

# *VersaBet Three-Four*

Version 3.0

## User's Guide and Reference

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# ***VersaBet Three-Four User's Guide***

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## **Installing and Running the Program**

### **System Requirements**

- Pentium 100MHz (or better) Computer
- 64 Mb or more memory
- Hard disk drive with 20 Mb free space (Program requires only 8Mb, but you'll need additional room for storage of bet files and game files)
- Windows® 95/98/2000/XP operating system
- Microsoft® compatible mouse
- VGA graphics card. A screen display of 800x600 or greater is recommended

### **Installing from a CD**

Insert the CD into your CD-ROM drive with the label up. Close the drive door. Open the **My Computer** shortcut by double-clicking on it, then double-click on the icon for your CD drive. The contents of the CD will be displayed on the screen. Locate the file named **VB34Setup** and double-click on the file name or its icon.

The Setup program will start. Follow the prompts on the screen to complete the installation. After installation is complete you can close the Setup screen and return to the **Windows Desktop**. Remove the CD disc from the drive and store it in a safe place in case you need to reinstall later.

### **Installing from a Downloaded File**

Using **My Computer**, locate the file **VB34Setup** in the directory where you saved it when downloading. Double-click on the file name or its icon to start the installer. Follow the prompts on the screen to complete the installation, then close the Setup program and return to the **Windows Desktop**.

The downloaded file should be save to a backup location in case you need to re-install the program later. A Zip Drive or CD-Writer work well for this.

### **Running the Program**

To start the program double-click on the program's shortcut on your Windows Desktop, or alternatively, click on **Start**, then click on **Programs**, then click on the menu item **VersaBet Three-Four** in your **Programs** menu. The program will start and the main screen will appear, waiting for you to select a function from a menu or click on a toolbar button.

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## Getting Around in the Program

VersaBet allows you to use either a mouse or the keyboard, or any combination of both to move between different sections of the program and to manipulate the controls on a display screen.

Major sections of the program are accessed from the main screen by using either method to activate a menu item or a toolbar button.

### Using the Main Menu

Located just under the title bar at the top left of the startup screen, the menus provide access to every section of the program. You can activate a menu item on the main menu either by clicking on it with the mouse or by holding down the **Alt** key while tapping the character key that corresponds to the underlined character on the menu. In most cases a dropdown list will appear that shows the options available within that menu category. In the case of the **Options** menu, activating the menu button will directly open the **Program Options** screen.



In some case, a menu will contain a sub-menu that expands on the initial listings. For instance, the **Bets** menu lists a **New** option. When the mouse is over the **New** listing, a sub-menu will pop open that list the various alternatives for creating a new bet file.

### Using Shortcut Keys

Some program functions have been assigned a **shortcut** key that provide a fast way to directly access the function using only the keyboard. A shortcut is activated by holding down the **Ctrl** key while tapping the character key associated with the function. If a function has been assigned a shortcut, the shortcut key will be listed to the right of the function name in the dropdown menus on the main screen.

### Using the Toolbar

The toolbar is a handy shortcut to accessing the most frequently used menu items. Clicking



on a toolbar button will take you immediately to the activity that the button represents.

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## Setting the Program Options

To enter the **Options** screen, select *Options* from the main. Click on the appropriate box to enable or disable a feature.

Placing a check in a box enables that feature, removing the check disables it.

**Load and Display Options**

**Program Startup**

- Auto load last game used
- Auto display last game used

**Program Active**

- Auto display files after selection
- Auto display newly created files

**Ok** **Cancel**

### **Auto Load Last Game Used**

Placing a check in this box causes the program to automatically load into memory the last game file used from your previous session. This file becomes your default startup file.

### **Auto Display Last Game Used**

Placing a check in this box causes the program to automatically display the

startup file after loading it. The **Auto Load Last Game Used** option must be enabled for this function to be active.

### **Auto Display Files After Selection**

Placing a check in this box causes a new file selection to be immediately loaded and displayed after selection.

### **Auto Display Newly Created Files**

Placing a check in this box causes newly created files to be loaded and displayed immediately after creation.

### **Recommendation**

Auto Load Last Game Used = On

Auto Display Last Game Used = On (if you usually work with the same game each session)

Auto Display Files After Selection = On

Auto Display Newly Created Files = On

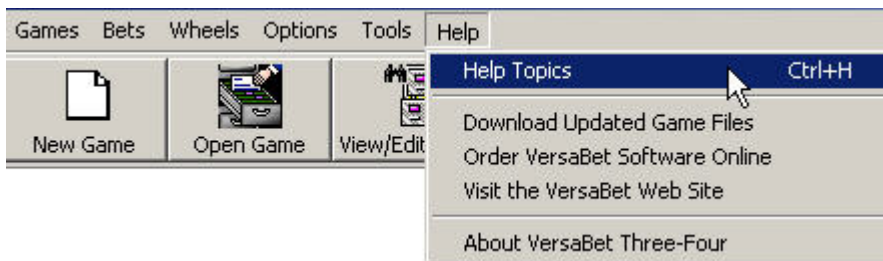
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## Using Online Help

VersaBet Three-Four offers two different kinds of online help; main help and context sensitive help. Main help is available by clicking on the **Help** menu in any screen, and context-sensitive help is available by pressing the **F1** key while in any screen but the Main screen.

Main help brings up the **Help Topics** screen from which you can select from the categories listed in the table of contents. Context-sensitive help brings up help related specifically to the screen that is currently active.



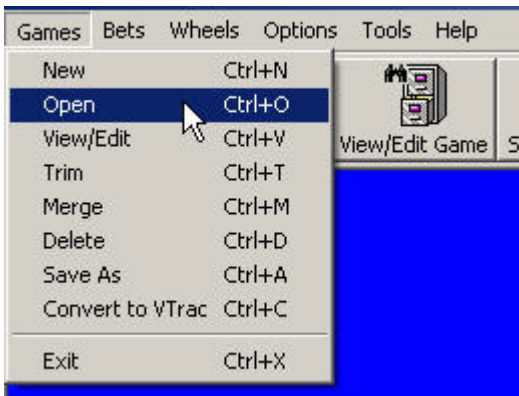
While viewing a help topic you can jump directly to other topics, related or not, and you can print the current topic to your printer by clicking on the **Print** button at the top of the help

screen.

While in the main screen you can select main help by clicking on the Help menu item and then selecting **Help Topics** from the dropdown menu, or you can simply click on the **Help** toolbar button.

## Getting Started

### Quick Start



When running the program for the first time, the Main Screen will appear immediately without loading a game file, a bet file, or a wheel file. Before any useful work can be done with the program you must first set the program's **Options**, then load, display, and update a game file.

VersaBet Three-Four has very powerful analysis and automatic number picking features, but to use them you must be in the **Game History View** Screen.

To enter this screen, select **Open** from the Games menu or click on the **Open Game** button on the toolbar and select a game, then click on **View/Edit Game** to see the **Game History View** screen.

When the **Game History View** screen appears, you can select the analysis you want from the **Reports** menu at the top of the screen.

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Remember that the game history file in this view can be manipulated in many ways through the **Sort** function at the bottom of the screen.

You can select any records you wish within the game file by dragging your mouse across them, using any sort that you wish, and all reports (except **Trends**) will be run on just the selected records.

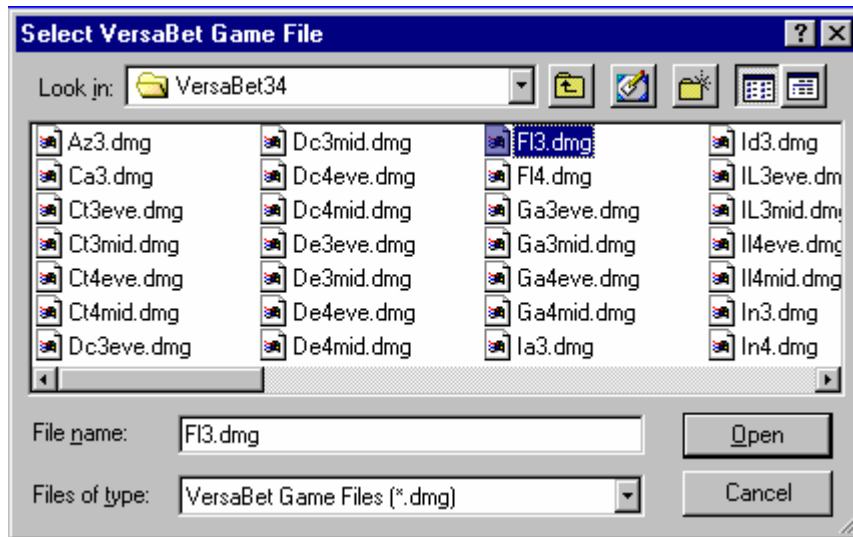
By not selecting any records your reports will be based on the entire file.

## The Basics

### VersaBet File Names

In order to select a game file you must know how to identify the correct game. File names in VersaBet always start with the 2-letter state abbreviation followed by a number indicating the type of game (either 3 or 4). For example, the California Pick-3 game is identified as

CA3.DMG ( the .DMG is the standard file name extension and is the same for every game file). If the same game-type is drawn more than once per day, the game name shows additional letters to indicate if it is a midday or evening drawing. For example the Virginia midday Pick-3 game is identified as VA3MID.DMG, while the evening drawing is identified as VA3EVE.DMG. Note that the way your game file names



are displayed in the file selection dialogue depends on your system settings, not on the VersaBet program. The names may be all upper-case (as shown in the example), all lower-case, or mixed case.

### Selecting and Loading a Game File

To load a game file, click on the **Games** menu and then click on the **Select** menu item. This will open a dialogue box that displays the file names of the games available for selection. To select a game, double-click on the file name, or click once on the file name to highlight it and then click on the **Open** button. The file will load into memory and automatically display the **Game History View**.

### Game Analysis

All game analysis features (**Reports**) are available only from within the **Game History View**. In order to perform analysis you must first select and display a game file. To choose an analysis function click on the **Reports** menu at the top of the **Game History View** screen.

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You can set the **Program Options** to have the last game used automatically display on startup. This way you can begin game analysis immediately without going through the select/view process.

## Working with Game Files

### Understanding the Game History View

The **Game History View** shows the numbers drawn from all past game drawing. It also

The screenshot shows a software window titled "Work with Game History" containing a "Game History File for NY3EVE.DMG". The window displays a table with the following data:

| Record | Day | Date       | Pos. 1 | Pos. 2 | Pos.3 | Pos. 4 | Sum | Root | Even | Odd | <MP | MP+> |
|--------|-----|------------|--------|--------|-------|--------|-----|------|------|-----|-----|------|
| 8721   | Thu | 09/30/2004 | 2      | 1      | 0     |        | 3   | 3    | 2    | 1   | 3   | 0    |
| 8722   | Fri | 10/01/2004 | 2      | 9      | 4     |        | 15  | 6    | 2    | 1   | 2   | 1    |
| 8723   | Sat | 10/02/2004 | 4      | 0      | 0     |        | 4   | 4    | 3    | 0   | 3   | 0    |
| 8724   | Sun | 10/03/2004 | 6      | 7      | 5     |        | 18  | 9    | 1    | 2   | 0   | 3    |
| 8725   | Mon | 10/04/2004 | 1      | 3      | 5     |        | 9   | 9    | 0    | 3   | 2   | 1    |
| 8726   | Tue | 10/05/2004 | 8      | 1      | 7     |        | 16  | 7    | 1    | 2   | 1   | 2    |
| 8727   | Wed | 10/06/2004 | 0      | 9      | 0     |        | 9   | 9    | 2    | 1   | 2   | 1    |
| 8728   | Thu | 10/07/2004 | 6      | 1      | 7     |        | 14  | 5    | 1    | 2   | 1   | 2    |
| 8729   | Fri | 10/08/2004 | 7      | 5      | 1     |        | 13  | 4    | 0    | 3   | 1   | 2    |
| 8730   | Sat | 10/09/2004 | 0      | 5      | 0     |        | 5   | 5    | 2    | 1   | 2   | 1    |
| 8731   | Sun | 10/10/2004 | 2      | 3      | 6     |        | 11  | 2    | 2    | 1   | 2   | 1    |
| 8732   | Mon | 10/11/2004 | 6      | 4      | 1     |        | 11  | 2    | 2    | 1   | 2   | 1    |
| 8733   | Tue | 10/12/2004 | 5      | 2      | 6     |        | 13  | 4    | 2    | 1   | 1   | 2    |
| 8734   | Wed | 10/13/2004 | 5      | 3      | 2     |        | 10  | 1    | 1    | 2   | 2   | 1    |
| 8735   | Thu | 10/14/2004 | 1      | 4      | 9     |        | 14  | 5    | 1    | 2   | 2   | 1    |
| 8736   | Fri | 10/15/2004 | 1      | 5      | 1     |        | 7   | 7    | 0    | 3   | 2   | 1    |
| 8737   | Sat | 10/16/2004 | 8      | 9      | 2     |        | 19  | 1    | 2    | 1   | 1   | 2    |

Below the table are several control panels: "File Maintenance" with buttons for Add, Modify, Insert, and Delete; "Sort display by:" with a dropdown menu set to "Record (Ascend)"; "Search by:" with buttons for Number and Structure; "Misc. Operations" with buttons for Print, Save, and Exit; and a "Quick Set" panel with a "Set Range" button.

shows the day of the week of the drawing and the date of the drawing, and it shows the several statistical elements that make up the structure of the drawing. These statistical elements can be used as a helpful guide in the creation of bets, especially when using the QuickGen Bet Generator.



Each statistical element used in the display (along with many others) is also represented as a filter in the QuickGen function.

### Screen Elements

**Sum:** Arrived at by adding together the individual numbers within a record that make up the actual bet.

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**Root:** Arrived at by adding together the individual digits of a sum. Example: a sum of 12 = 1 + 2 which equals 3. The root of the sum 12 is 3. With a single-digit sum the root and the sum are the same.

**Even:** The amount of even bet numbers within the record.

**Odd:** The amount of odd bet numbers within the record.

**<MP:** The amount of bet numbers whose value is below the mid-point (5)

**MP+>:** The amount of bet numbers whose value is equal to the mid-point (5) or above.

## Getting Useful Information from the Display

The key to drawing useful information from the Game History View is the **Sort** option box just under the display screen. You can make any game element the focus of the display by selecting it from the Sort box and you can generate several of the available reports by selecting ranges from the sorted records.

**Example:** Sort the file by **Day of Week**, then select (highlight) all of the Tuesday records and select the **Profile**, **Combo**, or **Pairs** report from the **Reports** menu. The report you receive will be relative to Tuesday drawings and will show you how numbers behave on that particular day of the week. A powerful piece of information for constructing bets for any given day.

## Selecting Records

As implied above, when creating Reports from the Game History View you must tell the program which data you intend to use in the report. If no data are selected the report will be based on the entire file.

