

# **RPG**

## **Race Profit Generator**

**Thoroughbred handicapping computer program**

**Copyright 2009 Thomas Console**

## Installation Instructions

To install RPG, insert the CD into your computer. The installation should start in a few moments. The program will create a folder called c:\rpg and install to there.

After installing, you should see a new icon on your computer screen called Tom Console's RPG. Click it to run the program. You are ready to go!

### DOWNLOADING FILES

RPG uses the **DRF Data File (single)** from BRIS. So you must have an account with BRIS. You can visit their site at [www.BRISNET.com](http://www.BRISNET.com)

Also, you can use the **PROCAPS** files from TSN. They are at [www.tsnhorse.com](http://www.tsnhorse.com)

For results, and to build a database, you must download BOTH the **DRF file** or **PROCAPS** files above, and the **EXOTIC RESULTS FILE**.

Inside the new c:\rpg folder will be (among other things) 3 new folders, or sub-directories. They are called ZIP, UNZIPPED FILES, and DATA.

**When you download a drf or xrd files, you should download it into the ZIP folder inside the main RPG folder. This would be c:\rpg\zip.** So when you download a file from BRIS or TSN, your computer will ask where you want the file to be saved. First click on the **C DRIVE** to be sure you are downloading to your **C:\** hard drive. Then look for the **RPG** folder. Click on it, then click on the ZIP folder that you will see next. Then click OK and the file will be saved there.

NOTE: When you download a DRF file, be sure the file date has the little "p" next to it. For example it will show 24(p). This shows that the file has been updated with post positions and morning line odds.

### UNZIPPING THE FILES

After you download a file, it must be unzipped. This is a snap. From the main screen, click UNZIP along the top of the screen. The program will unzip all zipped files. A box should pop up telling you the files were unzipped. As it does this, two things happen "behind the scenes". First, the new Unzipped file, which will be the actual drf file, will be put in the DATA folder. (c:\rpg\data). Second, the zipped file will be taken out of the ZIP folder and moved to the UNZIPPED FILES folder. (c:\rpg\unzippedfiles). So the next time you download zipped files, and then unzip, you wont be unzipping the old ones again. Plus it makes it easy to save all your old zipped files in a totally separate folder.

## RUNNING THE PROGRAM

Once you have downloaded from BRIS or TSN, and unzipped the file, you can now open the file and view the races. From the MAIN SCREEN, click OPEN RACE FILE. A new box will appear showing all your unzipped files. Click the one you want to open. You will be taken to a new screen. This screen will have the race numbers listed from race 1 to the last race. You may also see a horse listed in some races. This is a “Spot Play” that you can use “out of the box”. You will be able to come up with stronger plays, as this selection is a generic play made for ALL tracks. It has done well at all tracks too, but if you build a model and correlations designed for YOUR track, it will do better. But for starters, this play is good. The plays are as follows:

**PPPP**....this play is the strongest of the auto plays. So you may see **PPPP = #10** in a race. This means the #10 horse is a PPPP play

**1HPP**.....This is a 1 Horse Power Play. It may show **1HPP = #3**. That is saying in this race, horse #3 is a 1HPP.

**2HPP, 3HPP, 4HPP**.....these are 2, 3, or 4 horse plays. A 2HPP you can bet both to win, or box in an exacta.. 3HPP you can play exacta or trifectas, etc.

**1H, 2H, 3H, 4H**...these are like above, but not as “tight”. These are good plays too, but not as strong.

**LS-1**....This is a long shot play. It hits at a very low %, but at very high prices! So if a race shows something like **LS1= #8**, that means #8 is a long shot play.

Those are the pre-programmed auto plays. From this screen, click on the **1** under the **R#** (Race number) column. You will be taken to the Race 1 ratings screen. Let me explain what you will be looking at.

First, near the top, you will see the track symbol, date, and race number. Under that is the race description. If you follow this area all the way to the right, you will see two other boxes with another race number in it. For example, lets ay you are looking at race 4 on your screen. You will see the two boxes that will look like this:

Race 5>> (Clicking this will take you AHEAD one race)

<<Race 3 (Clicking this will take you BACK one race)

Next, below all this, you will see all the ratings. Let me explain each column:

**H#**...This is the actual Horse Program (betting) number.

**Name**...The name of the horse

**ML**...Morning Line Odds

**PLAY**...This will show either a Y-1 or Y-2. These are more pre-programmed automatic plays. Y-1 is one play, Y-2 is another. These are LONG SHOT plays and when they hit, its usually at a high payoff!

**TTR**...True ‘Tender Rating. This is the latest version of my True Tender contender selection rating system. The winner usually is among the top 5 and ties.

**S1**....Speed rating based on what the horse is capable of running, averaged with what it is currently running. It has strict rules & does not allow for bad racing luck or excuses.

**S2**...Much like S1, however, it will “forgive” a recent bad race for legitimate reasons.

**S3**...Snap 3 was originally designed for MAIDENS, but ended up doing well on many

race types, especially for picking high odds winners. The reason I say it was designed for maidens is, this rating will convert WORK-OUTS to actual races, so all horses, even first time starters, can be compared equally. Watch for high odds winners on TURF too with this rating! Now you don't have to pass pick 3's and pick 6 bets because one leg of the bet is a race for first timers!

**S4**... This rating is another speed based rating, using various speed figures and coming up with an average. It is calculated much different than S1, S2 and S3. It uses a lot more final speed data in its calculations. Works better at some tracks than others.

**Note:** Some races will not have an S4 if the race doesn't qualify.

**BPP**... This is the BRIS Prime Power Rating.

**KS**... This is my K-Speed rating. It is based on the pace of the horse plus the pace of the race. It has always produced many winners at good odds among its top 3 picks.

