoods.

Filtering is covered in detail later in the manual under description of the Manual mode operations, but a simplified approach would be to focus on a particular element, as shown in your bet display, and narrow it until you find the correct number of bets to match your budget. For instance, you could remove the extremes of the sum range by setting the refilter sum range to just above the lowest shown and just below the highest shown.

Another example would be to focus on the Even/Odd balance and accept only those bets which show a more even distribution of those elements.

Using Manual Mode

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Overview

If each past game drawing is sorted, it can be clearly seen that numbers tend to fall more frequently in certain positions than in others. For instance, the number 10 in a lotto drawing

	A	B	C	D	E	F	G	H	I	J
1.	1	8	12	20	28	35				
2.	2	10	15	28	35	37				
3.	5	11	20	35						
4.	8	12								
5.	10	15								
6.										
7.										
8.										
9.										
10.										

is much more likely to be the lowest number in a drawing than it is to be the second or third-lowest. But since it *can* be the second or third-lowest, you would ideally want to arrange for coverage for all three possibilities. With Intelli-Pick, you can do this.

Intelli-Pick lets you place your number choices into positions where they are most likely to occur when drawn, including *multiple* positions

For another example, say that based in your analysis you've decided on 12 numbers that you feel are due to be drawn

in your 6-number lottery game. We will use the numbers 1-2-5-8-10-11-12-15-20-28-35-37.

If these numbers are run through a full wheel, they will result in 924 combinations; more than even a *group* of players is likely to be able to budget comfortably.

However, by running the numbers through Intelli-Pick, with attention paid just to the way the numbers are most likely to appear from low to high, the picture changes dramatically. The resultant bet generation creates only 132 combinations. Filtering for sums and other elements would result in an *even smaller* set of bets.

The great advantage in using Intelli-Pick is that, through thoughtful number positioning and filter settings, you will be able to use a great many more numbers in your bets than would normally be practical.

Preparing to Use Manual Mode

At a minimum, before you can use Intelli-Pick you must have selected the lottery numbers you want to play. To take full advantage of the program you should also have an understanding of the key elements of your game that make up the structure, and which are controlled by Intelli-Pick's Advanced Filtering.

The key elements are: The sum-of-digits, the mid-point distribution, the even/odd distribution, the root value range, the tens-group (or 'front digits') range, and the end-digits range.

In addition, you should have some insight into the types of number combinations that are common or uncommon to your game. All of this information can be readily determined through use of a good analyses program such as our VersaBet Lottery Manager software available from JPM Computer

See the section on Advanced Filters for a complete description of the various filter

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elements mentioned above.

With this information at hand you can begin turning out bets that are finely honed to the characteristics specific to your lottery game.

Setting Up Your Bets

To begin setting up your bets, start Intelli-Pick normally and then click on the *New* button on the toolbar. This opens the Bet Setup screen shown below.

	A	B	C	D	E	F	G	H	I	J
1.	2	10	12	23	37	39				
2.	3	11	17	25	38	40				
3.	5	12	18	30	39	41				
4.	7	15	21	31	41	43				
5.	10	17	23	35	42	45				
6.	12	25				49				
7.										
8.										
9.										
10.										

The process of setting up a bet is organized into the following steps:

- Identify the type of game
 - Set the number range that your game accepts
 - Set any filters
 - Enter the numbers you want to play
- Start the bet generator

Identify the Game

Identify the type of game for which you will be generating bets in the *Game Type* section by clicking on the appropriate option button. In the case of a Lotto or Keno type game, enter

Game Type

Standard Pick 3

Standard Pick 4

Box the numbers

Lotto or Keno

Size of each bet
(10 numbers maximum)

the amount of numbers that will make up each bet in the box marked *Size of Each Bet*. You can create bets for games that draw up to 10-numbers.

If you have selected a standard Pick 3 or Pick 4 game, you can elect to have the results *boxed* by clicking on the Box the Numbers option and placing a check into it.

Set the Number Range and Sum Filters

Enter the lowest and highest numbers accepted by your game into the appropriately marked boxes. This does *not* mean the lowest and highest you intend to use, but the lowest and highest that your game allows.

Game Filters

Lowest Number

Highest Number

Lowest Sum

Highest Sum

Advanced Filters

In the case of a standard Pick 3 or Pick 4 game, the numbers are always 0 - 9 and are set for you. These cannot be changed. In Lotto

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or Keno the numbers are set manually.

Two filter types are available; these are *standard* and *advanced*. Standard filters cover only the sum range and are available as part of the Basic Setup.

Advanced filters include the sum range as well as a host of other elements that make up the structure of your game and are dealt with separately. Advanced filters are accessed by clicking the Advanced Filters button. When advanced filters are active a red lamp appears to the left of the button. When advanced filtering is not being used the lamp remains dark.