The screenshot shows a software window titled "Work with Game History" with a sub-header "Game History File for NY3EVE.DMG". The main area contains a table with the following data:

| Record | Day | Date       | Pos. 1 | Pos. 2 | Pos.3 | Pos. 4 | Sum | Root | Even | Odd | <MP | MP+> |
|--------|-----|------------|--------|--------|-------|--------|-----|------|------|-----|-----|------|
| 8721   | Thu | 09/30/2004 | 2      | 1      | 0     |        | 3   | 3    | 2    | 1   | 3   | 0    |
| 8722   | Fri | 10/01/2004 | 2      | 9      | 4     |        | 15  | 6    | 2    | 1   | 2   | 1    |
| 8723   | Sat | 10/02/2004 | 4      | 0      | 0     |        | 4   | 4    | 3    | 0   | 3   | 0    |
| 8724   | Sun | 10/03/2004 | 6      | 7      | 5     |        | 18  | 9    | 1    | 2   | 0   | 3    |
| 8725   | Mon | 10/04/2004 | 1      | 3      | 5     |        | 9   | 9    | 0    | 3   | 2   | 1    |
| 8726   | Tue | 10/05/2004 | 8      | 1      | 7     |        | 16  | 7    | 1    | 2   | 1   | 2    |
| 8727   | Wed | 10/06/2004 | 0      | 9      | 0     |        | 9   | 9    | 2    | 1   | 2   | 1    |
| 8728   | Thu | 10/07/2004 | 6      | 1      | 7     |        | 14  | 5    | 1    | 2   | 1   | 2    |
| 8729   | Fri | 10/08/2004 | 7      | 5      | 1     |        | 13  | 4    | 0    | 3   | 1   | 2    |
| 8730   | Sat | 10/09/2004 | 0      | 5      | 0     |        | 5   | 5    | 2    | 1   | 2   | 1    |
| 8731   | Sun | 10/10/2004 | 2      | 3      | 6     |        | 11  | 2    | 2    | 1   | 2   | 1    |
| 8732   | Mon | 10/11/2004 | 6      | 4      | 1     |        | 11  | 2    | 2    | 1   | 2   | 1    |
| 8733   | Tue | 10/12/2004 | 5      | 2      | 6     |        | 13  | 4    | 2    | 1   | 1   | 2    |
| 8734   | Wed | 10/13/2004 | 5      | 3      | 2     |        | 10  | 1    | 1    | 2   | 2   | 1    |
| 8735   | Thu | 10/14/2004 | 1      | 4      | 9     |        | 14  | 5    | 1    | 2   | 2   | 1    |
| 8736   | Fri | 10/15/2004 | 1      | 5      | 1     |        | 7   | 7    | 0    | 3   | 2   | 1    |
| 8737   | Sat | 10/16/2004 | 8      | 9      | 2     |        | 19  | 1    | 2    | 1   | 1   | 1    |

Below the table are several control panels:

- File Maintenance:** Add, Modify, Insert, Delete
- Sort display by:** Record (Ascend) [dropdown]
- Search by:** Number, Structure
- Misc. Operations:** Print, Save, Exit
- Quick Set:** Set Range

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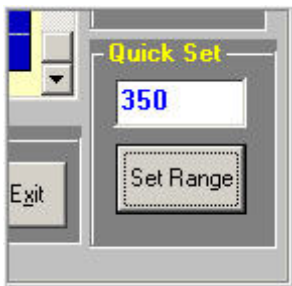
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To create a report on just certain records within the file, you indicate your intent by highlighting the records with your mouse or keyboard. Highlighting is accomplished by clicking on the first record in the group and then, while holding down your mouse selection button (usually the left), you drag your mouse cursor across the range of records you want to include then release the button when you reach the final record in the selection-set.

An alternative, and sometimes faster method, is to click on the starting record and then, drag the scroll bar until see the ending record is in view. Next, while holding down the Shift key, click on the ending record. The entire range will immediately be highlighted.

## Using Quick Set

The fastest method of all for selecting records is to simply enter the number of records to use into the **Quick Set** text box at the lower right, below the record display. This will set the most recent number of games for your reports at whatever value you specify. For instance if you enter 30 into the text box, the next report you run will be based on the last (most recent) 30 records in the database.



**Note that the Quick Set feature is only available when the file display is sorted in the default 'Ascending' order.**

To use Quick Set, click the Quick Set text box with your left mouse button and type in the number of records to scan for the report. Press **Enter** or click on the **Set Range** button to activate. To reset the Quick Set range just click in the text box again or click anywhere in the grid display.

Once records have been selected you can begin analysis operations on your targeted section of the game history file. If no record selection is performed, analysis operations will be based on the entire history file.

## Navigating the Display

You can move through the file display by dragging down the scroll bar to the left, by clicking on the scroll bar's arrow tabs, or by clicking in the display and using your keyboard's arrow keys to scroll up and down.

An individual record or groups of records can be isolated for **File Maintenance** operations by selecting them with the mouse or keyboard. See **Related Topics** below for details on the various functions available for manipulating and changing the file and records within the file.

## Editing Game Files

All edit functions are accessed from the **File Maintenance** control panel at the bottom of the view screen. To edit a file it must first be displayed in the **Game File View**. To bring up the file view, select **View/Edit** from the **Games** menu on the main program screen, or click on the View/Edit toolbar button. The active game file will be immediately displayed in the **Game**

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**File View** screen. If no file is currently active you will see a listing from which to select a file to work with.

The screenshot shows a dialog box titled "Add New Game Record". At the top left is a "Help" button. Below it are two dropdown menus for "February" and "2001". To the left is a calendar grid with columns for Sun, Mon, Tue, Wed, Thu, Fri, and Sat. The date 11 is highlighted. To the right of the calendar, the text "Add New Record: 808" is displayed. Below this text are four input boxes labeled "1st", "2nd", "3rd", and "4th". The "1st" box contains the number "2", the "2nd" box contains "3", the "3rd" box contains "4", and the "4th" box is empty. At the bottom of the dialog are three buttons: "Ok", "Clear", and "Close".

Each editing function has an associated edit screen for entering the record data. Note that the edit screen has a **Help** button at the top left. Clicking on this

button will bring up the **Help Topics** screen and display the **Help Table of Contents**. The edit screen also displays a calendar for recording the date of the drawing. To use the edit screen, click on the correct calendar date then enter your data into the position input boxes. To save the new data to the file display, click on the **Ok** button. If you make a mistake you can re-enter data by clicking in a box, or you can click on the **Clear** button to clear all boxes and start over.

## Adding Records

To add records to the game display, click the **Add** button in the **File Maintenance** box. The file display will shift up so you can see the latest record entered into the file and the edit screen will appear.

To the left on the edit screen is a calendar showing the next date in sequence for a new record. Correct the date if necessary then enter the record data into the input boxes and click on **Ok** to accept the input and update the display. The new record will appear at the bottom of the display, the edit screen will update the calendar for the next sequential date, and the input boxes will clear in preparation for the next record. When you are finished adding records, click on the **Close** button and the edit screen will close.

## Modifying Records

To modify an existing record you must first select it in the file display. Click on the record with your mouse then click on the **Modify** button. An alternative is to double-click on the record. Either action will cause the edit screen to appear. Enter the calendar data and new record data and click on **Ok** to accept the input. The file display will be updated and the edit screen will close.

## Inserting a Record

A new record can be inserted into any position of the file display. Click on the record position where you wish to insert a record, then click on the Insert button in the **File Maintenance** box. The standard edit screen will appear. Enter the calendar data and new

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record data and click on **Ok** to accept the input. All records from the insertion point will be shifted down and renumbered, and the new record will occupy the position that had been selected.

## Deleting Records

Any record or range of records can be deleted from the file display. To delete a single record, click on the target record in the file display then click on the **Delete** button. To delete a range of records, drag your mouse across the target records in the display while holding down the left mouse button, then release the mouse button and click on the **Delete** button.

You will see a message box asking you to confirm the deletions. Click on **Yes** to accept the deletion or click on **No** to cancel the operation. After accepting the deletions the file display will be updated and the records will be renumbered to reflect the changes.

## Saving the Changes to the Display

Any changes made to the file display affect the display only. To save the changes permanently to the actual game file you must click on the **Save** button in the file view screen. You can save at any time. If you attempt to exit the display after making changes without first saving you will be prompted to save. If you exit the screen with saving, all changes will be lost.

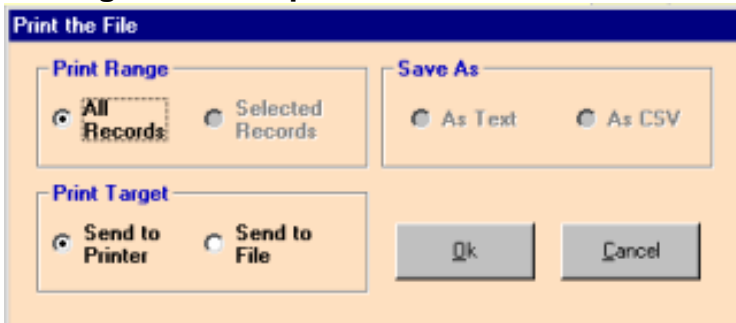
## Printing the Game File Records

The contents of game file can be printed to your printer or to a file on any drive. When printing to a file you have the option of saving the output as formatted text or as comma-delimited (CSV) text suitable for importing into a spreadsheet program for further manipulation.

## Preparing to Print

You can print either the entire file or a range of selected records within the file. To print a selected range, click with your mouse on the first record to be printed and then, while holding down the left mouse button drag the mouse either up or down the record display. When you reach the last record you wish printed, release the left mouse button and then click on the **Print** button. The selected records will be highlighted in blue. By not selecting any records you are indicating to the program that you wish to print the contents of the entire file.

## Setting the Print Options



After clicking the **Print** button a **Print Options** window will appear. The options screen lets you select between printing to a printer or printing to a file. It also indicates whether all records or just selected records will be printed. If you had some records selected but really intended to print the entire file, just

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click on the **All Records** option to change the setting. If you wanted to print just a range of records but forgot to select them, you will need to exit the Print Options screen and return to the file display to select your records.

## Printing to a Printer or a File

Printing to the printer is the default option. To accept this option just click on the **Ok** button, then verify your printer settings in the popup dialogue and click on **Ok** again. The record data will be sent to your printer.

To print to a file, click on the **Send to File** option and then click on **Ok**. A **Print to File** dialogue box will appear. Enter a name for the file into the **File name** box and check the setting of the **Save as type** box located below the File name box. The **Save as type** box lets you specify that the file be saved as either plain text or CSV (comma-separated-value). Make your selection and click on the **Save** button. After the file is saved you are returned to the file display. To view the saved file later you will need to exit the program and pull the file up in a text editor or viewer.

## Searching a File by Numbers

The contents of a file can be searched by any single position or across all positions, and

| Record | Date       | P1 | P2 | P3 | P4 | Match | Skips |
|--------|------------|----|----|----|----|-------|-------|
| 2      | 07/23/1981 | 4  | 6  | 8  | 3  | 1     | 1     |
| 10     | 08/20/1981 | 3  | 6  | 8  | 0  | 1     | 7     |
| 11     | 08/25/1981 | 5  | 4  | 9  | 3  | 1     | 0     |
| 12     | 08/27/1981 | 6  | 9  | 3  | 3  | 1     | 0     |
| 14     | 09/03/1981 | 0  | 8  | 5  | 3  | 1     | 1     |
| 19     | 09/22/1981 | 3  | 2  | 6  | 1  | 1     | 4     |
| 25     | 10/13/1981 | 9  | 3  | 4  | 3  | 1     | 5     |
| 26     | 10/15/1981 | 0  | 9  | 1  | 3  | 1     | 0     |
| 30     | 10/29/1981 | 1  | 0  | 3  | 2  | 1     | 3     |
| 31     | 11/03/1981 | 3  | 8  | 8  | 3  | 1     | 0     |
| 32     | 11/05/1981 | 6  | 1  | 7  | 3  | 1     | 0     |
| 34     | 11/12/1981 | 6  | 6  | 7  | 3  | 1     | 1     |
| 37     | 11/24/1981 | 3  | 5  | 7  | 4  | 1     | 2     |
| 40     | 12/03/1981 | 8  | 7  | 7  | 3  | 1     | 2     |
| 49     | 01/05/1982 | 3  | 4  | 4  | 1  | 1     | 8     |
| 52     | 01/14/1982 | 6  | 2  | 2  | 1  | 1     | 2     |
| 54     | 01/21/1982 | 2  | 2  | 7  | 1  | 1     | 1     |

can be searched across the entire file or by any selected range of records within the file.

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Searching a Game file can reveal patterns of combination types.

## Valid Records

Valid records are those records found to have met the conditions imposed below.

## Search Numbers

This is where you enter the numbers that will become the subject of the search. You can enter numbers in a single position or in all positions.

## Number Order

**Any Order:** Indicates that records are accepted if they contain search numbers in *any* position in the Search Numbers box.

**Exact Order:** Indicates that records can be accepted only if they contain search numbers in the *exact* position in the Search Numbers box.

## Show Hits

**Any Numbers:** Indicates that records can be accepted if they contain *any* of the search numbers.

**All Numbers:** Indicates that records can be accepted only if they contain *all* of the search numbers.

**Note:** The **Number Order** and **Show Hits** functions work very closely together and should be considered as a single function. The four possible combinations are:

Any Order - Any Numbers

Any Order - All Numbers

Exact Order - Any Numbers

Exact Order - All Numbers

## Search Area

The search area is that part of the database that will be included in the search. If you enter the search function without specifying a range of records (by highlighting them in advance) then the entire database will be searched and the Search Area will show a dot next to **All Records**. If you selected a range of records first then the dot will appear next to **Selected Records**. This cannot be changed from within the search screen. To make a change in the search area you must exit the search function and either select or de-select records in the file display.

## Search Summary

The Search Summary shows the cumulative results of the search.

**Total Records Hit:** The number of records found that match the settings.

**Average Hit Frequency:** The frequency of hits for the above records within the search area.

**Skips Since Last Hit:** The number of draws, within the search area, that have elapsed since the last occurrence of a valid record.

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**Least Skips Between Hits:** The smallest recorded interval between two valid records. A zero indicates that at least once two valid records in a row were found.

**Most Skips Between Hits:** The greatest recorded interval between two valid records.

## Search Results

The Search Results displays as a grid to the right in the search screen and shows the entire contents of all valid records that were found.

## Searching a File by Structure

The structure of a file is the way that the numbers in the individual records fall into numeric patterns and into different combination types (such as doubles, triples, pairs, pair-doubles, etc.). Creating bets that match hot structures can make them more effective.

| Record | Date       | P1 | P2 | P3 | P4 | Match | Skips |
|--------|------------|----|----|----|----|-------|-------|
| 31     | 11/03/1981 | 3  | 8  | 8  | 3  | 1     | 30    |
| 44     | 12/17/1981 | 7  | 3  | 3  | 7  | 1     | 12    |
| 67     | 03/09/1982 | 9  | 0  | 0  | 9  | 1     | 22    |
| 75     | 04/06/1982 | 1  | 0  | 0  | 1  | 1     | 7     |
| 106    | 07/22/1982 | 8  | 7  | 8  | 7  | 1     | 30    |
| 122    | 09/16/1982 | 8  | 9  | 8  | 9  | 1     | 15    |
| 155    | 12/07/1982 | 4  | 0  | 4  | 0  | 1     | 32    |
| 164    | 12/17/1982 | 4  | 2  | 2  | 4  | 1     | 8     |
| 167    | 12/21/1982 | 7  | 7  | 1  | 1  | 1     | 2     |
| 188    | 01/14/1983 | 2  | 2  | 6  | 6  | 1     | 20    |
| 242    | 03/20/1983 | 3  | 1  | 1  | 3  | 1     | 53    |
| 279    | 05/02/1983 | 0  | 2  | 0  | 2  | 1     | 36    |
| 375    | 08/22/1983 | 2  | 7  | 7  | 2  | 1     | 95    |
| 405    | 09/26/1983 | 7  | 7  | 1  | 1  | 1     | 29    |
| 482    | 01/06/1984 | 2  | 3  | 2  | 3  | 1     | 76    |
| 510    | 02/14/1984 | 4  | 2  | 4  | 2  | 1     | 27    |
| 522    | 03/02/1984 | 1  | 4  | 4  | 1  | 1     | 11    |

## Starting the Search

File searching is performed while in View/Edit mode. Select the range of records that you wish to examine and then click on the Structure button in the search panel at the bottom of the View/Edit screen. If you do not select a range of records then the entire game database will be used in the search.