**TC**... This stands for True Class. It is a new formula I developed for finding the true class rating for each horse.

**J%**... Jockey win percentage (Uses 1 or 2 years depending on size of stats)

**T%**... Trainer win percentage. (Uses 1 or 2 years depending on size of stats)

**RS**... Running Style of the horse. This is how the horse usually runs. As follows:

**E**=Early (Wants to go wire to wire)

**E/P**= Early Presser (wants to lead or be pretty close to the leader)

**P**= Presser (Stays fairly close to the leader)

**S**= Sustained (likes to come from behind)

**NA**=This horse does not have a definite running style yet.

**FG**... This is my FG system rating. With this method, LOW is best, and the best FG horse in the race gets a 0.00. This is the horse that will have used the least amount of its energy by the second call. So a 0.00 horse may not always be the leader. It just says it has the best energy to get to the second call. If the second best horse has a 0.4, this horse is 2 lengths "worse" than the 0.00 horse. In FG, each 0.20 is 1 length. Thus a horse with a 2.20 would be considered 11 lengths worse than the 0.00 at the second call. Again, the 2.20 may be leading at the second call, but it used a lot more of its energy to do it versus the 0.00 or even a 1.00 horse. When a 0.00 has a big advantage over the second best horse (Ex: Top is 0.00, second best is 2.00) that's very strong!

**SP**... These are the Quirin Speed Points for each horse. A wire to wire (Early) type horse will have higher speed points. A closer may have 0 or 1 speed points. The most a horse can get is 8. In races with multiple 7 or 8 speed point horses, look for them to burn each other out and lose to a presser or closer.

**LRC/F**... This means Last Race Class/Finish. This tells you the race type and class of the last race, along with how the horse finished. For example: fCLM50000 (2) means in the last race this horse ran, it was a female (the little f) \$50,000 claiming race, and it finished 2<sup>nd</sup>.

**LIFE**... This is the horses lifetime win record. For example 2/13 means the horse ran 13 times in its life and won 2 times.

**PWR**... This is an RPG Power rating, based on all of the factors in RPG. High is best.

Each category used in this rating awards a horse 10 points for being best and 5 points for being second best. Example: A horse is top is TTR and TC, second best is S1, and 3<sup>rd</sup> or worse in everything else. Its gets 25 (10+10+5)

**SCM...**This is another entire system in itself. Some races will show no SCM ratings. This is because the race did not fit the SCM criteria. However, most races will have SCM data. SCM is a combination of Speed, Class, and multiple other rules. The most SCM points a horse can receive is 20. High is best.

**DAYS...**The number of days since the horse last raced. The number in parenthesis next to the days is the number of workouts the horse had since its last race. An example would be 43 (3). This means the horses last race was 43 days ago, and it worked out 3 times since then.

## **MORE INFO Screen**

**At the bottom of the main data screen you will see a choice called MORE INFO. If you click this, you will go to a new screen with even more ratings. The ratings on this screen are as follows:**

**ITM...**This is the In the money percentage of the horse. In other words, what % of the time has the horse finished 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> in the past 2 years. (last year + this year)

**STRETCH...**This is the total number of lengths the horse has been back at the stretch call of its last 2 races. If a horse has a 0, it was leading at the stretch call of the last 2 races. If it was 3 lengths back in its last race, and 5 back two races ago, its STRETCH number will be 8. Statistically, horses that are closer to the lead in the stretch have the best chance of winning. Horses that are out of it in the stretch don't have a great chance to win today.

**LATE PACE...**This is the horses final fraction rating.

**ODDS...**This is the horses average odds. It looks at the odds the horse went off at in its last 4, and averages the two best (lowest) post time odds. This shows if the horse has recently been getting betting support at the windows.

**BSTY...**This is the horses **best BRIS speed THIS year**

**BSLY...**This is the horses **best BRIS speed LAST year.**

**EP1...**The horses **EARLY** pace rating to the first call.

**EP2...**The horses **EARLY** pace rating to the second call.

**LP...**The horses **LATE** pace rating.

**SR...**The horses Speed rating...another of many Speed ratings in RPG!

**LATE...** This is a RPG total pace rating which give a little more meaning to the horses late ability versus early. Early is still figured in, but more weight is given to its late ability. This is good when the track is favoring closers.

**EARLY...** Like LATE above, only this gives a lot more weight to the horses EARLY ability and less to the LATE.

**FINAL...** This takes both EARLY and LATE above into one final total. The FINAL column shows its overall ability rating.

### **MORE, More Info!!**

While on the first MORE INFO screen, you can again click the MORE info box and go to yet another screen. This is a FORM FACTOR screen. This screen shows various form factor items, and gives you a Y or N if the horse passes or fails this form factor. The factors are as follows:

**LRF<12...** Was the horses Last Race Finish within 12 lengths of the winner? Stats show most winners did finish within 12 lengths of the winner last out.

**W@D...** Does the horse have at least 1 lifetime win at todays distance? Sometimes its not wise to bet on a horse to do something it has never done before!

**W@T...** Does the horse have a win at todays TRACK? May be a shipper or maybe the horse does not like this particular track.

**TURF WIN?...** Has the horse ever won on TURF? (Only useful if todays race is TURF!)

**2Y%...** If the horse has a Y under this, it means that its win % the past 2 years is 10% or better. If not, it has not won many times the past 2 years.

**SAME TRACK?...** Is the horse running at the same track today as it did last race? Maybe the horse has done well recently, but at other tracks. If the horse has an N in this and in W@T, it may not be a good bet!

**NO BANDAGES...** A horse wearing bandages may have leg problems. If a horse has a Y under this, then it is saying it is **NOT** wearing bandages. An N means is **does** have bandages.

**J@D ...** Y means the JOCKEY does satisfactory at todays distance.

**DistTvsL...** This means Distance Today vs Last. Is the horse staying close in distance to what it ran last race, or is it drastically changing race distance today versus what it ran last race? Y means it is close to last race, N means a big change.

**No Mdn Last...** Y means the horse was NOT a maiden in its last race. N means it WAS a maiden. If today is a maiden race, all horses will show N as all were maidens last race too. But if today is NOT a maiden race, and the horse shows an N in this column, it means it won its maiden race last time out and today is against tougher competition.

As you can see, Y's are good in every column above, N's are bad. If your pick has many N's, be careful!!!

If you click MORE INFO again on this screen you will go back to the original ratings screen.

### **SORTING:**

When you get to that first screen above (the first screen of ratings that has TTR, S1, S2, S3, S4, etc) and the next MORE INFO screen, you can SORT on any column you like. Just click on the column heading that you want to sort on. For example, if you click on TTR, your horses will sort on TTR. If you click on EP1, your horses will sort on EP1.