The standard sum range filters can be accessed directly and changed by clicking in the appropriate boxes under the *Game Filters* section. By default, the Lowest Sum and Highest Sum values are calculated automatically to the lowest and highest available for the game type that you described above. These can be changed manually.

Enter the Numbers to Play

After the Game Type and Game Filters and Advanced Filters settings (if any) are complete, click on *Ok* to begin entering your number choices into the number grid.

Understanding the Grid

The grid is composed of a number of text boxes into which you will enter your numbers. Each number *position* is identified by a letter at the top of each grid column. The term *position* relates to the ascending value of the numbers to be entered. In other words, if you

	A	B	C	D	E	F	G	H	I	J
1.	2	10	12	23	37	39				
2.	3	11	17	25	38	40				
3.	5	12	18	30	39	41				
4.	7	15	21	31	41	43				
5.	10	17	23	35	42	45				
6.	12		25			49				
7.										
8.										
9.										
10.										

enter the number 9 into Position A, number 9 will be the lowest number in at least one of your bets as long as there are sufficient higher numbers in each of the positions to the right.

Correspondingly, if you enter number 9 into Position B, the number 9 will appear in at least one bet in the second-lowest position as long as there is one number lower than 9 in Position A, and a succeeding higher number in each of following positions.

There are as many positions in a bet as there are numbers drawn in your lottery game. Each position is represented by a vertical column identified by a letter A-J, and each position can hold up to ten values.

A number entered into a position is *locked* into that position and will never move. The same number may be used in more than one position (vertical column). Numbers are normally entered one complete position at a time. In other words, all of the numbers you want to start a bet with are entered into position (column) A, then all of the second-lowest numbers are entered into position (column) B, etc., until all positions contain numbers; as many or as few as you wish to use for a particular position.

The numbers 1-10 that appear vertically to the left of the grid are row identifiers so that you can quickly identify how many numbers you have entered into each position.

How the Bets are Generated

The bet generation works in a manner similar to an odometer in a car that calculates miles

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driven. The positions are read from right to left by the generator and each number in each rightmost position is added to the bet before the next rightmost position is incremented. In the sample screen shown to the left, the bets for a 6-number Lotto game would be generated as follows:

Bet 1 = 1-8-12-20-28-35.

Bet 2 = 1-8-12-20-28-37.

Notice that since both numbers in the last position (F) have been used, position E increments to the next number, which is 35. But because the number 35 also appears in position F, and because we cannot have a double number in a Lotto or Keno game, number 35 in position F is skipped over and the next bet appears as 1-8-12-20-35-37.

This cycle continues until all numbers in every position have been combined with all numbers in preceding and succeeding positions, without danger of duplication of bets or duplication of numbers within a bet.

Number Placement Review

As explained earlier, any number can be placed in any position (vertical column) as long as each preceding position has somewhere in it an incrementally lower number, and each following position has somewhere in it an incrementally higher number. If you place a number that does not meet this criterion it will be ignored when encountered.

Using this guideline, your number set (the numbers you want to use) should be large enough to allow placement of your strongest numbers in more than one position.

Using Advanced Filtering

Filters control the content of each of the bets that is generated and apply to the bet as a whole rather than to individual positions within the bet. Each bet must meet the conditions specified for each filter and for all of the filters combined. By default, all filters are *wide*

open; meaning that all bets are allowed that can be generated with the settings in the number grid in the Bet Setup screen.

The Advanced Filters screen is accessed either by clicking on the *Advanced Filters* button in the Bet Setup screen, or by clicking on the *Refilter* button in the Bet Display screen.

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Filters are changed by either clicking with the mouse in a filter's input box and typing in a new value, or by clicking on a check box to check or uncheck a value. The initial default values in all settings boxes show the minimum and maximum values allowed by the type of game you indicated in the Bet Setup screen. Any changes you make must fall between these default values.

When you are ready to exit the Advanced Filters, you can either click on the Ok button to accept the new settings and return to the previous screen, or click on Cancel to return to the previous screen leaving the filters unchanged. If you are *refiltering* an existing bet, clicking on *Ok* will automatically start a new bet generation.

Whether you are creating a new bet or refiltering, when the Ok button is clicked the program will check your settings to determine that they fall within the range for your game type and warn you if they do not.

Filter Types

The following filter types are available for adjustment through Advanced Filters.

Sum of Digits

The sum-of-digits is calculated by adding together all of the numbers in an individual game drawing. The drawing 1-5-12-18-32 would have a sum-of-digits of 68. The sum-of-digits *range* is determined by adding together the lowest game size group of digits, and then the highest game size group of digits. For instance, a 5 of 39 game would have a low range of $1-2-3-4-5 = 15$, and a high range of $35-36-37-38-39 = 185$.