The structure search has two basic components; Balance Limits and Combinations . In order for a search to begin you must first set a value under one or the other, or both. Only records that meet all conditions will be displayed.

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## Balance Limits:

Balance Limits are the minimum and maximum values allowed in certain numeric constructions.

|                  |   |
|------------------|---|
| <b>Min Even</b>  | Minimum even numbers required           |
| <b>Max Even</b>  | Maximum even numbers allowed            |
| <b>Min Below</b> | Minimum numbers below the mid-point (5) |
| <b>Max Below</b> | Maximum numbers below the mid-point (5) |
| <b>Low Sum</b>   | Lowest sum or root allowed              |
| <b>High Sum</b>  | Highest sum or root allowed             |

## Search Area

The search area is that part of the database that will be included in the search. If you enter the search function without specifying a range of records (by highlighting them in advance) then the entire database will be searched and the Search Area will show a dot next to All Records. If you selected a range of records first then the dot will appear next to Selected Records. This cannot be changed from within the search screen. To make a change in the search area you must exit the search function and either select or de-select records in the file display.

## Combinations:

Combinations are the ways in which a group of numbers relate to each other. Enter a check into each type that should be displayed.

### Pairs (CDN's)

Record has two or more consecutive numbers

### All CDN's

All numbers within the record are consecutive

### Doubles

Contains two numbers the same with any other number

### Pair Doubles

Contains one set of doubled numbers with a consecutive pair

### Db1 Doubles

Contains two sets of different doubled numbers

### Triples

Contains three numbers the same

### Quads

Contains four numbers the same

### No-match

Contains no doubled numbers

### Wild Match

Contains no doubled numbers or consecutive numbers

### Multiple Pairs

Two sets of unconnected consecutive numbers

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## Search Summary:

### Records Searched

The number of records in the database that were used in the search

### Total Records Hit

Number of drawings found that match the search conditions

### Avg Hit Frequency

Average interval between drawings that match the search conditions

### Skips Since Last Hit

Drawings that have elapsed since search conditions were met

### Least Skips Between Hits

Smallest interval between drawings that match the search conditions

### Most Skips Between Hits

Largest interval between drawings that match the search conditions

## Search Results

The Search Results displays as a grid to the right in the search screen and shows the entire contents of all valid records (records that match all of the search conditions) were found.

## Control Buttons:

Used to select the search form options

### Start

Starts the search after the search conditions have been set

### Exit

Cancels the current search operation and exits the screen

### Reset

Clears all search conditions and results

### Print

Print the search results to the printer

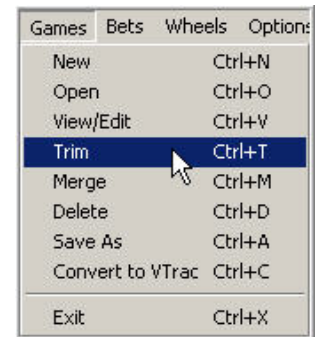
### Print Form

Prints a screen capture of the search form (note: this function does not work properly with some inkjet printers)

## Trimming a Game File



Trimming is the process of converting a Pick-4 game to a Pick-3 game. It is for use on Pick-4 games that allow bets to be placed on the front three numbers or back three numbers just as if you were playing a Pick-3 game. Trimming strips out the front three or back three numbers and saves them to a separate file. Once the new file has been saved it can be loaded, edited, updated, and analyzed like any normal Pick-3 game.



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To trim a file, select Trim from the Games menu. When the file dialog appears, select the file you wish to trim and click on Ok. When the Trim Form appears, specify either the front three or back three by clicking on the option button, and then click on the Save button to open the 'Save File' dialog. Enter a name for the new Pick-3 file (Example: NY4Frnt3 ) and save to your game directory. Note that the Trim function works only with Pick-4 games.

## Creating a New Game File

A new game file requires at least a single game drawing. To create a new game file from scratch, select **Games** and then select **New** from the main menu. The **Create New Game File** screen will appear. This screen initializes the new file and provides the starting game drawing record required to make it active.

The screenshot shows the 'New Game File' dialog box. It has a title bar 'New Game File'. On the left, there is a 'Starting Date' section with a calendar. The calendar shows December 2000, with the 27th selected. To the right of the calendar is a 'File Type' section with two radio buttons: 'Pick-3' (selected) and 'Pick-4'. Below that is a 'First Record' section with four input boxes labeled 'Pos.1', 'Pos.2', 'Pos.3', and 'Pos.4'. The values entered are 3, 5, 7, and an empty box. At the bottom are 'Ok' and 'Cancel' buttons.

When the **Create New Game File** screen appears, click on the proper option in the **File Type** section. Select the correct date for the drawing in the calendar section, then enter the initial game drawing numbers in the input boxes in the **First Record** section. After the numbers are entered,

click on the **Ok** button to open the Save dialogue box. Enter a name

for the new file and click on the **Save** button. If you already had a game file active when you began the create process, the old game file will be closed. The new game file will become active and you will be transferred to the **Game File View** screen to begin adding additional game drawings to the file.

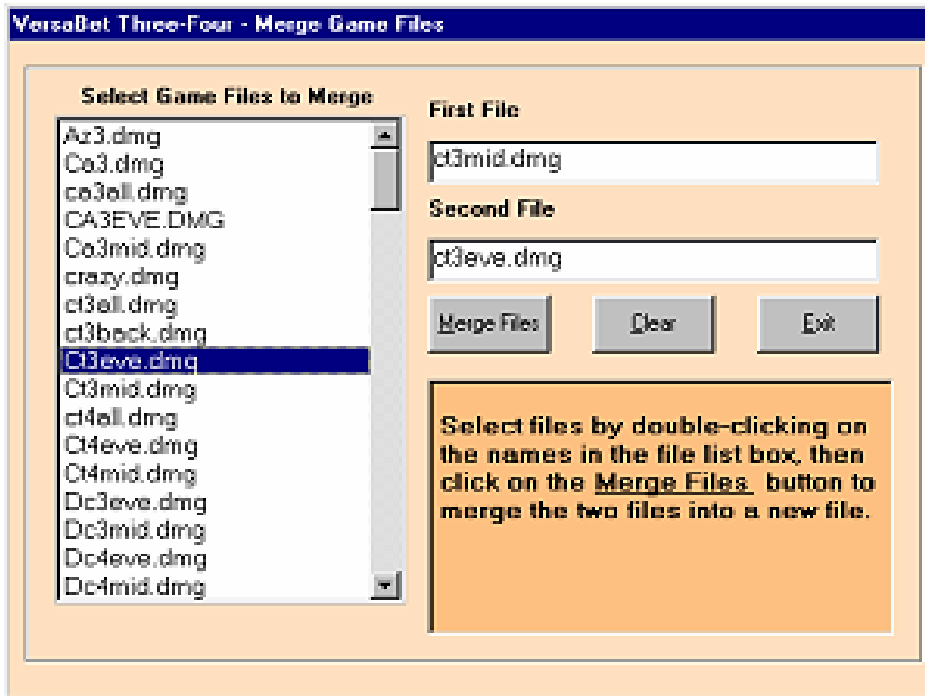
## Merging Game Files

The Merge feature allows you to combine game files of the same type into a single file while keeping the dates in proper order. For instance, if your game has both midday and evening drawings you can combine the two and analyze them as if they were the same game. Many players argue that they *are* the same game, and that better results can be achieved this way. Merging does not change the original files in any way.

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To use the merge function, select **Merge** from the Games menu. On the left side of the Merge window is a file list for selecting the two files you wish to merge. Note that both files



must be of the same game-type and that attempting to merge a Pick-3 with a Pick-4 game will generate an error.

Files are selected by placing the mouse pointer on the required file and double-clicking with the left mouse button. After each file is selected its name will appear in a box under either the **First File** or **Second File** label. When both files have been selected, click on the **Merge Files** button.

If you make a mistake in your file selection you can click on the Clear button and re-select your files.

Note that the file to be merged should be **First File** and the file that you are merging into should be **Second File**. To use a common example, when merging a midday game drawing file with an evening game drawing file, the midday file should be **First File** and the evening file should be **Second File**. Doing it this way ensures that the new file will list the midday records before the evening records.

After clicking on Merge Files, a file dialog box will appear and you will be prompted to enter a name for the new file that will contain the data of both selected files. Enter the file name and click on **Ok**. If you have entered a file name that already exists you will be asked if you wish to overwrite the existing file. To proceed, click on **Ok**. To back out and try again with a new file name, click on **Cancel**.

You will be prompted when the file merge has completed, after which you can merge another set of files or exit back to the main screen. If desired, the newly-created file can be merged with a third file. This would be useful if your game, like the Oregon Pick-4, draws more than twice daily. You can continue merging merged files until all games have been combined into a single file.

Once merging is complete the new file can be loaded and manipulated like any other game file.

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## Game Analysis (Reports)

All game analysis features (**Reports**) are available only from within the **Game History View**. In order to perform analysis you must first select and display a game file. To choose an analysis function click on the **Reports** menu at the top of the **Game History View** screen.

### Purpose

Game file reports tell you how the numbers work within a particular game and are intended to show patterns and trends for numbers in various combinations and within combination types. The purpose of any report is to provide you some insight into how your bets should be constructed. The available reports are listed below. More will be added later and will be available as free updates to all registered users of the program.

### The Profile Report

The Profile Report is a master chart showing the activity of numbers across the various positions. The numbers are shown at the far left in both grids. As in the other reports (except

the **Trends Report**), the report is based on the records that were selected in the **Game History View**. If no more than one record was selected then the report is based on the entire game file. Viewing the leftmost

Game Profile for File MA4.DMG : All Records

| Drawn by Position |       |       |       |       |       | Draw Frequency |       |       |       |       | Since Drawn |       |       |       | Most Frequently |              |
|-------------------|-------|-------|-------|-------|-------|----------------|-------|-------|-------|-------|-------------|-------|-------|-------|-----------------|--------------|
| #                 | Pos 1 | Pos 2 | Pos 3 | Pos 4 | Total | Pos 1          | Pos 2 | Pos 3 | Pos 4 | Total | Pos 1       | Pos 2 | Pos 3 | Pos 4 | Paired With     | Doubled With |
| 0                 | 843   | 794   | 859   | 798   | 3294  | 10.0           | 10.6  | 9.8   | 10.5  | 2.5   | 0           | 4     | 9     | 7     | 2 (879)         | 2 (88)       |
| 1                 | 817   | 806   | 855   | 807   | 3285  | 10.3           | 10.4  | 9.8   | 10.4  | 2.6   | 27          | 16    | 0     | 1     | 2 (847)         | 3 (99)       |
| 2                 | 870   | 870   | 850   | 838   | 3428  | 9.6            | 9.6   | 9.9   | 10.0  | 2.4   | 3           | 6     | 1     | 12    | 0 (879)         | 4 (91)       |
| 3                 | 834   | 846   | 855   | 846   | 3381  | 10.1           | 9.9   | 9.8   | 9.9   | 2.5   | 1           | 0     | 17    | 29    | 5 (862)         | 1 (98)       |
| 4                 | 847   | 839   | 825   | 875   | 3386  | 9.9            | 10.0  | 10.2  | 9.6   | 2.5   | 12          | 7     | 8     | 10    | 2 (868)         | 6 (101)      |
| 5                 | 829   | 847   | 820   | 851   | 3347  | 10.1           | 9.9   | 10.2  | 9.9   | 2.5   | 10          | 3     | 24    | 4     | 3 (862)         | 1 (93)       |
| 6                 | 838   | 834   | 834   | 836   | 3342  | 10.0           | 10.1  | 10.1  | 10.0  | 2.5   | 8           | 13    | 3     | 0     | 4 (850)         | 4 (99)       |
| 7                 | 854   | 848   | 853   | 849   | 3404  | 9.8            | 9.9   | 9.8   | 9.9   | 2.5   | 4           | 1     | 2     | 41    | 0 (867)         | 2 (102)      |
| 8                 | 833   | 860   | 827   | 859   | 3379  | 10.1           | 9.8   | 10.1  | 9.8   | 2.5   | 6           | 2     | 5     | 3     | 0 (842)         | 3-4 (97)     |
| 9                 | 825   | 846   | 812   | 831   | 3314  | 10.2           | 9.9   | 10.3  | 10.1  | 2.5   | 7           | 22    | 4     | 2     | 5 (825)         | 2 (94)       |

| # | As CD Pair | Freq. as CD Pair | Since CD Pair | As Double | Freq. as Double | Since Double | As CD Double | Freq. as CD Dbl | Since CD Double |
|---|------------|------------------|---------------|-----------|-----------------|--------------|--------------|-----------------|-----------------|
| 0 | 1433       | 5.85             | 0             | 395       | 21.24           | 9            | 151          | 55.56           | 9               |
| 1 | 1460       | 5.75             | 0             | 434       | 19.33           | 27           | 161          | 52.11           | 27              |
| 2 | 844        | 9.94             | 1             | 428       | 19.60           | 15           | 87           | 96.44           | 147             |
| 3 | 810        | 10.36            | 29            | 427       | 19.65           | 66           | 78           | 107.56          | 473             |
| 4 | 835        | 10.05            | 10            | 450       | 18.64           | 10           | 99           | 84.75           | 10              |
| 5 | 786        | 10.67            | 3             | 427       | 19.65           | 59           | 84           | 99.88           | 130             |
| 6 | 806        | 10.41            | 22            | 437       | 19.20           | 13           | 87           | 96.44           | 25              |
| 7 | 814        | 10.31            | 2             | 454       | 18.48           | 22           | 93           | 90.22           | 83              |
| 8 | 766        | 10.95            | 2             | 447       | 18.77           | 6            | 83           | 101.08          | 11              |
| 9 | 800        | 10.49            | 4             | 430       | 19.51           | 14           | 61           | 137.54          | 14              |

**Longest Out**

Position 1: **1 (27)**

Position 2: **9 (22)**

Position 3: **5 (24)**

Position 4: **7 (41)**

No-match Pair: **3 - 4 (29)**

Double: **3 - 3 (66)**

panel in the **Status Bar** at the bottom of the screen will remind you as to what part of the file is being used. An explanation of the terms used in the report are shown below:

### Drawn by Position

Shows the number of times each number has hit in a given position

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## Draw Frequency

Shows the frequency of a number being drawn in a given position

## Since Drawn

Shows the number of draws that have elapsed since a number was drawn in a given position.

## Most Frequently Paired With

Shows the other numbers that the target number is most frequently drawn with.