You can click to sort them from best to worst, or worst to best. Just click the column name, then click it a second time. You will see, each time you click the column name (like TTR for example) the column will reverse, from sorting low to high, then high to low.

The BEST rating in each column is always in **BOLD**.

## DATABASE OPTIONS

When you have a race opened and are looking at the ratings on your screen, along the top you will see a choice called DATABASE. If you click it, you will see many more options under it appear. Let me explain one by one what all these options are.

### CREATING A DATABASE

The strength of RPG is the database you can build. You can add files each day and build a model. You can add a bunch of old files all at once and build a large database in no time! I highly recommend using this feature to get the most out of the program.

To add files is simple. After you downloaded and unzipped the files, the program moves your unzipped files into the data folder inside RPG. So to add files to your model or database, from the top of the screen click on DATABASE. The first 3 choices you will see are called ADD FILES, ADD RESULTS, ADD ALL FILES. If you are adding a lot of files at once, just click ADD ALL FILES. This will add both drf and xrd results files all in one shot. **BE SURE YOU HAVE BOTH THE DRF AND XRD RESULTS FILES FOR ALL THE DAYS YOU WANT TO ADD!!!** You cannot just add results....you MUST have the DRF file in there too.

If you have a bunch of old files you want to add all at one time, do this. Copy the files (both drf and xrd) files to RPG. If they are still ZIPPED, then copy them to the ZIP folder inside the RPG folder. If they are already UNZIPPED, the copy them to the DATA folder inside the RPG folder. I do this using the MY COMPUTER screen. Once the files are in RPG and unzipped, you can click ADD ALL FILES under DATABASE, and the program will add them all for you. As the database grows, the time it takes to add files will increase. Sometimes I add a full year of files at once, so I just click ADD ALL FILES, and let it run. I check back every 20 minutes or so to see if its done. A box will pop up telling you it is done. Now, if I am adding just 1 file at a time, this usually only takes seconds, even with a large database.

If you just need to add 1 or 2 drf files, under DATABASE click ADD FILES and it will show you your drf files. Click the ones you want to add.

If you just want to add only certain results, click on ADD RESULTS under DATABASE, and then click the ones you want to add.

What I personally do is this. AFTER I add the files to the database, I use MY COMPUTER, go to the DATA folder inside RPG, and delete the Unzipped data (DRF) files. I do this once a week. Once they are added to the database, you do not need them. But should you want them again, you always have the ZIPPED versions saved in the unzipped folder. (c:\rpg\unzipped files)

After you have added the files to your database, you are ready to find your winning plays and scenarios. I would suggest having at least a full month of files in your database to make it worthwhile. But once you have 6 months or more, you will really be able to find stable successful plays.

## **More on Creating a DataBase.....PLEASE READ**

I may be repeating myself, but creating a database has been the topic I get the most questions on. Let me explain it again, a little differently so everyone will understand.

One main item you need to be aware of it the names of the BRIS files. BRIS does not put the YEAR of the file in the file name. So if you want to add races from this year and last year you must do it in two steps. **ONE YEAR AT A TIME.**

### **THIS IS HOW I PERSONALLY CREATE A DATABASE AND MANAGE THE THOUSANDS OF BRIS FILES I ACCUMULATE ON MY COMPUTER**

I AM GOING TO ASSUME YOU HAVE NO DATABASE. Lets say you want to add files from Hollywood Park from both 2007 and 2008. I am going to assume the files are somewhere else on your computer for this example. Here is what to do, and also, what RPG will be doing.

First, on my computer, I have created folders. These folders are **NOT** in RPG. Instead, I created these folders on my C drive. To do this, open the MY COMPUTER (this is part of WINDOWS, not RPG) screen on your computer and click the C DRIVE you should see. On the left, you should see an option that says MAKE A NEW FOLDER. I click that and create new folders. I have created folders and named them DRF2006, DRF2007, DRF2008, XRD2006, XRD2007, XRD2008, etc. So after I am all done with the ZIPPED files, this is where I store them. Any DRF zipped files I have from 2006 go in DRF2006. XRD results files from 2008 would go in XRD2008. And so on. The reason you must do this is, if you have files from 2007 in any folder, including RPG, then add the 2008, the computer will over-write the 2007 ones. A BRIS file from December 11 2006 for Hollywood Park is called HOL1211k.zip. But that is also the same name a December 11 file from 2007, 2008, etc would be called. So the computer thinks it's the same file and will over write them. This is why I create those other folders, and also why when you create a database, you must do 1 year at a time.

### **You can have many years of data in the RPG database. But you must ADD the files 1 year at a time.**

OK, back to the beginning. First, copy all your 2007 DRF files into the C:\RPG\ZIP folder. So this is the ZIP folder found inside the main RPG folder. Next, copy the XRD RESULTS files for those same drf files into the same folder... C:\RPG\ZIP. So now, inside the c:\rpg\zip folder, you will have all your 2007 drf and xrd ZIPPED files.

**NOTE: If these 2007 files you had were already UNZIPPED, then instead of putting them in c:\rpg\zip, put them in the DATA folder inside RPG. This would be C:\rpg\data.**

OK, now assuming the files you just moved were ZIPPED, open RPG, and on the main screen click **UNZIP FILES** along the top. The program will now unzip the files for you.

### **BUT HERE IS WHAT REALLY JUST HAPPENED:**

RPG just did a lot more than unzipping the files. After it unzipped the files that you put in c:\rpg\zip, it put the UNZIPPED versions of these files into the data folder inside RPG called c:\rpg\data. ALSO, it moved all those zipped files out of c:\rpg\zip, and put them into a 3<sup>rd</sup> folder called c:\rpg\unzipped files.

#### **So now, what you have is this:**

- The c:\rpg\zip folder is now EMPTY.
- The ZIPPED files you originally put in the c:\rpg\zip folder have now been moved to c:\rpg\unzippedfiles folder. So the exact files that you first put into c:\rpg\zip are now in c:\rpg\unzippedfiles.
- Finally, the UNZIPPED files are now in the c:\rpg\data folder.

OK, now go to the main screen of RPG. Along the top click **DATABASE**. In the little window that opens below it, click the 3<sup>rd</sup> choice down which says **ADD ALL FILES**. When you click this option, RPG will now add all those drf and results files to your database automatically.