Analysis will show that sums near the extreme of this spectrum, at either end, rarely occur and should normally be avoided.

Even/Odd

Even numbers are those that can be evenly divided by 2. Intelli-Pick allows you to set the minimum and maximum even numbers that will be allowed in a bet.

By controlling the even number distribution, the odd number distribution is automatically controlled

Mid-point

The mid-point number is the number in the middle of your game's number universe. A 44-number game would have a mid-point of 22. A 39-number game would have a rounded-off mid-point number of 20.

Setting the minimum and maximum amount of numbers that will be allowed to fall *below* the mid-point, automatically determines the minimum and maximum amount of numbers allowed *above* the mid-point.

Root Values

The root value is determined by repeatedly adding together the individual digits that make up the sum-of-digits of a game drawing, striking zero's as you go, until you are left with a single digit between 1 and 9 (0 and 9 in a Pick 3 or Pick 4 game).

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Example; the sum of 153 would be broken down as follows:

$$1+5=6$$

$$6+3=9$$

The root value of the sum would be 9

Example 2; the sum of 195 would be broken down as follows:

$$1+9=10 \text{ (strike the 0)}=1$$

$$1+5=6$$

The root value of the sum would be 6

Example 3; the sum of 669 would be broken down as follows:

$$6+6=12=1+2=3$$

$$3+9=12=1+2=3$$

The root would be 3

Intelli-Pick allows you to include or exclude any root value by placing or removing a checkmark in the appropriate box.

Tens-Groups (or Front Digits)

Tens-Groups are identified by the starting digits of a number. Numbers with the same starting digits are in the same tens-group. Single digit numbers are considered to have a starting digit of 0 (zero). There are 10 numbers in each group (thus the name).

Group 0 = 0-9

Group 10 = 10-19

Group 20 = 20-29

etc.

Intelli-Pick allows you to set the maximum amount of numbers that will be allowed in any bet from the same tens-group.

End Digits

The ending-digit is the last digit of any number. What are normally considered to be 1-digit numbers (0-9) are treated as 2-digit numbers by adding a preceding zero. Thus 0=00, 1=01, 2=02, etc..

Intelli-Pick lets you set the maximum amount of numbers with the same end digit that can be accepted in a bet,

Combinations Types

Combination refers to types of family groupings among numbers.

Examples:

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Lotto / Keno Family

1-2 = Pair or Consecutive digits

1-2-5-6 = Multiple pair or two sets of consecutive digits

Pick 3 and Pick 4 Family

Includes the Lotto / Keno family plus the following

1-1 = Double

1-1-5-5 = Double-double

1-2-2 or 1-2-3-3 = Pair double (a double number plus a consecutive)

4-4-4 = Triple

5-5-5-5 = Quad

1-2-3-8 = No Match (No double numbers)

1-3-5-8 = Wild Match (No doubles or consecutive numbers)

Note: A *No Match* may or may not have consecutive numbers, therefore a no match can also at times be a *Wild Match*.

Boxed Bets

Number boxing is available only in standard Pick 3 and Pick 4 play. Boxed numbers will appear only once regardless of the positions in which the numbers fall. In other words, the numbers 1-2-3 also cover 3-2-1, 2-3-1, 1-3-2, 2-1-3, and 3-1-2.

By default, boxing is turned off so that each number combination is considered unique and will appear in your bets in all its various forms. These bets are called *Straight* bets.

Balancing the Filters and Avoiding Conflicts

Depending on the kind of analysis a player is prone to, he will either give more weight to numbers or more weight to filters. Intelli-Pick supports either approach. But regardless of approach, the two factors must be set in a way that will not conflict.

In order to generate bets without conflict, the numbers you have chosen to combine must fit within the filter limits you have imposed, and the filter limits you have imposed must accommodate the numbers you have selected.

For example, the *actual* sum range that your bets can use is determined by adding together the five lowest numbers in your *number set* and then the five highest numbers. The two totals make up your *real* minimum and maximum sum-of-digits regardless of the default settings for your game type.

If you are using a *numbercentric* approach you can just leave the sum filters at their default settings to ensure that all numbers are combined regardless of sum-of-digits. If, on the other hand, you are using a *filtercentric* approach and wish to generate bets that total to a sum between 100-125, you cannot use numbers that total only between 50-75.

The same holds true for the other filter settings. You must decide where you wish to place your focus, either on numbers or on filters, and then adjust the other to accommodate your focus.