## Most Frequently Doubled With

Shows the doubled numbers that the target number is most frequently drawn with.

## As CD Pair

CD means *consecutive digit*. This section shows the occurrence patterns of each number as part of a consecutive digit pair.

## As Double

Shows the occurrence patterns of each number to appear as a doubled number.

## CD Doubles

Shows the occurrence patterns of each number to appear as a consecutive digit with a doubled number.

## Longest Out

Shows which numbers in each position have been out the longest since hit, followed the number of games that have elapsed since these were last drawn. Also shows the longest out no-match pair and the longest out doubled number.

## The Combo Reports

The term *Combo* as used in VersaBet means any group of numbers, between 0-9, that could make up a legal bet in the game under consideration. This would be any three numbers in a Pick-3 game or any four numbers in a Pick-4 game. In a Pick-3 game there are 1,000 possible *straight* combinations and 220 possible *boxed* combinations. In a Pick-4 game there are 10,000 possible straight combinations and 715 possible boxed combinations.

With *straight* combos, the position of a number within a combo matters. Each arrangement is considered unique. For example, the combo 3-4-5 is different from the combo 5-4-3. With *boxed* combos the reverse is true: 3-4-5 is the same as 5-4-3.

These differences are important when formulating your betting philosophy. Straight hits pay better than boxed hits but are harder to achieve. Boxed hits, while offering lower payouts, are more accessible to consistent winning.

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The Combo Reports shows every combination of numbers available in the game and the activity history of the combos in the game drawings. The combos in this section are shown in **boxed** form, but the information below applies equally to **straight** combos.

**Boxed Combo Report for NY3EYE.DMG: All 220 Combos**

| Boxed Combos | Total Hits | Hit Average | Hit Median | Curr. Skips | Avg Skip Btw Hits | Most Out | Due |
|--------------|------------|-------------|------------|-------------|-------------------|----------|-----|
| 0 0 0        | 11         | 794.3       | 713        | 462         | 751.3             | 2646     |     |
| 0 0 1        | 26         | 336.0       | 234        | 100         | 331.2             | 1289     |     |
| 0 0 2        | 31         | 281.8       | 232        | 285         | 271.6             | 896      |     |
| 0 0 3        | 32         | 273.0       | 221        | 164         | 266.9             | 1179     |     |
| 0 0 4        | 23         | 379.9       | 241        | 14          | 378.3             | 1507     |     |
| 0 0 5        | 23         | 379.9       | 303        | 7           | 378.6             | 1921     |     |
| 0 0 6        | 35         | 249.6       | 201        | 135         | 244.8             | 710      |     |
| 0 0 7        | 24         | 364.0       | 280        | 144         | 357.0             | 1505     |     |
| 0 0 8        | 25         | 349.5       | 348        | 247         | 338.6             | 939      |     |
| 0 0 9        | 23         | 379.9       | 355        | 10          | 378.4             | 1189     |     |
| 0 0 11       | 17         | 513.9       | 300        | 337         | 493.1             | 1836     |     |
| 0 1 2        | 70         | 124.8       | 89         | 16          | 123.6             | 740      |     |
| 0 1 3        | 49         | 178.3       | 87         | 681         | 163.4             | 681      | Yes |
| 0 1 4        | 52         | 168.0       | 119        | 132         | 164.5             | 876      |     |
| 0 1 5        | 46         | 189.9       | 132        | 99          | 186.8             | 762      |     |
| 0 1 6        | 46         | 189.9       | 103        | 85          | 187.1             | 592      |     |
| 0 1 7        | 54         | 161.8       | 113        | 625         | 149.2             | 625      | Yes |
| 0 1 8        | 68         | 128.5       | 98         | 48          | 126.8             | 512      |     |
| 0 1 9        | 53         | 164.8       | 117        | 62          | 162.7             | 651      |     |
| 0 2 2        | 32         | 273.0       | 179        | 251         | 264.2             | 871      |     |
| 0 2 3        | 42         | 208.0       | 176        | 213         | 202.0             | 596      |     |
| 0 2 4        | 50         | 174.7       | 109        | 246         | 168.8             | 720      |     |
| 0 2 5        | 56         | 156.0       | 137        | 340         | 148.9             | 468      | Yes |

| Combo Summary | Total Hits | Hit Avg | Hit Med'n | Curr. Skips | Avg Skip Btw Hits | Most Out |
|---------------|------------|---------|-----------|-------------|-------------------|----------|
| Triples       | 113        | 77.3    | 57        | 187         | 74.7              | 330      |
| Doubles       | 2374       | 3.7     | 3         | 1           | 2.7               | 21       |
| CD Doubles    | 487        | 17.9    | 16        | 10          | 20.5              | 122      |
| CD Pairs      | 4101       | 2.1     | 2         | 0           | .1                | 10       |
| No Match      | 6250       | 1.4     | 1         | 0           | .4                | 7        |
| Wild Match    | 2636       | 3.3     | 3         | 2           | 2.5               | 20       |
| Consec's      | 518        | 16.9    | 11        | 13          | 15.8              | 111      |
| 2-Carried     | 1101       | 7.9     | 5         | 3           | 6.9               | 95       |
| 0-Carried     | 3420       | 2.6     | 2         | 0           | 1.6               | 22       |
| All Even      | 1101       | 7.9     | 6         | 14          | 6.9               | 46       |
| All Odd       | 1173       | 7.4     | 5         | 1           | 6.4               | 52       |
| 1 Ev-2 Odd    | 3211       | 2.7     | 2         | 2           | 1.7               | 14       |
| 2 Ev-1 Odd    | 3252       | 2.7     | 2         | 0           | 1.7               | 14       |

**Boxed Combo Detail**

|            |             |            |  |
|------------|-------------|------------|--|
| Quads      | All Consec. | 1 Ev-2 Odd | <input type="button" value="Reset"/><br><input type="button" value="Print"/><br><input type="button" value="Close"/> |
| Triples    | No Match    | 2 Ev-1 Odd |  |
| Doubles    | Wild Match  | 1 Ev-3 Odd |  |
| CD Doubles | All Even    | 2 Ev-2 Odd |  |
| CD Pairs   | All Odd     | 3 Ev-1 Odd |  |

Combo Sort Options:    
 Combos Found:

As in the other reports (except for the **Trends Report**), this report is based on the records that were selected in the **Game History View**. If no more than one record was selected then the report is based on the entire game file. Viewing the leftmost panel in the **Status Bar** at the bottom of the screen will remind you as to what part of the file is being used.

The grid to the left in red border shows all combos and their draw history. The grid can be sorted by any column. For instance you could sort by hits in descending order and have all of the hottest combos listed first at the top of the display. In addition to the hits, skips, and frequency columns there is a **Due** column. This column indicates if a combo is ready to be drawn as determined by a built-in formula.

**Combo Sort Options**

- Combos - Ascending Order
- Combos - Descending Order
- Hits - Ascending Order
- Hits - Descending Order
- Hit Averages - Ascending Order
- Hit Averages - Descending Order
- Hit Medians - Ascending Order
- Hit Medians - Descending Order

**Combos Found**

The grid to the right in blue shows a summary of the activities of the combos by category type. The category types are listed and defined below:

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**Quads:** Four numbers the same. ( Pick 4 game only, 5-5-5-5 )

**Triples:** Three-numbers the same ( 5-5-5 )

**Doubles:** Two numbers the same ( 5-5 )

**CD Doubles:** A combo with a doubled number and a consecutive pair (5-5-6)

**CD Pairs:** A combo with at least two consecutive numbers (5-6)

**No-match:** A combo that contains no doubled numbers.

**Wild Match:** A combo that contains no doubled numbers or consecutive numbers.

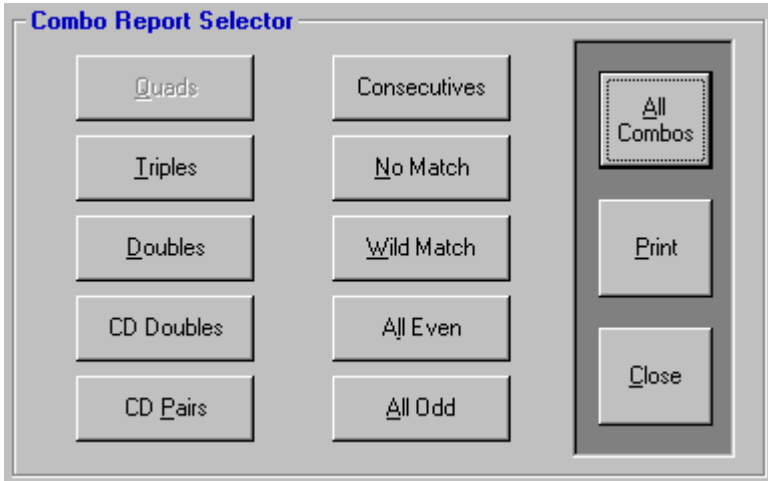
**Consecutives:** A combo with all consecutive numbers.

**2-Carried:** Where two or more numbers were carried from one draw to the next.

**0-Carried:** Where no numbers were carried from one draw to the next.

**All Even:** A combo with all even numbers.

**All Odd:** A combo with all odd numbers



The **Combo Report** also includes a **Report Selector** that allows you to view the details of the category types. Clicking a button for a

category changes the display in the left grid to show all combos of that type. Clicking the **All Combos** button restores the original display.

## The Pairs Report

The Pairs Report shows every set of paired numbers available in the game and the activity

| Boxed Pairs | Total Hits | Hit Average | Hit Median | Curr. Skips | Skip Average | Most Out | Due |
|-------------|------------|-------------|------------|-------------|--------------|----------|-----|
| 0 0         | 5          | 27.6        | 14         | 39          | 18.8         | 56       |     |
| 0 1         | 5          | 27.6        | 18         | 20          | 22.6         | 61       |     |
| 0 2         | 8          | 17.3        | 17         | 6           | 15.5         | 24       |     |
| 0 3         | 6          | 23.0        | 5          | 42          | 15.0         | 65       | Yes |
| 0 4         | 6          | 23.0        | 11         | 5           | 21.2         | 58       |     |
| 0 5         | 7          | 19.7        | 14         | 6           | 17.9         | 44       |     |
| 0 6         | 7          | 19.7        | 19         | 17          | 16.3         | 35       | Yes |
| 0 7         | 6          | 23.0        | 19         | 22          | 18.3         | 37       |     |
| 0 8         | 8          | 17.3        | 7          | 42          | 11.0         | 41       | Yes |
| 0 9         | 4          | 34.5        | 33         | 22          | 28.0         | 39       |     |
| 1 1         | 2          | 69.0        | 64         | 10          | 63.0         | 106      |     |
| 1 2         | 7          | 19.7        | 5          | 13          | 16.9         | 44       |     |
| 1 3         | 8          | 17.3        | 21         | 4           | 15.8         | 27       |     |
| 1 4         | 9          | 15.3        | 11         | 1           | 14.2         | 43       |     |
| 1 5         | 12         | 11.5        | 8          | 1           | 10.4         | 36       |     |
| 1 6         | 9          | 15.3        | 13         | 7           | 13.6         | 58       |     |
| 1 7         | 9          | 15.3        | 8          | 16          | 12.6         | 38       |     |
| 1 8         | 7          | 19.7        | 15         | 2           | 18.4         | 36       |     |
| 1 9         | 9          | 15.3        | 9          | 4           | 13.9         | 50       |     |
| 2 2         | 4          | 34.5        | 33         | 14          | 30.0         | 45       |     |
| 2 3         | 8          | 17.3        | 14         | 18          | 14.0         | 26       |     |
| 2 4         | 9          | 15.3        | 12         | 14          | 12.8         | 24       |     |
| 2 5         | 10         | 13.8        | 8          | 6           | 12.2         | 36       | Yes |

| Pair Summary | Total Hits | Hit Average | Hit Median | Curr. Skips | Skip Average | Most Out |
|--------------|------------|-------------|------------|-------------|--------------|----------|
| Doubles      | 24         | 5.8         | 14         | 0           | 15.2         | 47       |
| No Match     | 114        | 1.2         | 1          | 0           | .2           | 2        |
| Consec's     | 71         | 1.9         | 4          | 1           | 4.3          | 22       |

Pair Report Selector

Buttons: Doubles, No Match, Consec's, Even Pairs, Odd Pairs, All Pairs, Print, Close

Straight Positions: 1-2, 1-4, 1-3, 2-4, 2-3, 3-4

Pair Sort Options: Pairs - Ascending Order

history of the pairs in the game drawings. The pairs can be viewed in both straight (position matters) and **boxed** (position doesn't matter) form. The default is boxed form (55 sets of pairs) but can be changed to straight (100 sets of pairs) by button selections in the **Reports Selector** section.

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As in the other reports (except the **Trends Report**), the report is based on the records that were selected in the **Game History View**. If no more than one record was selected then the report is based on the entire game file. Viewing the leftmost panel in the **Status Bar** at the bottom of the screen will inform you as to what part of the file is being used.

## The Grid Displays

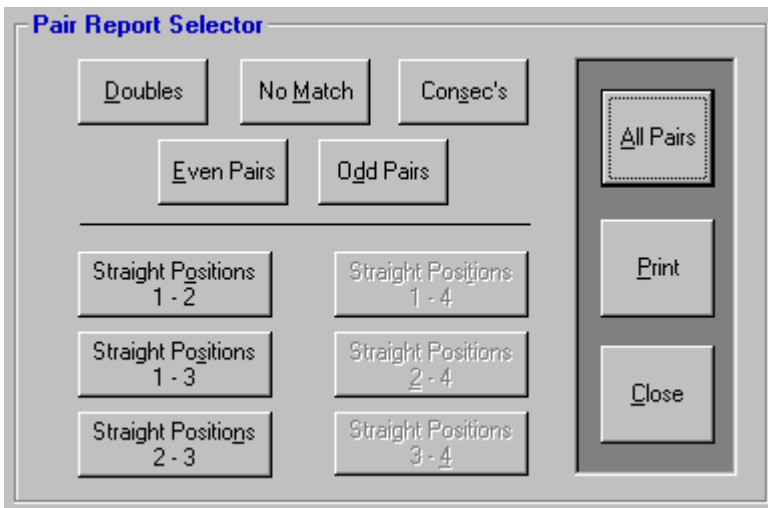
The **Pairs** grid to the left shows all pairs and their draw history. The grid can be sorted by any column. For instance you could sort by hits in descending order and have all of the hottest pairs listed first at the top of the display. In addition to the hits, skips, and frequency columns there is a **Due** column. This column indicates if a pair is ready to be drawn as determined by a built-in formula.

The **Summary** grid to the right shows a summary of the activities of the pair by category type. The category types are listed and defined below:

**Doubles:** Two numbers the same ( 5-5 )

**No-match:** A combo that contains no doubled numbers.

**Consecutives:** A combo with all consecutive numbers.



## The Report Selector

The **Pair Report** includes a **Report Selector** that allows you to view the details of the category types and view pairs in straight form by position.

## Examining the Categories with the Report Selector

Clicking a button for a category changes the display in the left (Pairs) grid to show all combos of that type. Two additional categories are available that do not appear in

the **Summary** grid; these are **Even Pairs** and **Odd Pairs**. Clicking on one of these produces a corresponding display for that type in the Pairs grid.