The more files you are adding, the longer this will take. If you are adding 30 days for example, and your database was empty, it may only take a few minutes. But if you are adding 200 files, plus your database was already large, it may take ½ hour or so. RPG is doing a lot of things here, so be patient. Sometimes, if it is going to run a long time, the screen may just turn totally white. Just let it run until it completes.

OK, lets say now you added all the files you wanted to add for 2007. Now you want to add 2008. Here is what to do.

First, I use the MY COMPUTER screen again. This is not part of RPG, but part of WINDOWS. I select all the ZIPPED DRF files in the c:\rpg\unzippedfiles folder, cut them, and then paste them into that other folder I made earlier on my computer called c:\drf\2007. Then I go back to c:\rpg\unzipped files, and this time cut all the ZIPPED XRD files, then paste them into my c:\XRD2007 folder. Finally, I go to c:\rpg\data, select all those Unzipped drf and xrd files, and delete them. Once they are added to the database, you do not need them in RPG. Plus, if I needed them, I have the zipped versions saved in those other folders (c:\drf2007 and c:\xrd2007)

So at this point, I have NO files in any of the RPG folders. Now I basically start all over as above, only this time with the 2008 files. I copy all my 2008 DRF and XRD zipped files to c:\rpg\zip. (AGAIN, if the files are already unzipped, just copy them to c:\rpg\data). Then I UNZIP them, ADD them to the database, then move/delete them as I did with the 2007 ones. The only difference is, when I get to the part where I am moving the zipped ones out of RPG and into my other folders, I put my 2008 zipped drf files into c:\drf2008, and the 2008 xrds into c:\XRD2008.

RPG knows the files are from various years. So if you have 2007 in your RPG database, it will not overwrite them with the 2008 ones. You can add as many years as you like, but going too far back may not be helpful. I personally just keep last year plus this year in my database.

## **When you download from BRIS or TSN, you must download the files into C:\RPG\ZIP**

I can't say that enough, but many users just don't listen!

When you download from BRIS or TSN, you must download the files into C:\RPG\ZIP. If you downloaded them to somewhere else, then you must MOVE them to c:\rpg\zip.

The files from BRIS and TSN are always zipped. So always download into c:\rpg\zip, and follow the rest of the steps I wrote about creating a database above.

Once your initial database is built up, I only need to add each days data. This is fast and easy, but done the same way as above. Once you download today's DRF and XRD files into c:\RPG\ZIP, you just unzip them, then go to DATABASE and click ADD ALL FILES. If you have files in there that you already added, RPG will know. It will never add the same files twice. So don't think you have to empty your folders every day.

About every couple weeks, or sometimes just once a month, I follow the steps I outlined earlier, as far as deleting the Unzipped files, and moving the ZIPPED ones from c:\rpg\unzippedfiles to those other folders on my computer.

## **IMPORTANT NOTE:**

**The larger your database is, the longer it will take to open RPG. In other words, let's say you have a tiny or NO database. When you click the RPG icon to open the program, it will open instantly. But let's say you have a database that contains the past 2 years races at 3 or 4 tracks or more. When you click to open RPG, it may take a couple minutes for the program to open as it is looking through that huge database when it opens. So be patient.**

## **RATE WIN 2**

The next option under DATABASE (ONLY if you have a race opened on the screen) is called RATE WIN 2. This is a very sophisticated screen. This screen can only be used if you have a model in RPG. I would suggest at least 30 past days of racing in your model minimum. What this screen does is looks at past race winners, and AUTO-TUNES itself to pick winners! It looks at past races of today's type, sees what the winners had in common, and uses the most important factors, AND also decides how much weight each of those factors should get. So let's say you have a race opened on your screen, click on DATABASE, then click on RATE WIN 2. First a pop-up box will appear. This is where you create and save the settings for the Rate Win screen. When you make settings in this box, RPG will save them forever, unless you decide to change them. Let me explain the choices you will see in this pop-up box:

**ALWAYS USE THIS TRACK...**The RATE WIN 2 screen can only be accessed when you have a drf file opened, and a race on the screen. If you have this box selected, then the ratings will only look at past races at the TRACK you have opened. So if you are looking at Race 1 at Del Mar, the program will only look at past Del Mar races in your database. I keep this one selected.

**ALWAYS USE TODAY'S SURFACE...**If this is selected, the program will look to see what surface this race is on (dirt or turf for example) and only look at past races that were on this surface. I ALWAYS keep this selected. SO for example, if the race I am handicapping is dirt, only past dirt races will be used.

**USE TODAY'S RACE TYPE ONLY...**It will look to see what type race this is... maiden, claimer, allowance, etc,... and then only use past races of this same type. Depending on how many past races are in your database, you may or may not want to use this. It will drastically cut down the number of races found to base the rating on. Usually I don't select this unless I have a ton of past files built in the database for this track.

**USE AGE RESTRICTIONS...**If you select this, you will only use past races that were for today's age group and up. I usually keep this selected too.

**USE SEX RESTRICTIONS...**If this is selected, the program will break it down by males and females. So if today's race is for females only, it will only look at past races that were for females only. I have found drastic differences between the two, so I always keep this selected.

**OMIT HIGHEST PAYOFF...**If this is selected, the program will ignore the race of today's type that had the highest payoff. This can be helpful so a "fluke" race doesn't give you false hopes. For example, let's say you happened to hit a \$100 winner. Those are not common, so the computer will ignore that race and calculate all the ROI figures without that race figured in.

**TRACK CONDITION**... You can click on the arrow and then select what past track conditions to look for. If today is going to be a fast track, I keep FAST/FIRM selected. That way the program will pass data that was run on an off track. If its raining today and the track is going to be "off" (muddy, etc.) then select OFF TRACKS ONLY and the data will be based on only past races that were on off tracks.

**DISTANCE**...If you click the arrow on the DISTANCE box, you have 3 choices.

**EXACT**...The program will only look at past races that were run at todays EXACT distance. So if today is 6 ½ furlongs, the data will be based only on past 6 ½ f races.

**1 Furlong**...If you select this, the data will be based on past races that were within 1 furlong of today. So if today is 6 ½ F, it will uses all races between 5 ½ and 7 ½ F.