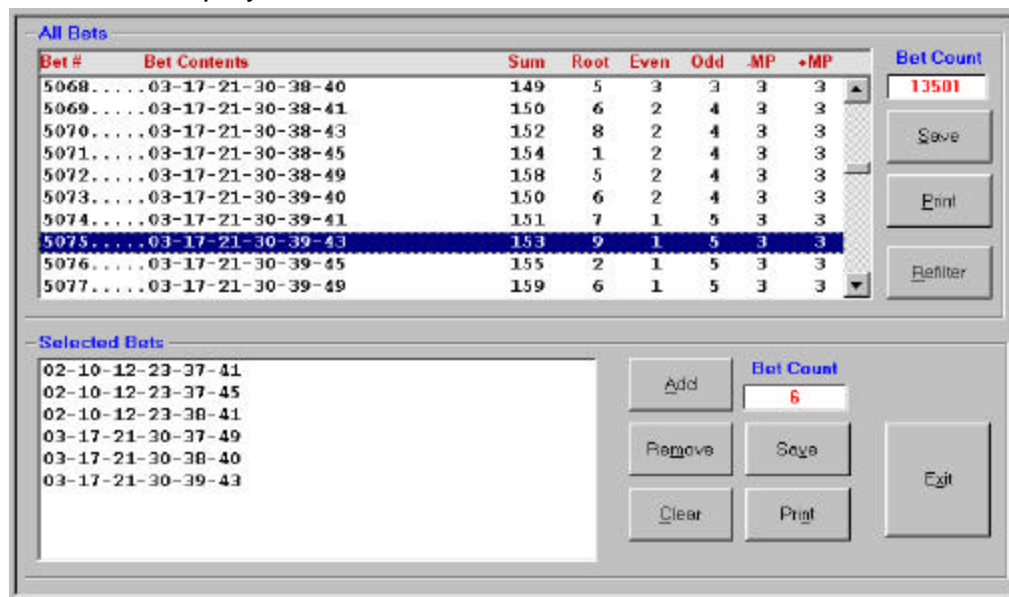
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Displaying and Refining Your Bets

The results of your filtered bet generation are displayed window labeled *All Bets* at the top of the Bet Display screen. These fall under the column *Bet Contents*. To the right of the bet

contents on the same line are displayed various filter values for each bet.

Below the *All Bets* window is a second window labeled *Selected Bets*. This box holds the contents of the bets that are selected for use from the *All Bets* box.



A selection is copied from the *All Bets* window to the *Selected Bets* window by double-clicking on it in the *All Bets* window, or by clicking on it once in the *All Bets* window, and then clicking on the *Add* button.

A selection is removed from the *Selected Bets* window by double-clicking on it, or by clicking on it once to highlight it and then clicking on the *Remove* button. The entire contents of the *Selected Bets* window can be cleared at once by clicking on the *Clear* button.

Printing Your Bets

Bets in either box can be printed to your default printer by clicking on the *Print* button for the appropriate box. If you encounter difficulty printing your bets, you may need to confirm your printer's properties. To do this, click on the *Print* button to open the print dialog box, then click on the *Properties* button. When the *Properties* dialog box opens, click on the *Ok* button. Your bets should now print.

Saving your Bets

Bets in either box can be saved to a file by clicking on the *Save* button for the appropriate box. When saving a file, be sure to specify the type of file you wish to save to by selecting the appropriate file type in the drop-down list of the save dialog.

Files may be saved as Intelli-Pick default (*.swd), plain text (*.txt), comma separated value (*.csv) for export to a spreadsheet or database, or as a native VersaBet bet file (*.dmb or *.bet) for export to the VersaBet Lottery Manager program.

The default file type is the Intelli-Pick file (*.swd) so that the file may be opened up in the Intelli-Pick later for refiltering.

Refiltering Your Bets

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Bets located in the All Bets window can be refiltered at any time. Click on the *Refilter* button to open the Advanced Filters screen. If you have not saved your original bets you will be prompted to do so before filtering begins. If you elect not to save your original bets, they will be lost when refiltering is complete.

Exiting the Bet Display

You can exit the bet display by either pressing the Esc key or by clicking on the Exit button. When the Bet Display screen is closed, all data in the bet windows will be cleared. To avoid loss of important information you will be prompted to save your files before exiting.

When the Bet Display screen closes you will be returned to either the Bet Setup screen or a blank screen, depending on how the Bet Display was opened.

Using an Existing Bet File

You can open a file that was saved in the Intelli-Pick format for viewing or refiltering.

To open a saved file, either click on the *Open* button on the toolbar or select *Open* from the file menu. You will see a list of saved files in the dialog display. Select the file you wish to use by double-clicking on it, or by highlighting it and clicking on the *Open* button.

The contents of the opened file will be immediately displayed in the All Bets window of the Bet Display screen.