## Examining by Position with the Report Selector

When the report starts it displays the pairs in boxed form. It is possible to get a more comprehensive picture of pair activity by viewing them in straight form and by the positions in the bet in which they actually occurred. To do so, click on the **Straight Positions** button for the positions you wish to examine.

The Pairs grid will change from the 55 boxed pairs and now display all 100 straight pairs for the positions requested.

Clicking the **All Combos** button restores the original display of the 55 boxed pairs.

# VersaBet Three-Four User's Guide

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## The Sums and Roots Reports

### Sum and Root Tracking

The purpose of separating a game drawing into Sums or Roots is to create simplified categories for tracking the behavior of the game numbers and reducing the number of combinations to be considered for play. In a standard Pick-3 game there are 220 possible 'boxed' combinations of numbers. However, the greatest number of Sums available is only 28 (0-27) and within the available Sums the greatest number of boxed combinations is 15 (most Sums have fewer than 15 combinations within them).

So for the player, the choice is either to track the activity of all of the numbers and then select from 220 possible boxed combinations, or to track only the 28 Sums and from them select the most likely to occur and then select from 15 or fewer possible combinations that can make up that Sum.

Using Roots (instead of Sums) the categories are diminished even further: Instead of 28 categories to select from there are only ten (0-9). It should be noted that the number of combinations available with any given Root is higher than within any given Sum (24-25 except for the Root of 0 which has only one combination), but the number of combinations are still significantly smaller than if using a numbers-only approach.

Success in using Sums and Roots depends on two factors: correctly predicting the Sum or Root, and then selecting the correct number combinations to represent your prediction. VersaBet Three-Four's Sums and Roots analysis reports simplify this process greatly.

### What are Sums and Roots?

Sums and roots are very close to each other in concept. A sum is the result of adding together the individual digits of a game drawing, while a root is the result of adding together the digits of a sum until what is left is a single-digit between 0 and 9. If the sum is only a single digit then the root is the same as the sum.

#### Examples

If the numbers drawn in a 3-number game are 2-4-3 then sum and root are both 9.

$$(2 + 4 + 3 = 9)$$

If the numbers drawn in a 3-number game are 9-9-8 then the sum is  $9 + 9 + 8 = 26$ .

The root of the sum 26 is  $2 + 6 = 8$

In calculating roots, zero's are ignored unless the sum is zero. A sum of 10 would yield a root of  $1 + 0 = 1$

In the same vein, if the root turns out to be greater than a single digit then the digits of the root are added again until the result is a single digit.

( If sum = 29 then root =  $2 + 9 = 11$ : If root = 11 then root =  $1 + 1 = 2$  so the root of the sum 29 is 2 )

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In the sections that follow below, the term Sum is used for convenience but all explanations apply equally to Sums and Roots.

## Understanding the Report Screens

The calculations that produce the sum reports are based on record selections made in the Game History View screen. If no records are selected, or only one record is selected, then the report is based on the entire game database.

There are two screens to the Sums report. The first screen is a Summary screen showing all hit/skip activity for all sums and is the first screen to appear after the report is requested. The second screen is the Detail screen for a particular sum or range of sums and shows the individual number activity as well as the boxed combination activity for the selected sum or sum range. The Detail view is produced by double-clicking on a sum while in the Summary screen.

## The Summary Screen

| Sums Report for AZ3.DMG : All Records |            |             |             |               |  |           |           |            |             |             |             |             |           |
|---------------------------------------|------------|-------------|-------------|---------------|--|-----------|-----------|------------|-------------|-------------|-------------|-------------|-----------|
| Hit/Skip Activity                     |            |             |             |               | Skip Categories > Indicates Current Category |           |           |            |             |             |             |             |           |
| Sum / Range                           | Total Hits | Hit Average | Hit Percent | Current Skips | Skips 0-2                                    | Skips 3-5 | Skips 6-8 | Skips 9-11 | Skips 12-15 | Skips 16-20 | Skips 21-25 | Skips 26-30 | Skips 31+ |
| 0                                     | 1          | 881.0       | .1%         | 428           | 0.0%   | 0.0%      | 0.0%      | 0.0%       | 0.0%        | 0.0%        | 0.0%        | 0.0%        | >100.0%   |
| 1                                     | 3          | 293.7       | .3%         | 288           | 0.0%   | 0.0%      | 0.0%      | 0.0%       | 33.3%       | 0.0%        | 0.0%        | 0.0%        | >66.7%    |
| 2                                     | 6          | 146.8       | .7%         | 157           | 0.0%   | 0.0%      | 0.0%      | 0.0%       | 0.0%        | 0.0%        | 16.7%       | 0.0%        | >83.3%    |
| 3                                     | 11         | 80.1        | 1.2%        | 94            | 0.0%   | 9.1%      | 9.1%      | 0.0%       | 0.0%        | 9.1%        | 0.0%        | 0.0%        | >72.7%    |
| 4                                     | 13         | 67.8        | 1.5%        | 23            | 0.0%   | 7.7%      | 0.0%      | 15.4%      | 7.7%        | 7.7%        | >0.0%       | 0.0%        | 61.5%     |
| 5                                     | 22         | 40.0        | 2.5%        | 30            | 9.1%   | 4.5%      | 9.1%      | 4.5%       | 13.6%       | 4.5%        | 9.1%        | >0.0%       | 45.5%     |
| 6                                     | 20         | 44.1        | 2.3%        | 10            | 10.0%  | 10.0%     | 5.0%      | >0.0%      | 0.0%        | 0.0%        | 10.0%       | 10.0%       | 55.0%     |
| 7                                     | 31         | 28.4        | 3.5%        | 57            | 9.7%   | 16.1%     | 6.5%      | 9.7%       | 6.5%        | 6.5%        | 6.5%        | 6.5%        | >32.3%    |
| 8                                     | 41         | 21.5        | 4.7%        | 2             | >14.6%                                       | 12.2%     | 12.2%     | 2.4%       | 12.2%       | 9.8%        | 9.8%        | 4.9%        | 22.0%     |
| 9                                     | 40         | 22.0        | 4.5%        | 18            | 12.5%  | 15.0%     | 12.5%     | 7.5%       | 12.5%       | >7.5%       | 0.0%        | 2.5%        | 30.0%     |
| 10                                    | 59         | 14.9        | 6.7%        | 7             | 13.6%  | 16.9%     | >13.6%    | 15.3%      | 10.2%       | 10.2%       | 1.7%        | 6.8%        | 11.9%     |
| 11                                    | 66         | 13.3        | 7.5%        | 37            | 19.7%  | 16.7%     | 21.2%     | 6.1%       | 9.1%        | 4.5%        | 7.6%        | 7.6%        | >7.6%     |
| 12                                    | 67         | 13.1        | 7.6%        | 45            | 17.9%  | 11.9%     | 19.4%     | 11.9%      | 11.9%       | 13.4%       | 1.5%        | 4.5%        | >7.5%     |
| 13                                    | 76         | 11.6        | 8.6%        | 11            | 22.4%  | 11.8%     | 19.7%     | >7.9%      | 17.1%       | 7.9%        | 5.3%        | 3.9%        | 3.9%      |
| 14                                    | 57         | 15.5        | 6.5%        | 21            | 14.0%  | 17.5%     | 5.3%      | 14.0%      | 7.0%        | 15.8%       | >10.5%      | 7.0%        | 8.8%      |
| 15                                    | 67         | 13.1        | 7.6%        | 8             | 14.9%  | 23.9%     | >10.4%    | 9.0%       | 16.4%       | 7.5%        | 7.5%        | 1.5%        | 9.0%      |

Period Summary

Low Sum: 0

High Sum: 25

Average Sum: 13.4

Sums Range Spread

1

Sums Sort Options

Sums - Ascending Order

Functions

Print    Print Form    Exit

Starting on the far left, the summary screen lists all of the available sums (or roots) for the active game. A Pick-3 game has 28 possible sums (0-27) while a Pick-4 game has 37 possible sums (0-36). Both types of game have only ten possible roots (0-9).

## The Hit/Skip Activity

The next four columns show the hit and skip activity for each sum or root for the part of the game database that was selected:

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**Total Hits:** The number of times each sum has occurred.

**Hit Average:** The frequency of occurrence of this sum measured in games

**Hit Percent:** The occurrence of this sum as a percentage of all sums.

**Current Skips:** The number of games that have elapsed since this sum occurred.

## The Skip Categories

The remaining columns show the Skip Categories. The report uses nine basic categories and the purpose is to show the recurrence behavior of a sum (or root) after it has been hit. The symbol > within a cell shows where a sum is presently since it last occurred. The percentage number within the cell shows the frequency (the percentage of times) that a particular sum recurs while in the category.

## Sorting

By changing the **Sort Options** settings you can sort the display by any of the four Hit/Skip Activity columns, either ascending or descending.

## Using Ranges of Sums or Roots

Instead of viewing the activity for an individual sum or root, you can use the **Range Spread** control to combine them and analyze the behavior of entire groups. A spread of 1 (the default) means that each sum is examined individually. A spread of 2 combines sums into consecutive groups of two, 3 into groups of three, etc.. Finding a solid range to work with can facilitate creating effective bets with the QuickGen bet generator.

## What to Look For

The purpose of the Sums and Roots Summary report is to help you find sums/roots that are either statistically overdue or are presently in a category where they frequently recur. When you have that information you can use the **Detail View** to find numbers and number-combinations that are effective for those sums or roots. You enter the Detail View by double-clicking on a row in the Summary screen for the sum or root for which you wish to receive more information.

## The Detail View

Sums and roots are made up of component numbers and combinations of numbers. The detail screen shows the distribution of these components within the sum or root by percentage of occurrence. In the sample screen below under Number Activity you can see

that for the selected sum of 8 (which you have determined from the summary screen is due to hit), that number 0 occurs over 40% of the time in position two, that number 3 appears over 40% of the time in position three, and that the number 5 appears over 40% of the time in position one.

So using the above example for the sum of 8, you could create a straight bet of 5-0-3 that totals to a sum of 8 and is constructed of numbers in positions where they most frequently occur.

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An alternative to this is simply to play boxed or combo bets and use all ten of the boxed combinations shown under Combo Activity. In this way if numbers totaling to the sum of 8 are drawn in the game drawing you are assured a win.

Detail for the Selected Sum Range

| Number Activity by Position |            |         |            |         |            |         |            |         |            |         |
|-----------------------------|------------|---------|------------|---------|------------|---------|------------|---------|------------|---------|
| #                           | Pos 1 Hits | Pos 1 % | Pos 2 Hits | Pos 2 % | Pos 3 Hits | Pos 3 % | Pos 4 Hits | Pos 4 % | Total Hits | Total % |
| 0                           | 5          | 20.8    | 10         | 41.7    | 9          | 37.5    |            |         | 24         | 19.5    |
| 1                           | 9          | 42.9    | 7          | 33.3    | 5          | 23.8    |            |         | 21         | 17.1    |
| 2                           | 7          | 38.9    | 7          | 38.9    | 4          | 22.2    |            |         | 18         | 14.6    |
| 3                           | 5          | 23.8    | 7          | 33.3    | 9          | 42.9    |            |         | 21         | 17.1    |
| 4                           | 5          | 38.5    | 4          | 30.8    | 4          | 30.8    |            |         | 13         | 10.6    |
| 5                           | 4          | 44.4    | 3          | 33.3    | 2          | 22.2    |            |         | 9          | 7.3     |
| 6                           | 1          | 11.1    | 1          | 11.1    | 7          | 77.8    |            |         | 9          | 7.3     |
| 7                           | 4          | 57.1    | 2          | 28.6    | 1          | 14.3    |            |         | 7          | 5.7     |
| 8                           | 1          | 100.0   | 0          | 0.0     | 0          | 0.0     |            |         | 1          | .8      |
| 9                           | 0          | 0.0     | 0          | 0.0     | 0          | 0.0     |            |         | 0          | 0.0     |

| Combo Activity |            |         |           |
|----------------|------------|---------|-----------|
| Boxed Combo    | Combo Hits | Combo % | Since Hit |
| 008            | 1          | 2.4     | 540       |
| 017            | 7          | 17.1    | 3         |
| 026            | 6          | 14.6    | 170       |
| 035            | 5          | 12.2    | 17        |
| 044            | 4          | 9.8     | 84        |
| 116            | 3          | 7.3     | 114       |
| 125            | 4          | 9.8     | 144       |
| 134            | 4          | 9.8     | 2         |
| 224            | 1          | 2.4     | 138       |
| 233            | 6          | 14.6    | 163       |

Game: AZ3.DMG  
Sum Range: 8-8  
Records: 881

Print    Print Form    Close

10 Combos Found

Sums have been used in the example above, but the very same strategies can be applied when working with roots rather than sums.

## The Trend Report

In short, the Trend Report gives you numbers to play in a hurry. The numbers are shown in the positions they should be used on your play slip and are based on a comparative

analysis of several ranges of records in your game file database. Note that this report is generated independently of any records that may have been selected in the **Game History View**. It uses built-in settings for the initial results, but allows you to customize the settings if you wish to experiment after the initial report is displayed. To put the report to immediate use, just click on one of the two bet-creation option buttons at the bottom of the display screen. You will be asked to provide a file name, after which the report will close and your bets will be saved and displayed.

Trend Report for: AZ3.DMG

Help

| Most Frequent By Position | Position 1 | Position 2 | Position 3 | Position 4 |
|---------------------------|------------|------------|------------|------------|
| Range 4:<br>90 Draws      | 2          | 2          | 5          |            |
| Range 3:<br>30 Draws      | 1          | 2          | 6          |            |
| Range 2:<br>10 Draws      | 8          | 8          | 6          |            |
| Range 1:<br>3 Draws       | 3          | 7          | 1          |            |

Set Custom Trend Ranges

|                      |                       |                       |                       |                |
|----------------------|-----------------------|-----------------------|-----------------------|----------------|
| Range 1<br>3<br>Span | Range 2<br>10<br>Span | Range 3<br>30<br>Span | Range 4<br>90<br>Span | Start the Scan |
| 831<br>Record #      | 831<br>Record #       | 831<br>Record #       | 831<br>Record #       |                |

Create Straight Bets    Create Boxed Combos    Close

**NOTE: When you first see the report it has already performed its default calculations. If you want to use the default results there is no need to click on the Start the Scan button.** If

you do, nothing will change unless you have change the default settings. See below for details on creating custom reports.

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## How It Works

The report works by backing up a certain number of draws (the **Span**) from a set point in the database (the **Record #**). This is called a **Range**. It then does a frequency check on each number in the range to discover the hottest numbers that occurred within that range.

Parallel ranges are set up for comparison and the result of each range scan is displayed on its own line. What you are looking for is multiple occurrences of the same number within or across positions, using ranges that have some relationship to each other.

By default, the **Trend Report** uses the last record in the database as the starting point in the scan. This appears in the **Record #** box for each range. It then sets four separate ranges for the last 3, 10, 30, and 90 draws. The resulting display shows the number activity over those periods. If the same numbers appear frequently across the positions in more than one recent range it probably indicates a trend for that number.

## Custom Trend Reports - A More Elaborate Example

Using the VA3EVE database, by examining the **Game History View** I see that the last record for February 1997 was 2428 and that there were 24 drawings for that month (you get the count by highlighting all records in the month and checking the **Selected** panel in the **Status Bar**). So the **Record #** for **Range 1** is 2428 and the **Span** is 24 (meaning 24 draws back from record 2428 which covers all drawings for the month).