**Sprint/Route**...if you select this, if today is a sprint, it will look at all past sprints, if today is a route, it uses all past routes. **I usually use this setting.**

**DAYS SINCE**...If you click the little box before the words DAYS SINCE, then the box to the right of it will "open". You can then click that right box with your mouse and type in a number. Lets say you typed in 30. The program will only use races run in the last 30 days. If you type 365, it will use the past year. This is good to see long term and short term trends. Usually, I DO NOT check this box though.

**PASS RACES WITH NR HORSES OF \_\_\_\_\_ OR LESS**...Lets say you typed a 3 in this box. The program will now skip any past races where there were any horses with an NR (No Rating) in any of their data, AND were 3-1 M/L or less. Like if they had no Speed ratings, etc. This way, it wont include any race where a favorite may have won, but had no ratings to base it on in some or all categories. You can type any number in here. If you type 8, it will pass any past races that had horses with NR that were 8-1 or lower Morning Line odds.

**PASS RACES WITH FTS HORSES OF .....**again, like above, if you type a number, it will ignore past races that had runners that were First Time Starters with odds of what you entered or less. So the number you are entering is the maximum Morning Line odds you would accept.

**PASS RACES WITH HORSES WITH 3 OR LESS LIFETIME STARTS WITH ML OF \_\_\_\_**...Like above, if any horses had 3 or less lifetime starts with ML odds of the number you enter or lower, it skips them.

**USE LAST \_\_\_\_ RACES**...If you type a number in his box, the program will use that amount of past races. So let's say you typed a 20. The program will only look at the past 20 races of this type.

Just one more note on the set-up screen. On the following choices:

**DAYS SINCE**

**PASS RACES WITH NR HORSES OF \_\_\_\_\_ OR LESS**

**PASS RACES WITH FTS HORSES OF \_\_\_\_\_**

**PASS RACES WITH HORSES WITH 3 OR LESS LIFETIME STARTS**

**USE LAST \_\_\_\_ RACES**

I personally only use **PASS RACES WITH HORSES WITH 3 OR LESS LIFETIME STARTS**. And I usually put 5 as the odds in this box. The reason for this is simple. It will automatically cover (pass) First timers as they have less than 3 lifetime starts, and it will usually avoid most NR type horses too. So this setting is my choice. I usually don't put anything in any of the others, including DAYS SINCE and USE LAST \_\_\_\_ RACES.

After you made your choices above, click OK and the rating screen will appear. The choices only need to be set 1 time, and will be saved. The box will appear each day, so you can change it if you want, but if you have no changes to make, just click OK.

Once you make your choices in these boxes above, and click OK, you will be on the rating screen. From this screen, you can easily navigate from race to race by clicking the boxes in the upper right portion of the ratings screen. The program will remember what you had selected, and base each race on those choices.

Now let me explain what you will see on the **RATE WIN 2 RATING SCREEN**

**H#...**Official horse program number.

**NAME...** Horses name

**ML...**Morning line odds.

**RPG...**The "RPG" rating given to this horse. The top horse gets a score of 100. It goes down from there to as low as 0. Some races you may see scores like 100, 98, 97, 90, etc, while other races may have 100, 81, 72, 56, etc. When there are bigger gaps in the ratings (like the second example) there will be more top picked winners. Again, the RPG ratings are based on millions of calculations going on behind the scenes!

**WIN%...**This is the win % of the horse ranked in this position. For example, the top RPG may show 38.6%. This means in this type race, this top rated RPG horse has a 38.6% chance of winning. The second horse may show 21.2%, thus meaning it has a 21.2% chance to win today. All the way down to the last horse, which may show a 0%.

**TOT%...**This is the cumulative win %. For example, in the example I just gave above, I said the top RPG had a 38.6%, and the second best had a 21.2%. Lets say the third RPG horse had a 20%, the 4<sup>th</sup> had a 15% and the 5<sup>th</sup> had an 2% chance, etc. Well in the TOT% column, it will still show the TOP RPG horse with 38.6%. But then the second horse will show 59.8. This is calculates like this. The top has 38.6, the second RPG horse has a 21.2, so added together, that is 59.8. So the top 2 RPG horse have a 59.8% chance. The TOT% for the third ranked RPG horse will then be 79.8. (the top was 38.6, 2<sup>nd</sup> best was 21.2, 3<sup>rd</sup> was 20, so add them up and you have 79.8) So now you know the top 3 horses in this race have a 79.8% chance of winning. Since the 4<sup>th</sup> best RPG had a 15% chance, we add this and now the TOT% shown for the 4<sup>th</sup> ranked horse will be 94.8. So if you bet the top 4, you have a 94.8% chance to win the race. Etc....

**ROI...** This is the ROI received by betting this ranked horse. \$1.00 is break even. For example, the top ranked horse may show 1.32. This is saying, betting the top ranked horse in this race has shown to make a 32 cent profit on each dollar. Maybe the third ranked horse has an ROI of 0.77. This means if you bet the 3<sup>rd</sup> ranked horse you will lost (long term) 23 cents on each dollar you bet.

**PLACE%...** This is just like WIN% above, except it tells you the % chance the horse has to at least place. Since 2 horses place in every race, the total place % will be close to 200% if you add this column up.

**PLACE ROI...** Next to PLACE%, you see another ROI column. This is the ROI if you bet this horse to PLACE.

**SHOW%...** Like above, only the % chance for the horse to win, place or show.

**SHOW ROI...** Next to SHOW%, this ROI column is the ROI if you bet the horse to show (long term of course)

**TOTAL%...** This column is much like the TOT% explained before, except for one main factor. It is basing it on the “gaps” in the RPG rating. The TOT% above is based on all races of this type. But the TOTAL% is based on past races that had RPG rating similar to this race. Personally I like this one better. But let me give you a big hint that I have found. It is a lot stronger when the TOP RPG horses TOTAL% is higher than its TOT%. For example, TOT% may be 37% and TOTAL% may be 42%. An increase. But in another race, TOT% may be 39% and TOTAL% may be 34%...a decrease. From my studies, the decreases do not win nearly as much.

**RACES...** The last column is names RACES. This is telling you how many past races the TOTAL% is based on. It may say 34, meaning that the TOTAL% is based on 34 races. If you look way up at the top of the screen, you will see something that says RACES PROCESSED. This is what the rest of the columns (RPG, TOT%, ROI, etc) are based on. So that number may say 92. The computer found 92 races like today. But again, the RACES column tells you how many races like today ALSO fit todays RPG GAP scenarios.

Something I have done very well with too is taking the top 3 RPG rated horses and playing them in a pick 3! Sometimes I will even go 4x4x4 and hit some huge payoffs.

## MODEL TODAY

When you have a race opened on your computer screen, and you click DATABASE along the top of the screen, you will see an option called MODEL TODAY. Clicking this will bring up a new setup box named MODEL TODAYS RACE. After you make your choices in this setup box and click OK, you will then go to the MODEL TODAYS RACE final rating screen. This final screen will tell you how each of the factors in RPG are doing in this type race. But first, let me explain what the choices are in the set-up screen box that first appears after clicking MODEL TODAY.

**ALWAYS USE TODAYS TRACK**

**ALWAYS USE TODAYS SURFACE**

**USE TODAYS RACE TYPE ONLY**

**USE AGE RESTRICTIONS**

**USE SEX RESTRICTIONS**

**TRACK CONDITIONS**

**DAYS SINCE**

**PASS RACES WITH NR HORSES OF \_\_\_\_\_ OR LESS**

**PASS RACES WITH FTS HORSES OF \_\_\_\_\_**

**PASS RACES WITH HORSES WITH 3 OR LESS LIFETIME STARTS**

*All of the above were explained in the past section of "RATE WIN 2"*

*For explanations of the above, please see that section.*

The items on this screen that are not in RATE WIN 2, are as follows:

**Min ML...** You can enter a Minimum Morning Line odds amount in this box. For example, 3. Now the program would only look at how horses did that were a minimum of 3-1 morning line odds.

**Max ML...** You can enter a Maximum Morning Line odds amount in this box. For example, 8. Now the program will only look at how horses did that were a maximum of 8-1 morning line odds.

The two choices above (MinML and Max ML) are used together. So lets say you used 3 as the MIN and 8 as the MAX. Now the program will look at past races of todays type in your database, AND look only at horses that were between 3-1 and 8-1 Morning Line odds. Then it will tell you how these horses performed in each factor. For example, in todays type race, how well did the top Snap 1 horses do that were from 3-1 to 8-1. You can use 0 min and 2.5 max (2.5 is 5-2) and now see how horses did when they were morning line favorites. Or you can put 10 min and 99 max to see how horses that were long shots did. This is very good at breaking down how your strategy does at various odds, and what range it is stronger at. For example, you may find you are losing money when its below 2-1 morning line, makes money at 2.5 (5-2) thru 5-1, then starts losing when it gets to 6-1 and higher. Other things may not do well at low odds, but do well at high odds. NOTE: You must enter the "to 1" odds in these boxes. So 5-2 is 2.5, 7-2 is 3.5, 9-2 is 4.5, 3-2 is 1.5, 8-5 is 1.8, 4-5 is .8 etc.

**GAP...** Another strong item. Lets say you put a 3 in this box. Now the program tells you how the horses did when they had a gap of 3 points. For example, how does the top Snap 1 do when it has a GAP of 3 or more to the next best Snap 1. How does the top 3 Snap 3 do when the third best Snap 3 horse ha a 3 or more point gap to the 4<sup>th</sup> best Snap 3 horse. Etc.

**SHOW ONLY MIN % OF \_\_\_\_\_** ... This box is used along with the next choice explained below (IN TOP...). In this box you would enter a number from 0 to 100. More on this choice below.

**IN TOP...** This is used along with the SHOW ONLY....choice above. You would enter a number for 1 to 5 here.

This is how these two choices work. Lets say in the SHOW ONLY MIN % OF box you enter 55. And in the IN TOP box you enter 2. Now, when you go to the next screen to view the results, it will only show factors where the winner was in the top 2 choices 55% or more of the time. So if in FG for example, the winner was in the top 2 (in this particular race type) LESS THAT 55%, the program will just show all 0 ratings showing this factor did not qualify. However, another column, maybe Snap 2 for example, may say The top 2 won 62% of the time and made an ROI of 1.27. Then it will show the place % and ROI also.

Lets say you put in the SHOW ONLY box 65 and in the IN TOP box you put 3. Now it will only show the results of factors that has the winner in the top 3at least 65% of the time. This makes it very easy to be able to hone in on the factors that matter in this type race. You can set it even higher, like 70% IN TOP 2. Now you can just scroll race to race, waiting to find factors that have hit 70% of the time in the top 2. The play the top 2 horses in that factor to win!

After you make your choices above, and click OK, you will get to the final MODEL TODAY screen. Along the top you will see all the factors listed from left to right. You can scroll over to see the ones cut off at the right side of the screen, since there are so many listed.

The first column on the LEFT says things like this:

- 1 WIN
- 1 ROI
- 1 PLACE
- 1 ROI
- 1 RACES
- 2WIN
- 2 ROI
- 2PLACE
- 2 ROI
- 2 RACES

Etc.....until it gets down to 6 RACES.

Let me explain what this means.

**1 WIN** means what % of the time did the TOP PICK in this category WIN. So for example, if you are looking at the 1 WIN line, then move to the right under the first column named ML, this will tell you what % of the time the TOP Morning Line odds horse won this type race (based on your database). You can keep moving to the right and see how each factor did.

**1 ROI** tells you what your ROI would have been. 1.00 is break even. 1.20 means you made 20 cents on the dollar, and 0.80 would mean you lost 20 cents on the dollar.

**1 PLACE**, like 1 WIN above, tells you the PLACE % of the factor. And the 1 ROI under PLACE tells you the ROI betting this to PLACE.

**1 RACES** tells you how many races of this type the program found in your database.

Then it moves to 2 WIN. Now it is telling you what % of the time one of your top 2 picks won in each category, then the ROI, then the place % and ROI of the top 2, finally the number of races found, using the top 2 picks.

The column goes all the way down to telling you how your top 6 picks did.

Above the ratings, in a grey box, you will see a description, starting with the word FILTER. This is telling you how you have your choices set in the pop up box that appeared before this screen.

If you want to use the same settings you do not need to change anything. The program will keep the same settings until you change them. Then you can just move from race to race from this one screen.