I gather the same information for drawings for February 98, February 99, and February 00, setting each one up in its own range. The final setup looks like this:

**Feb. 1997 Range 1:** Record # = 2428 Span = 24

**Feb. 1998 Range 2:** Record # = 2741 Span = 24

**Feb. 1999 Range 3:** Record # = 3053 Span = 24

**Feb. 2000 Range 4:** Record # = 3367 Span = 25 (a Leap Year)

I now have my 4 ranges set up. In this example, each **Record #** sets the bottom of the file for each range in a different place, as if you were using four different game history files. When I click on the **Scan** button the display shows me what were the hottest numbers, by position, for the last four years of Februarys. The idea is that if you see a consistent pattern of many of the same numbers repeating in past Februarys, then the Trend Report has revealed a trend that you may want to apply to your plays during February of *this* year.

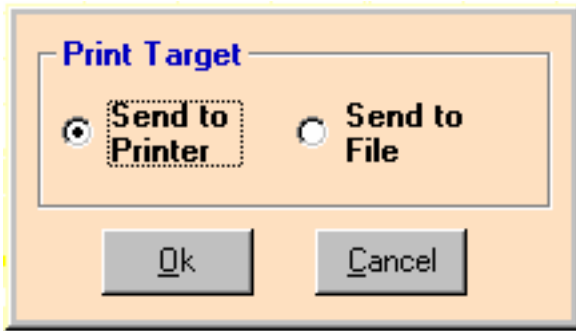
Keep in mind that you don't always need to use all 4 ranges. If you are looking for the results for only one range, or two, then just ignore that part of the display with the other range information, or set a zero in the span box for the other ranges to disable them in the display. Also, which range you use does not matter. The **Range** is just a way of separating information and each range calculates independently of the others.

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## Printing the Reports

Reports can be printed either to your printer or to a file on any drive. After clicking the **Print** button while viewing the file, an options screen appears that allows you to select between the two available print targets.



### Printing to a Printer

Printing to the printer is the default option. To accept this option click on the **Ok** button, then verify your printer settings in the popup dialogue and click on **Ok** again. The report data will be sent to your printer.

### Printing to a File

Selecting the **Send to File** option opens the **Save to File As** dialogue box.

To print to a file, enter a name for the file into the **File name** box and click on the **Save** button. After the file is saved you are returned to the file display. To view the saved file later you will need to exit the program and pull the file up in a text editor or viewer.

## Working with Bet Files

### Understanding the Bet File View

A bet file contains a series of records that hold unique individual bets. Bet files are created either manually one-at-a-time, by using a Wheeling System, or by using the **QuickGen Bet Generator**. In the **Bet File View** screen, the actual bet numbers are shown along with certain major elements that make up the structure of the bet. These elements can be used to help determine if a particular bet meets the statistical patterns found in your lottery game. See the section on **Working with Game Files** for more information on using these elements as an aid to creating bets.

### Manipulating the File Display

You can move through the file display by dragging down the scroll bar to the left, by clicking on the scroll bar's arrow tabs, or by clicking in the display and using your keyboard's arrow keys to scroll up and down.

An individual record or groups of records can be isolated for **File Maintenance** operations by selecting them with the mouse or keyboard. See related topics below for details on the various functions available for manipulating and changing the file and records within the file.

### Screen Elements

**Sum:** Arrived at by adding together the individual numbers within a record that make up the actual bet.

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**Root:** Arrived at by adding together the individual digits of a sum. Example: a sum of 12 = 1 + 2 which equals 3. The root of the sum 12 is 3. With a single-digit sum the root and the sum are the same.

**Even:** The amount of even bet numbers.

**Odd:** The amount of odd bet numbers.

**<MP:** The amount of bet numbers whose value is below the mid-point (5)

**MP+>:** The amount of bet numbers whose value is equal to the mid-point (5) or above.

## Editing a Bet File

The screenshot shows a window titled "Bet File View" with a yellow header "Bet File Contents for NEWBET.DMB". Below the header is a table with 11 columns: Record, Pos. 1, Pos. 2, Pos. 3, Pos. 4, Sum, Root, Even, Odd, <MP, and MP+>. The table contains 18 rows of data. Below the table are two groups of buttons: "File Maintenance" (Add, Modify, Insert, Delete) and "Misc. Operations" (Search, Print, Save, Exit).

| Record | Pos. 1 | Pos. 2 | Pos. 3 | Pos. 4 | Sum | Root | Even | Odd | <MP | MP+> |
|--------|--------|--------|--------|--------|-----|------|------|-----|-----|------|
| 1      | 1      | 2      | 3      |        | 6   | 6    | 1    | 2   | 3   | 0    |
| 2      | 1      | 2      | 5      |        | 8   | 8    | 1    | 2   | 2   | 1    |
| 3      | 1      | 2      | 6      |        | 9   | 9    | 2    | 1   | 2   | 1    |
| 4      | 1      | 2      | 7      |        | 10  | 1    | 1    | 2   | 2   | 1    |
| 5      | 1      | 3      | 3      |        | 7   | 7    | 0    | 3   | 3   | 0    |
| 6      | 1      | 3      | 5      |        | 9   | 9    | 0    | 3   | 2   | 1    |
| 7      | 1      | 3      | 6      |        | 10  | 1    | 1    | 2   | 2   | 1    |
| 8      | 1      | 3      | 7      |        | 11  | 2    | 0    | 3   | 2   | 1    |
| 9      | 1      | 5      | 3      |        | 9   | 9    | 0    | 3   | 2   | 1    |
| 10     | 1      | 5      | 5      |        | 11  | 2    | 0    | 3   | 1   | 2    |
| 11     | 1      | 5      | 6      |        | 12  | 3    | 1    | 2   | 1   | 2    |
| 12     | 1      | 5      | 7      |        | 13  | 4    | 0    | 3   | 1   | 2    |
| 13     | 2      | 2      | 3      |        | 7   | 7    | 2    | 1   | 3   | 0    |
| 14     | 2      | 2      | 5      |        | 9   | 9    | 2    | 1   | 2   | 1    |
| 15     | 2      | 2      | 6      |        | 10  | 1    | 3    | 0   | 2   | 1    |
| 16     | 2      | 2      | 7      |        | 11  | 2    | 2    | 1   | 2   | 1    |
| 17     | 2      | 3      | 3      |        | 8   | 8    | 1    | 2   | 3   | 0    |
| 18     | 2      | 3      | 5      |        | 10  | 1    | 1    | 2   | 2   | 1    |

All edit functions are accessed from the **File Maintenance** control panel at the bottom of the view screen. To edit a file it must first be displayed in the **Bet File View**. To bring up the file view, select **View/Edit** from the **Bets** menu on the main program screen. The active bet file will be immediately displayed in the **Bet File View**

screen. If no file is currently active you will see a listing from which you can select a file to work with.

Each editing function has an associated edit screen for entering the record data. Note that the edit screen has a **Help** button at the top left. Clicking on this button will bring up the **Help Topics** screen and display the **Help Table of Contents**. To use the edit screen, enter your data into the position input boxes. To save the new data to the file display, click on the **Ok** button. If you make a mistake you can re-enter data by clicking in a box, or you can click on the **Clear** button to clear all boxes and start over.

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## Adding Records

To add records to the bet display, click the **Add** button in the **File Maintenance** box. The file display will shift up so you can see the latest record entered into the file and the edit screen will appear. Enter the record data into the input boxes and click on **Ok** to accept the data and update the display. The new record will appear at the bottom of the display and the

| Record | Pos. 1 | Pos. 2 | Pos. 3 | Pos. 4 | Sum | Root | Even | Odd | <MP> | MP+> |
|--------|--------|--------|--------|--------|-----|------|------|-----|------|------|
| 2      | 1      | 2      | 0      |        | 3   | 3    | 2    | 1   | 3    | 0    |
| 3      | 1      | 2      | 5      |        | 8   | 8    | 1    | 2   | 2    | 1    |
| 4      | 1      | 3      | 7      |        | 11  | 2    | 0    | 3   | 2    | 1    |
| 5      | 1      | 3      | 0      |        | 4   | 4    | 1    | 2   | 3    | 0    |
| 6      | 1      |        |        |        |     |      |      |     | 2    | 1    |
| 7      | 2      |        |        |        |     |      |      |     | 2    | 1    |
| 8      | 2      |        |        |        |     |      |      |     | 3    | 0    |
| 9      | 2      |        |        |        |     |      |      |     | 2    | 1    |
| 10     | 2      |        |        |        |     |      |      |     | 2    | 1    |
| 11     | 2      |        |        |        |     |      |      |     | 3    | 0    |
| 12     | 2      |        |        |        |     |      |      |     | 2    | 1    |
| 13     | 5      |        |        |        |     |      |      |     | 1    | 2    |
| 14     | 5      |        |        |        |     |      |      |     | 2    | 1    |
| 15     | 5      |        |        |        |     |      |      |     | 1    | 2    |
| 16     | 5      |        |        |        |     |      |      |     | 1    | 2    |
| 17     | 5      | 3      | 0      |        | 8   | 8    | 1    | 2   | 2    | 1    |
| 18     | 5      | 3      | 5      |        | 13  | 4    | 0    | 3   | 1    | 2    |

edit screen will clear in preparation for the next record. When you are finished adding records, click on the **Close** button and the edit screen will close.

## Modifying Records

To modify an existing record you must first select it in the file display. Click on the record with your mouse then click on the **Modify** button. An

alternative is to double-click on the record. Either action will cause the edit screen to appear. Enter the record data into the edit screen boxes and click on **Ok** to accept the data. The file display will be updated and the edit screen will close.

## Inserting a Record

A new record can be inserted into any position of the file display. Click on the record position where you wish to insert a record, then click on the **Insert** button in the **File Maintenance** box. The standard edit screen will appear. Enter the new record data and click on **Ok** to accept the input. All records from the insertion point will be shifted down and renumbered, and the new record will occupy the position that had been selected.

## Deleting Records

Any record or range of records can be deleted from the file display. To delete a single record, click on the target record in the file display then click on the **Delete** button. To delete a range of records, drag your mouse across the target records in the display while holding down the left mouse button, then release the mouse button and click on the **Delete** button.

You will see a message box asking you to confirm the deletions. Click on **Yes** to accept the deletion or click on **No** to cancel the operation. After accepting the deletions the file display will be updated and the records will be renumbered to reflect the changes.

## Saving the Changes to the Display

Any changes made to the file display affect the display only. To save the changes permanently to the actual bet file you must click on the **Save** button in the file view screen.

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You can save at any time. If you attempt to exit the display after making changes without first saving you will be prompted to save. If you exit the screen with saving, all changes will be lost.

## Printing the Bet File Records

The contents of the bet file can be printed to your printer or to a file on any drive. When printing to a file you have the option of saving the output as formatted text or as comma-delimited (CSV) text suitable for importing into a spreadsheet program for further manipulation.

### Preparing to Print

You can print either the entire file or a range of selected records within the file. To print a selected range, click with your mouse on the first record to be printed and then, while holding down the left mouse button drag the mouse either up or down the record display. When you reach the last record you wish printed, release the left mouse button and then click on the **Print** button. The selected records will be highlighted in blue. By not selecting any records you are indicating to the program that you wish to print the contents of the entire file.

### Setting the Print Options

After clicking the **Print** button a **Print Options** window will appear. The options screen lets you select between printing to a printer or printing to a file. It also indicates whether all records or just selected records will be printed. If you had some records selected but really intended to print the entire file, just click on the **All Records** option to change the setting. If you wanted to print just a range of records but forgot to select them, you will need to exit the Print Options screen and return to the file display to select your records.

### Printing to a Printer or a File

Printing to the printer is the default option. To accept this option just click on the **Ok** button, then verify your printer settings in the popup dialogue and click on **Ok** again. The record data will be sent to your printer.

To print to a file, click on the **Send to File** option and then click on **Ok**. A **Print to File** dialogue box will appear. Enter a name for the file into the **File name** box and check the setting of the **Save as type** box located below the File name box. The **Save as type** box lets you specify that the file be saved as either plain text or CSV (comma-separated-value). Make your selection and click on the **Save** button. After the file is saved you are returned to the file display. To view the saved file later you will need to exit the program then open the saved file in a text editor or other file viewer.

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## Searching a Bet File

The contents of a file can be searched by any single position or across all positions, and it

can be searched across the entire file or by any selected range of records within the file.

| Record | Date | P1 | P2 | P3 | P4 | Match | Skips |
|--------|------|----|----|----|----|-------|-------|
| 6      |      | 1  | 3  | 5  |    | 3     | 5     |
| 9      |      | 1  | 5  | 3  |    | 3     | 2     |

Searching a Bet file after a drawing will display any winning bets within the file.

### Valid Records

Valid records are those records found to have met the search conditions imposed below.

### Search Numbers

This is where you enter the numbers that will become the subject of the search. You can enter numbers in a single position or in all positions.

### Number Order

**Any Order:** Indicates that records are accepted if they contain search numbers in *any* position in the Search Numbers box.

**Exact Order:** Indicates that records can be accepted only if they contain search numbers in the *exact* position in the Search Numbers box.

### Show Hits

**Any Numbers:** Indicates that records can be accepted if they contain *any* of the search numbers.

**All Numbers:** Indicates that records can be accepted only if they contain *all* of the search numbers.

**Note:** The **Number Order** and **Show Hits** functions work very closely together and should be considered as a single function. The four possible combinations are:

- Any Order - Any Numbers
- Any Order - All Numbers
- Exact Order - Any Numbers
- Exact Order - All Numbers

### Search Area

The search area is that part of the database that will be included in the search. If you enter the search function without specifying a range of records (by highlighting them in advance)

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then the entire database will be searched and the Search Area will show a dot next to **All Records**. If you selected a range of records first then the dot will appear next to **Selected Records**. This cannot be changed from within the search screen. To make a change in the search area you must exit the search function and either select or de-select records in the file display.

## Search Summary

The Search Summary shows the cumulative results of the search.

**Total Records Hit:** The number of records found that match the settings.

**Average Hit Frequency:** The frequency of hits for the above records within the search area.

**Skips Since Last Hit:** The number of draws, within the search area, that have elapsed since the last occurrence of a valid record.

**Least Skips Between Hits:** The smallest recorded interval between two valid records. A zero indicates that at least once two valid records in a row were found.

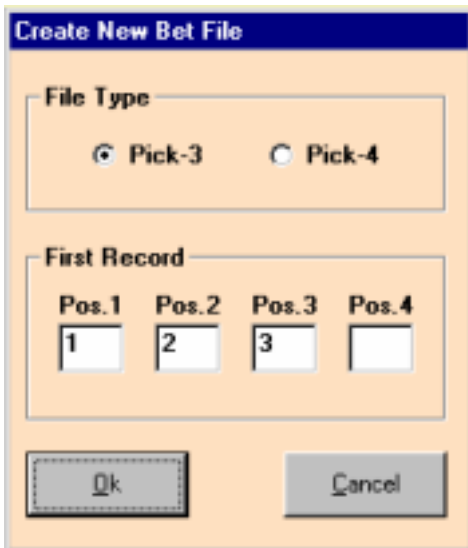
**Most Skips Between Hits:** The greatest recorded interval between two valid records.

## Search Results

The Search Results displays as a grid to the right in the search screen and shows the entire contents of all valid records that were found.