On this screen, under the category headings, you will see some small boxes. Some boxes will be checked, other will not be. Here is why. Lets say you chose to see only ratings where the winner was among the top 3 68% or more of the time. The program will only show the categories where that was the case. So you will see that the program “checked” those little boxes of the factors that qualified. The ones that are not checked means that the category did not have the winner among the top 3 at least 68%.

What is the best way to use this screen? Well, obviously this screen gives a lot of info that you can use however you wish. But here is the best part. While on this screen, you will see a box named **RACE**, all the way to the RIGHT CENTER area of the screen. Click on that, and it will take you to a new screen that takes all this info and puts it together for you!

On the next page, I will explain what you will see on this new screen.

**H#**...This is the horse program number.

**Name**...Name of horse

**ML**...Morning line odds for this horse.

**Rating**...This rating is based on how you made your settings on the MODEL TODAY setup box. For example, lets say you told the program to just use ratings where the winner was in the top 3 68% of the time or more (So in the **SHOW MIN %** box you put 68 and in the **IN TOP** box you put 3). OK, now lets say that in this particular race type (again based on how you told it to filter the races...Use todays track, distance, type, etc....) that the only categories that the winner was among the top 3 picks was S1, S2, BPP, Late and SR. Everything on this screen now will just be based on those factors. So now this RATING column will be based on how this horse was ranked in each of those 5 factors. It gives defined points for each factor, and totals them up for each horse. So Horse A maybe got 4 points for S1, 5 points for S2, 6 points for BPP, 3 points for Late and 2 points for SR. Thus, this horses RATING will be 20. So each horse s rated based on how they faired in the most important factors that pick winners in this race.

**RATING%....**This is based on the RATING above, however, now you will see the % of points the horse got for each factor. For example, lets just use 1 factor. Lets say S1, the top pick wins 31%, the second ranked S1 wins 24%, the third ranked wins 19%, the 4<sup>th</sup> ranked wins 12% the 5<sup>th</sup> rank wins 7% and the 6<sup>th</sup> wins 3%. So, for RATING %, the horse that is TOP in the S1 category will get 31 points, the horse rated 2<sup>nd</sup> in S1 will get 24 points, the horse ranked 3<sup>rd</sup> will get 19 points, the horse ranked 4<sup>th</sup> will get 12 points, the horse ranked 5<sup>th</sup> will get 7 points and the horse ranked 6<sup>th</sup> will get 3 points. So the program takes all categories used from the RATING above, and totals the % up for each horse. That is the horses rating %. The nice part about this is, rankings don't tell all. In some factors, the top horse can win just as much as the 3<sup>rd</sup> best horse in that factor. And in another factor, the top horse may win a TON more than the second best horse. So this RATING% column will total up all the % and show you overall how the horse rates. Just to make it clearer, in case it is not clear enough, lets make an example that really wont happen. In this race the categories being used are S1. S2, S3, and S4. Lets say that the top S1 wins 100%, the top S2 wins 100%, the top S3 wins 100% and the top S4 wins 100% of the time. (Again, just a crazy example to explain this rating) Lets also say HORSE A is TOP ranked in all 4 of those categories. This horse would get 400 points in RATING % and the rest of the horses will get a 0 RATING% since the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, etc horses win 0% of the time. ANOTHER EXAMPLE....This race only 2 factors are used. The TOP S1 Wins 50%, and the second best S1 wins 50%. And the TOP S2 wins 50% and the 2<sup>nd</sup> best S2 wins 50%. Horse A is TOP in S1 and TOP in S2. Horse B is 3<sup>rd</sup> is S1 and 2<sup>nd</sup> in S2. Horse C is 2<sup>nd</sup> best is S1 and 4<sup>th</sup> in S2. Here is how it would work: HORSE A gets 100 points, since the TOP S1 wins 50%, and TOP S2 wins 50%. HORSE B gets 50 points since the 2<sup>nd</sup> best S2 wins 50% and the 3<sup>rd</sup> best S1 wins 0% HORSE C gets 50 points since the 2<sup>nd</sup> best S1 wins 50% and the 4<sup>th</sup> best S2 wins 0%

I hope that makes is all clear.

**RPG...** This is another version of the RPG rating as explained earlier in the “RATE WIN 2” section. It is the exact same concept, however, this version of it only uses the factors being used in the RATING column. So lets say you are only using factors that win 68% or more of the time in the top 3 picks. And again, lets say those columns were S1, S2, Late, Early, SR, and BPP. The RPG rating on this screen will only look at those factors. Then it will decide how much weight to give each fator, and come up with the final RPG rating.

**WIN%...** This is the win % that this screens RPG rating has been hitting based on your database, in past races of todays type.

**ROI...** This is the Return On Investment you would have received playing the RPG rated horse on this screen.

**RACES...** This tells you how many races are being used to arrive at the numbers on this screen.

One other thing I would like to say about the **SHOW ONLY MIN % OF \_\_\_\_** and the **IN TOP \_\_\_\_** boxes. The higher % you put, the less columns you will find as qualified. For example, if you have “2” in the IN TOP box, and in the MIN% box you put 80, the program will only look at rating which have picked the winner in the top 2 picks at least 80% of the time. Lets face it, this will be rare if ever on a long term basis. So you want to use a reasonable number. Me personally, I use 68% in the top 3. I have found this to work well for ME. My brother uses this program, and he sets it to 40% in top 3. He just wants to get rid of factors that do really bad in todays type race, and then have the program use all the rest. So when I do it, depending on the race, the program will be using from 2-8 factors. But when he does it, the program will usually always be looking at all but a couple of the factors. Again, he just is eliminating factors that are meaningless in todays race type, where I want to just use the best. His reasoning is he is looking for prices, so wants a better overall rating of all the horses. And it works out well for him. But no matter what you choose, keep it reasonable. If you just want factors where the top pick wins 35% or more, then you would set the IN TOP box to 1, and the MIN% would be 35. If you want to use factors where the winner is among the top 5 most of the time, then maybe set it to IN TOP 5, and MIN % of 85.

When you are on this screen, or just about ANY screen in RPG, you can click on the column heading, and the ratings will sort on that rating. For example, this screen defaults to sorting on RATING. But if you want to sort on the RPG rating, then click (two times) the RPG grey box and it will sort on RPG.