## Creating a New Bet File

New bet files can be created in three ways. They can be created manually, or by using a



**Wheeling System**, or by using the **QuickGen Bet Generator**. For information on wheeling and on the Set Generator, see the separate sections below that address those subjects.

### Creating Bets Manually

A new bet file requires at least a single bet. To create a new bet file from scratch using the manual method, select **Bets** and then select **New** and **Manual** from the main menu. The **Create New Bet File** screen will appear. This screen has the function of initializing the new file and providing the starting bet record required to make it active.

When the **Create New Bet File** screen appears, click on the proper option in the **File Type** section, and then enter the initial bet numbers in the input boxes in the **First Record** section. After the numbers are entered, click on the **Ok** button to open the save bet dialogue box. Enter a name for the new file and click on the **Save** button. If you already had a bet file active when you began the create process, the old bet file will be closed. The new bet file will become active and you will be transferred to the **Bet File View** screen to begin adding additional bets to the file.

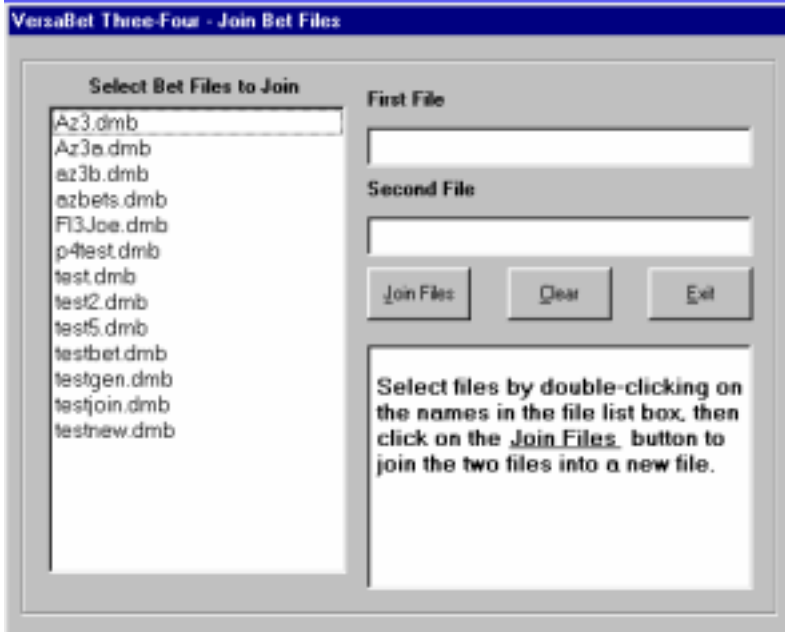
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## Joining Bet Files

The Join function allows you to combine bet files of the same type into a single file by appending each subsequent file to the bottom of the preceding file. This can be very useful

when you have created a series of bets with differing criteria and you wish to track the results by searching only a single file. Joining creates a new file and does not change the original files in any way.



To use the Join function, select **Join** from the Bets menu. On the left side of the Join window is a file list for selecting the two files you wish to join. Note that both files must be of the same bet-type and that attempting to join a Pick-3 with a Pick-4 bet will generate an error.

Files are selected by placing the mouse pointer on the required file and double-clicking with the left mouse button. After each file is selected its name will appear in a box under either the **File 1** or **File 2** label. When both files have been selected, click on the **Join Files** button. If you make a mistake in your file selection you can click on the **Clear** button and re-select your files.

After clicking on **Join Files**, a file dialog box will appear and you will be prompted to enter a name for the new file that will contain the data of both selected files. Enter the file name and click on **Ok**. If you have entered a file name that already exists you will be asked if you wish to overwrite the existing file. To proceed, click on **Ok**. To back out and try again with a new file name, click on **Cancel**.

You will be prompted when the file join has completed, after which you can join another set of files or exit back to the main screen. If desired, the newly-created file can be joined with a third file. You can continue joining joined files until all bets have been combined into a single file.

Once joining is complete the new file can be loaded and manipulated like any other bet file.

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## Working with Wheel Files

Wheels are used for creating bets but the numbers shown in a wheel's records are not the bet numbers. They are placeholders for the numbers that will be entered when the wheel is run to generate the bet.

| Record | Pos. 1 | Pos. 2 | Pos.3 | Pos. 4 |
|--------|--------|--------|-------|--------|
| 1      | 1      | 1      | 1     | 1      |
| 2      | 1      | 1      | 2     | 1      |
| 3      | 2      | 1      | 1     | 1      |
| 4      | 2      | 1      | 2     | 1      |
| 5      | 1      | 2      | 1     | 1      |
| 6      | 1      | 2      | 2     | 1      |
| 7      | 2      | 2      | 1     | 1      |
| 8      | 2      | 2      | 2     | 1      |
| 9      | 1      | 3      | 1     | 1      |
| 10     | 1      | 3      | 2     | 1      |
| 11     | 2      | 3      | 1     | 1      |
| 12     | 2      | 3      | 2     | 1      |

Each position in a wheel has a limit on the amount of numbers that can be entered into it. This limit is established when the wheel is first created. When the wheel is used to create a bet the user sees an input box for each placeholder in each position. He enters the numbers that he wants to play for each position into each position's placeholder box, and when the bet generation is started the program substitutes the bet number for the placeholder number.

The bet number that the user enters into the first placeholder box in the first position will appear every place the number 1 appears in the wheel's Position 1 records. The bet number that the user enters into the second placeholder box in the first position will appear every place the number 2 appears in the

wheel's Position 1 records. The same concept holds true across all positions.

In the sample screen above for a Pick-4 game, this particular wheel has one placeholder for the first position and five placeholders for each of the remaining three positions. This means that the user can enter one bet number into the first position of the bet, and five unique numbers into each of the remaining positions. In the final bet, the user's bet numbers will appear in every location where its corresponding placeholder appears in the same position.

### Design Considerations

When laying out the design of a wheel, think in terms of how often you want a bet number to appear in a given position and where you want it to mate with numbers in other positions within the same bet. Lay out your placeholders accordingly when adding new records to the wheel file. Each record you add to the file must be unique by at least one position or when

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you create the bet file from the wheel you will have a duplicate bet. When creating a bet with a wheel you will have exactly as many bets as there are records in the wheel file.

## Manipulating the File Display

You can move through the file display by dragging down the scroll bar to the left, by clicking on the scroll bar's arrow tabs, or by clicking in the display and using your keyboard's arrow keys to scroll up and down.

An individual record or groups of records can be isolated for **File Maintenance** operations by selecting them with the mouse or keyboard. See the related topics below for details on the various functions available for manipulating and changing the file and records within the file.

## Editing a Wheel File

All edit functions are accessed from the **File Maintenance** control panel at the bottom of the view screen. To edit a file it must first be displayed in the **Wheel File View**. To bring up the file view, select **View/Edit** from the **Wheels** menu on the main program screen. The active wheel file will be immediately displayed in the **Wheel File View** screen. If no file is currently active you will see a listing from which you can select a file to work with.

**Modify Wheel Template Record**

Help

Modify Record: 14

| 1st   | 2nd   | 3rd   | 4th   |
|-------|-------|-------|-------|
| 1     | 1     | 3     | 4     |
| (1-1) | (1-5) | (1-5) | (1-5) |

Formula number range for each position

Ok Clear Cancel

Each editing function has an associated edit screen for entering the record data. Note that the edit screen has a **Help** button at the top left. Clicking on this button will bring up the **Help Topics** screen and display the **Help Table of Contents**. To use the edit screen, enter your data into the position input boxes. To save the new data to the file display, click on the **Ok** button. If you make a mistake you can re-enter data by clicking in a box, or you can click on the **Clear** button to clear all boxes and start over.

## Placeholders, Not Bets

Remember that when working with wheel files, the data that you are entering are not bet numbers but placeholder numbers. The amount of placeholders allowed into any position is controlled by the original specifications of the wheel you are working with and cannot be altered. The limitations for each position are indicated in red under the position input box.

## Adding Records

To add records to the wheel display, click the **Add** button in the **File Maintenance** box. The file display will shift up so you can see the latest record entered into the file and the edit screen will appear. Enter the record data into the input boxes and click on **Ok** to accept the data and update the display. The new record will appear at the bottom of the display and the

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edit screen will clear in preparation for the next record. When you are finished adding records, click on the **Close** button and the edit screen will close.

## Modifying Records

To modify an existing record you must first select it in the file display. Click on the record with your mouse then click on the **Modify** button. An alternative is to double-click on the record. Either action will cause the edit screen to appear. Enter the record data into the edit screen boxes and click on **Ok** to accept the data. The file display will be updated and the edit screen will close.

## Inserting a Record

A new record can be inserted into any position of the file display. Click on the record position where you wish to insert a record, then click on the Insert button in the **File Maintenance** box. The standard edit screen will appear. Enter the new record data and click on **Ok** to accept the input. All records from the insertion point will be shifted down and renumbered, and the new record will occupy the position that had been selected.

## Deleting Records

Any record or range of records can be deleted from the file display. To delete a single record, click on the target record in the file display then click on the **Delete** button. To delete a range of records, drag your mouse across the target records in the display while holding down the left mouse button, then release the mouse button and click on the **Delete** button.

You will see a message box asking you to confirm the deletions. Click on **Yes** to accept the deletion or click on **No** to cancel the operation. After accepting the deletions the file display will be updated and the records will be renumbered to reflect the changes.

## Saving Changes to the Display

Any changes made to the file display affect the display only. To save the changes permanently to the actual wheel file you must click on the **Save** button in the file view screen. You can save at any time. If you attempt to exit the display after making changes without first saving you will be prompted to save. If you exit the screen with saving, all changes will be lost.

## Searching a Wheel File

The contents of a file can be searched by any single position or across all positions, and it can be searched across the entire file or by any selected range of records within the file. Searching a Wheel can provide insight into the structure of the wheel's formula and perhaps reveal where improvements can be made.

## Valid Records

Valid records are those records found to have met the search conditions imposed below.

## Search Numbers

This is where you enter the numbers that will become the subject of the search. You can enter numbers in a single position or in all positions.

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## Number Order

**Any Order:** Indicates that records are accepted if they contain search numbers in *any* position in the Search Numbers box.

**Exact Order:** Indicates that records can be accepted only if they contain search numbers in the *exact* position in the Search Numbers box.

## Show Hits

**Any Numbers:** Indicates that records can be accepted if they contain *any* of the search numbers.

**All Numbers:** Indicates that records can be accepted only if they contain *all* of the search numbers.

**Note:** The **Number Order** and **Show Hits** functions work very closely together and should be considered as a single function. The four possible combinations are:

Any Order - Any Numbers

Any Order - All Numbers

Exact Order - Any Numbers

Exact Order - All Numbers

## Search Area

The search area is that part of the database that will be included in the search. If you enter the search function without specifying a range of records (by highlighting them in advance) then the entire database will be searched and the Search Area will show a dot next to **All Records**. If you selected a range of records first then the dot will appear next to **Selected Records**. This cannot be changed from within the search screen. To make a change in the search area you must exit the search function and either select or de-select records in the file display.

## Search Summary

The Search Summary shows the cumulative results of the search.

**Total Records Hit:** The number of records found that match the settings.

**Average Hit Frequency:** The frequency of hits for the above records within the search area.

**Skips Since Last Hit:** The number of draws, within the search area, that have elapsed since the last occurrence of a valid record.

**Least Skips Between Hits:** The smallest recorded interval between two valid records. A zero indicates that at least once two valid records in a row were found.

**Most Skips Between Hits:** The greatest recorded interval between two valid records.

## Search Results

The Search Results displays as a grid to the right in the search screen and shows the entire contents of all valid records that were found.

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## Printing the File Records

The contents of the Wheel file can be printed to your printer or to a file on any drive. When printing to a file you have the option of saving the output as formatted text or as comma-delimited (CSV) text suitable for importing into a spreadsheet program for further manipulation.

### Preparing to Print

You can print either the entire file or a range of selected records within the file. To print a selected range, click with your mouse on the first record to be printed and then, while holding down the left mouse button drag the mouse either up or down the record display. When you reach the last record you wish printed, release the left mouse button and then click on the **Print** button. The selected records will be highlighted in blue. By not selecting any records you are indicating to the program that you wish to print the contents of the entire file.

### Setting the Print Options

After clicking the **Print** button a **Print Options** window will appear. The options screen lets you select between printing to a printer or printing to a file. It also indicates whether all records or just selected records will be printed. If you had some records selected but really intended to print the entire file, just click on the **All Records** option to change the setting. If you wanted to print just a range of records but forgot to select them, you will need to exit the Print Options screen and return to the file display to select your records.

### Printing to a Printer or a File

Printing to the printer is the default option. To accept this option just click on the **Ok** button, then verify your printer settings in the popup dialogue and click on **Ok** again. The record data will be sent to your printer.

To print to a file, click on the **Send to File** option and then click on **Ok**. A **Print to File** dialogue box will appear. Enter a name for the file into the **File name** box and check the setting of the **Save as type** box located below the File name box. The **Save as type** box lets you specify that the file be saved as either plain text or CSV (comma-separated-value). Make your selection and click on the **Save** button. After the file is saved you are returned to the file display. To view the saved file later you will need to exit the program and pull the file up in a text editor or viewer.

## Creating A New Wheel File

A new wheel file requires at least a single record. To create a new wheel file from scratch, select **Wheels** and then select **New** from the main menu. The **Create New Wheel File** screen will appear. This screen has the function of initializing the new file and providing the initial record required to make it active.

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## Designing a Wheel

A wheel is a device that contains a formula for arranging numbers into bets. The formula takes the form of *numbered placeholders*. When you select a wheel for creating a bet you are selecting a pre-set pattern for arranging your bet numbers into combinations. It does this by substituting numbered placeholders for actual bet numbers. When you create a new wheel, as we do in this section, you are **establishing the placeholder pattern, not creating the bet**.

## Wheels vs QuickGen Bet Generator

QuickGen tries to create every possible combination of the numbers entered into it (depending on the filter settings). If you are trying to cover many numbers this can result in very large bet files. Wheeling systems allow you to use more numbers without necessarily creating huge bets. It does this by letting you control how much *weight* to give any number by manipulating where and how often it will repeat. If you know the numbers that you wish to use and do not need to filter or box them, and you like to use the same pattern frequently, then wheels can be the more efficient alternative to generating your bets.

## Laying Out the Design

You must know only one thing to complete the creation process: how many numbers to allow into each position. You must allow at least one number into each position and at least one position must allow two or more numbers. You can allow no more than nine numbers into any one position. Once you have answered the question you can enter those limits into each input box in the **Numbers Per Position** section.

The second part of the layout is simple: Just enter the number 1 into each box in the **First Record** section

When the **Create New Wheel File** screen appears, click on an option in the **File Type** section to indicate either a Pick-3 or a Pick-4 game. Enter the limits for each position in the **Numbers Per Position** section. Enter the number 1 in the input boxes in the **First Record** section. After the numbers are entered, click on the **Ok** button to open the Save dialogue box. Enter a name for the new file and click on the **Save** button. If you already had a wheel file active when you began the create process, the old wheel file will be closed. The new wheel file will become active and you will be transferred to the **Wheel File View** screen to begin adding additional pattern records to the file.

## Naming Wheel Files

The wheel's file name identifies the wheel's pattern. A file name/pattern such as 444-64 indicates a wheel for a Pick-3 game that accepts four unique numbers into each position

and generates 64 three-number bets. A file name such as 2321-12 identifies a wheel for a Pick-4 game that accepts two numbers into the first position, three numbers into the second position, two numbers into the third position, and one number into the last position and generates twelve bets. For clarity, when assigning a file name you should adopt this convention. If you have not yet determined the number of bets that the wheel will generate then leave out the last part of name and just use the position numbers followed by a date

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and a unique letter character as the name. The letter character will help you distinguish between wheels with a similar pattern that create differing numbers of bets.

## Using the QuickGen Bet Generator

The QuickGen Bet Generator can be activated from either the main menu or by the QuickGen button on the tool bar. QuickGen provides a method for creating bets that allows you to use your favored numbers while ensuring that all of the combinations created match the conditions that you have determined are prevalent in your lottery game.

**QuickGen - Free Form Bet Generator**

**Bet Type**  
 Pick-3    Pick-4

**Comination Type**  
 Straight    Boxed

**Sum Range**  
Low:    High:

**Even/Odd Balance**  
Min. Even:    Max. Even:

**Midpoint (5) Balance**  
Min. Below:    Max. Below:

**Combination Filters**  
 Allow Pairs  
 Allow Wild Doubles  
 Allow Pair Doubles  
 Allow Dbl Doubles  
 Allow Triples  
 Allow Quads  
 Allow No-match  
 Allow Wild Match  
 Allow Multiple Pairs  
 Max. Consecutives

**Roots**  
 Root 0  
 Root 1  
 Root 2  
 Root 3  
 Root 4  
 Root 5  
 Root 6  
 Root 7  
 Root 8  
 Root 9

**Bet Numbers**

|   | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| 1 | 3 | 4 |   |   |
| 2 | 4 | 5 |   |   |
| 3 | 5 | 6 |   |   |
|   |   | 7 |   |   |
|   |   |   |   |   |
|   |   |   |   |   |
|   |   |   |   |   |
|   |   |   |   |   |
|   |   |   |   |   |
|   |   |   |   |   |

Buttons: Ok, Reset, Close, Fill, Clear

**You arrive at your decision about which numbers to use and how to set the filters by using the various sorting and reporting features of the program.**

### Procedure for Creating Bets

By default all filters are set wide open to allow all type of bets. This means that if you entered your numbers and created the bets without changing any filter settings, the bets

would be created *pure*, just as if you had run them through a wheeling system. Changing a filter setting sets a condition that each candidate bet must meet before it is accepted as a valid bet. Invalid bets are rejected. Valid bets are added to the new bet file.

To create the bets, set your filter preferences and enter your numbers according to the positions you want them locked into. Click on the **Ok** button and assign a file name to the

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new bet file. Click on the **Save** button in the save file dialogue box and you will be transferred to the **Bet File View** screen where you can begin working with the new bet file. Any bet file that had been active will be closed and the new bet file will become the active bet file.

## Understanding the QuickGen Screen

### Bet Numbers

The bet numbers are the numbers entered into the cells of the grid. They are entered into the position in which you want them to appear in the final bets. When the generator is run it will create all possible combinations of the specified numbers that pass through the filters.

### Bet Type

Click on the appropriate option to select a Pick-3 or Pick-4 game

### Combination Type

**Straight:** Accepts bets regardless of the order of the numbers. 1-2-3 is different from 3-2-1. Both are accepted.

**Boxed:** Accepts only unique number combinations. 1-2-3 is the same as 3-2-1. The one that is generated first is accepted. The other is rejected.

### Sum Range

The sum is the result of adding together all of the digits in a combination. The sum of a Pick-3 game ranges from 0 ( 0-0-0 ) to 27 ( 9-9-9 ). The sum of a Pick-4 game ranges from 0 ( 0-0-0-0 ) to 36 ( 9-9-9-9 ). This control allows you to set a minimum and maximum sum range.

### Even/Odd Balance

Even numbers are 0-2-4-6-8. Odd numbers are 1-3-5-7-9. Enter a value for the minimum and maximum even numbers. Setting the even range automatically controls the setting of the odd range.

### Midpoint Balance

The midpoint for a pick-3 or pick-4 game is always five. The midpoint filter allows you to control the minimum and maximum amount of numbers below the number 5 that are allowed into a bet that QuickGen creates. Setting the Below Midpoint values automatically controls the values allowed for the Midpoint and above.

### Combination Filters

**Pairs:** Two consecutive numbers ( 5-6 )

**Doubles:** Two numbers the same ( 5-5 )

**Triples:** Three-numbers the same ( 5-5-5 )

**Quads:** Four numbers the same. ( Pick 4 game only, 5-5-5-5 )

**Multiple Pairs:** Two sets of different consecutive numbers ( Pick-4 game only, 1-2-5-6 )

**No-match:** Contains no doubled numbers.

**Wild Match:** Contains no doubled numbers or consecutive numbers.

**Pair Doubles:** Doubled number with a consecutive number ( 5-5-6 )

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**Double Doubles:** Contains two sets of doubled numbers ( Pick-4 game only, 5-5-6-6 )

**Max Consecutives:** The most consecutive numbers allowed in a combination.

## Root Values

Roots are arrived at by adding together the individual digits of a sum.

Example: a sum of  $12 = 1 + 2$  which equals 3. The root of the sum 12 is 3

With a single-digit sum the root and the sum are the same.

## Using the Number Grid

As mentioned above, bet numbers are the numbers entered into the cells of the number grid. They can be entered manually, one at a time by column position, or the entire grid can be filled with a single click on the **Fill** button. The Fill button is employed when you want to use all of the numbers and let the filters do all of the work.

Numbers are entered manually through the number/character keys at the top of the keyboard or by using the numeric keypad. To use the keypad, first check to make sure your keyboard NumLock status light indicates that NumLock is turned on.

When entering numbers manually the order of progression is down, one column at a time. The numbers entered into a column will stay in that column position within the bet when the bets are generated. To change columns, either fill all cells in a column and automatically jump to the top of the next column, or use one of the sideways arrow keys on your keyboard.

Before bet generation can begin the number grid must hold at least one number in each column, and at least one column must hold at least two numbers.

## Creating the Bets

After your number entry is complete and your filter settings are adjusted where you want them, click on the Ok button to begin creating your bets. If you change your mind and want to start over you can click on the Clear button to empty the number grid, or you can click on the Reset button to restore all settings to their default values for the type of game you have indicated.

## Viewing the Bets

After you click on the Ok button the bet generation process will begin. Each number in each column will be combined with each number in each adjacent column to form bets of the size you specified (either 3 or 4 numbers). You will be asked to assign a name to the new bet file that will be created to hold your bets. The bets will be saved to the file and then the bet generator will close and the contents of the new file will be displayed.

Once the new file is displayed all of the file editing functions will be immediately available.

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## QuickGen Bet Creation Examples

Pick-4 example: Create bets 8400-8499

Position 1 = number 8 (top row only, all other rows blank)

Position 2 = number 4 (top row only, all other rows blank)

Position 3 = numbers 0 through 9

Position 4 = numbers 0 through 9

When you click on 'Create Bets' it will create all 100 possible straight combinations.

Pick-3 Example: Create straight bets 840-899

Position 1 = number 8 (top row only, all other rows blank)

Position 2 = numbers 4 through 9

Position 3 = numbers 0 through 9

When you click on 'Create Bets' it will create all 60 possible straight combinations.

You can of course use the 'Combo' option instead of 'Straight', and you can apply any of the available filters to reduce the number of combinations.

## Using the Bet Wizard

The Bet Wizard is our attempt to automate the selection of numbers and the creation of

| Record | Pos. 1 | Pos. 2 | Pos. 3 | Pos. 4 |
|--------|--------|--------|--------|--------|
| 1      | 0      | 3      | 6      |        |
| 2      | 0      | 3      | 7      |        |
| 3      | 0      | 3      | 4      |        |
| 4      | 0      | 3      | 8      |        |
| 5      | 0      | 3      | 9      |        |
| 6      | 0      | 6      | 7      |        |
| 7      | 0      | 6      | 8      |        |
| 8      | 0      | 6      | 9      |        |
| 9      | 0      | 2      | 7      |        |
| 10     | 0      | 4      | 7      |        |
| 11     | 2      | 3      | 7      |        |
| 12     | 2      | 4      | 7      |        |
| 13     | 3      | 4      | 7      |        |
| 14     | 3      | 4      | 8      |        |
| 15     | 3      | 4      | 9      |        |
| 16     | 3      | 7      | 8      |        |
| 17     | 3      | 7      | 9      |        |
| 18     | 3      | 8      | 9      |        |
| 19     | 3      | 6      | 8      |        |
| 20     | 3      | 6      | 9      |        |
| 21     | 4      | 7      | 8      |        |
| 22     | 4      | 6      | 8      |        |

of bets in a consistent and effective way. This is tricky business and the Wizard is far from foolproof, but our own testing has shown that the Wizard bet selections perform pretty well as long as they are given a chance to play out over a short period of time. We recommend that bets be held for at least one week for both the Pick-3 and Pick-4 games, and for no longer than two weeks.

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The Wizard requires a game database with at least 350 records. If your game is a new one you will need to wait until it matures a bit in order to use this function.

The Wizard works by using pre-set formulas for selecting numbers and forming combinations. No user adjustment is provided for. The number of bets that are generated will vary from day to day as new drawings are added and there will commonly be some overlap of combinations from Wizard runs that are made close together.

The Wizard generates its projections in both straight and boxed formats and allows you to easily select between the two displays. At times the Wizard will project more combinations than your budget can reasonably cover. In this event you can either use the wizard projections in conjunction other analysis functions to eliminate combinations, or you can simply wait until one or two more drawings are added and try the Wizard again. The same applies to too few combinations being generated; waiting a bit and retrying could make a big difference in giving you the number of combos you want to work with.

## Operating the Bet Wizard

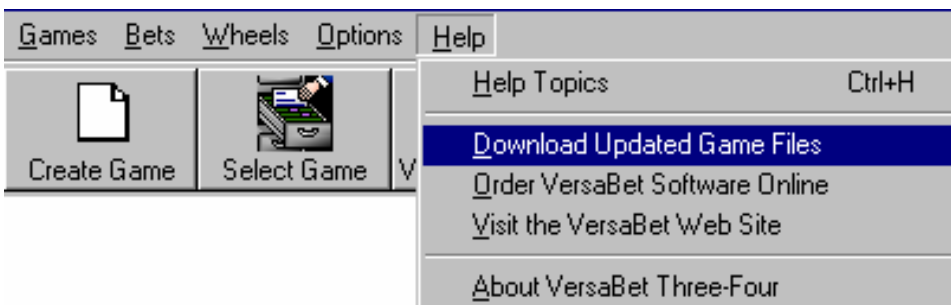
Operating the Wizard is simplicity itself. First make sure that the game file you wish to work with is active and then click on the **Bet Wizard** button on the main screen toolbar. When the Wizard screen appears, select either boxed view or straight view and click on the **Start** button. The results appear very quickly in the display panel to the right. No-match combos will appear first followed at the bottom of the listing by doubled combos, if any have been found.

In some cases (rarely) running the Bet Wizard will produce no results. This means that with the current state of the game database no combinations could be found that match the strict criteria of the Wizard formulas. If this occurs, simply wait until another drawing or two is entered into the database and try again.

The **Print**, **Save**, and **Exit** options in the Wizard work as you would expect: Save lets you assign a file name and save the Wizard results as a bet file. Print sends the screen display to your printer. Exit takes you back to VB34's main screen.

## Downloading Updated Game Files

Game file updates are posted weekly by JPM Computer to our Web site and can be



accessed directly from within the VersaBet Three-Four program.

To access the download, log on to the Internet then select **Download Updated Game Files**

from the **Help** menu on the VersaBet Three-Four Main Screen. Download the file

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P34GAMES.ZIP to any temporary folder on your hard drive. Do not download the file to your Windows Desktop.

AOL users, the last time we checked, do not have a choice of where to download the file. It is automatically downloaded to the default **AOL/Download** folder.

After downloading is complete you will need to exit VersaBet Three-Four and extract the file contents to your VersaBet34 folder. To do this, use **My Computer** or **Windows Explorer** to find the file P34GAMES.ZIP in the folder to which it was saved, then double-click on the file name to start your zip extractor utility.

Note: The update file is in the **ZIP** format and requires that an unzipping utility such as **WinZip** or **ZipMagic** be installed on your computer and configured as the default program for handling ZIP files. Full-working trial versions of these programs can be obtained from the manufacturer web site. For WinZip go to <http://winzip.com> . For ZipMagic go to <http://ontrack/zipmagic.com> .

After the zip utility is activated you will usually be given the option to select the game files you wish to extract. Select the appropriate files and have your zip utility extract them to the VersaBet34 folder. After extracting the game files, the original zip file can be deleted from your computer.

Updates are usually posted by JPM Computer on every Sunday afternoon or evening. Updates include the entire history of each game up through and including the last Saturday drawings.

## Visiting the VersaBet Web Site

It is a good idea to check into the VersaBet Web Site on a weekly basis. Notices of new



product releases and product updates, as well as access to the VersaBet discussion forum and game file

updates are all available from our Home page.

To visit the site make sure your Internet connection is available, then click the **Help** menu on the Main Screen. From the Help menu list, click on **Visit the VersaBet Web Site**. You will be transferred to our home page from where you can navigate the entire site.

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If you wish to visit the site from outside the program, the Web address is  
<http://jpmcomputer.com>

## **Contacting JPM Computer**

You can reach JPM Computer for technical support or for information about products, etc., in any of several ways.

### **By Phone**

Our phone number is 503-287-8952. We are available (usually) from 10am to 4pm, Pacific Time, Monday through Friday.

### **By E-mail**

Our e-mail address is [mail@jpmcomputer.com](mailto:mail@jpmcomputer.com)

### **By Fax**

Our fax number is 707-988-2286

### **Getting Technical Support**

You can obtain technical support for VersaBet Three-Four by reaching us through any of the methods above, but before contacting us for help on a problem you should consider the following:

First, we do not provide tutorials on using a computer. We are simply not staffed to do that. Take it upon yourself to master the basics such as using your file manager, unzipping and extracting files from a zip file, and knowing what a hard drive is and how to examine its contents and navigate its folders.

You should know how to connect to the Internet and how to activate your Internet browser and enter an address into its address box.

You should know how to insert a floppy diskette into your floppy drive and a CD into your CD-ROM drive. And you should know the drive letters that identify these devices as well as the drive letter for your hard drive.

You should also know the configuration of your computer. You should know the type and speed of your CPU, how much RAM memory is installed, the size of your hard drive, and the type and display settings of your monitor.

Second, when contacting us be ready to offer a clear and precise description of the problem you encountered and what you were doing just before it occurred. Duplicate the problem at least once before you contact us. When you're dealing with computers, sometimes things *just happen*. If you are contacting us by phone, be at your computer with the program running when you call.

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Technical support is free and we would like to keep it that way, so do your part in making it a bearable experience for all concerned.

## **Feedback**

The design and features of our lottery software are drawn in large part from comments and suggestions from our users. We appreciate your feedback and encourage you to contact us with your ideas. We do not buy ideas, but if your suggestion is good enough you may take pride in having contributed to a more useful program.