## **MANAGE DATABASE**

When you have a race opened on the screen, and go to DATABASE, the next choice you will see is MANAGE. If you click it, you can adjust your database. BE CAREFUL in this box. In this box you can delete races you no longer want in your database. Lets say you have 3 tracks in your database, but decide you no longer want to play one. You can delete just that one track and this will help your program run faster. Or lets ay you have been using RPG a long time and want to get rid of older races from your database. You can select DELETE RACES OLDER, click the “down arrow” and select what to delete, such as races older than 1 year old. Or you can use the option that says DELETE RACES AT and a calendar will come up and you can move from month to month, clicking on the days you want to delete. Be sure to use the DELETE RACES ON TRACK box to select which track you want to delete races from, or else it will delete from ALL tracks.

At the bottom of this box you will see a choice that says MISSING RESULTS. If you click that, the program will tell you which DRF files you have in your database that do not have results. So you need to add results for them. Sometimes I add the drf files, and the races get cancelled that day. That’s when I go back to the DELETE RACES AT box and select the proper track, then delete that day from my database, since there will be no results. You don’t have to. I just like less clutter.

## **Statistics**

If you have the program opened to a race on your screen, and click DATABASE, the next choice is STATISTICS. This is the stats of your database. It will tell you how many DRF files, how many actual races, and how many actual horses are in your database. Just an informative screen.

## MODEL

From just about any screen, you can click on DATABASE, then click on MODEL. A pop up box will appear like the ones that appear on many other screens explained earlier in this manual. This pop up allows you to see what the model will look at. For example, lets say you have races for several tracks in your database.

**TRACK...** This option lets you look at all tracks combined, or break it down by individual tracks.

**SURFACE...** allows you to look at dirt only, turf only, or all. Also, DIRT is broken down by inner (for AQU) and Turf also lets you look at inner turf (for BEL).

**RACE TYPE...** you can look at certain race types, like maiden claiming only, allowance only, etc.

**AGE...** you can look at all ages combined, or break it down by age group.

**SEX...** break it down by males only, females only, or just look at all combined.

**TRACK CONDITIONS...** You can look at FAST/FIRM tracks only. Or if you want to see how you do on "OFF" tracks, you can look at that too. Or look at both combined.

**DISTANCE...** break it down by sprint, route, or even exact distances.

**DAYS SINCE...** whatever number you put in here is how many days back the model will look. For example, if you put 30 in this box, the model will only look at the past 30 days, even if you have races from years back in there. If you leave it at 999, then all your past races will be looked at.

**GAP...** Will only look at how horses with a certain gap will do. For example, lets say you enter a 2 in this box. Now each column will be showing results of that factor ONLY when there was such a gap. For example, the S1 column will only be showing how horses did in S1 when there was a 2 or more point gap in the rating. Like the top S1 was 93 and the second best was 91 or lower. Also, if you are looking at the 3<sup>rd</sup> best S1, it is showing how it did when the gap between the 3<sup>rd</sup> and 4<sup>th</sup> best horses was 2 or more.

**MIN ML and MAX ML...** Lets say in MIN you put 2 and MAX you put 5. Now the program only shows how your horses did when they were between 2-1 and 5-1 morning line odds. For example, how did the TOP S1 do when it was between 2-1 and 5-1 ML.

**PASS RACES WITH NR HORSES OF...** Lets say you put a 5 in this box. The model will pass any races that contained ANY horse that has an NR for ANY rating, as long as that horse was 5-1 ML or lower.

**PASS RACES WITH FTS HORSES OF...** Lets say you put an 8 in this box. The program would skip any races that has even 1 First Time Starter with Morning Line odds of 8-1 or lower.

**PASS RACES WITH 3 or LESS LIFETIME STARTS...** Lets say you put a 6 in this box. The model will skip any past races where there was any horse at ML odds of 6-1 or less that has 3 or less lifetime starts. Of these last 3 boxes, I use this the most.

After you make your choices, click OK and you will go to the MODEL screen. This screen lists every factor along the top from left to right. The first column going down on the left says this:

1 WIN  
1 ROI  
1 PLACE  
1 ROI  
1 RACES  
2 WIN  
2 ROI  
Etc.....

Let me explain what this means. The “1 WIN” is telling you how the TOP PICK in that category is doing as far as WIN %. So the first column, ML, may have a 33 in that box. That means that in this type race (however you set the filter box to get to this screen) the TOP ML rated horse (lowest ML odds) wins 33%. Then the “1 ROI” line tells you what your ROI would be betting the best ML horse. 1.00 is break even. The next row, “1 PLACE” tells you how this horse does as far as PLACE %, then the next row below it tells you your ROI betting this horse to place. Next, the RACES line tells you how many races of this type were in your database to base these numbers on. Next, it says 2 Win, etc all the way down to 6 WIN. This gives you the same stats like above, except its telling you how your TOP 2 picks, Top 3 picks, all the way down to the TOP 6 picks are doing as far as win, place and ROI.

Way on the top you will see an option called PRINT MODEL. Clicking this then the PRINT MODEL that appears again will print these stats.

## MODEL SUMMARY

From almost any screen, you can click DATABASE, then MODEL SUMMARY. Let me explain what this screen means. After clicking MODEL Summary, a pop up box appears for you to set the filters again.

**LOOK AT DIRT ONLY**

**LOOK AT TURF ONLY**

You would click what type races you want to get a summary on. Click one.

**DAYS SINCE**....Whatever number you put in here is how many days back the program will look. So if you put 30, the program will look at the past 30 days only. 999 looks at all your past races.

**SKIP ALL FTS/NR RACES WITH ML**.....Lets say you put a 5 in this box. The program will ignore any past race that had horses with NR in their ratings, or any race with First Time Starters that were 5-1 or less Morning Line odds. So you can leave this blank at first, then run it again using this box and see if you can improve it.

The next 3 options are like the MODEL and RATE Win 2 screens have and have been explained a few times before in this manual.

After making your choices click OK. **BE WARNED>>>>>**If you have a large database, your computer may be running a long time on this screen. Don't think it froze up. Once when I had years of races for many tracks in my database, it ran for an hour to figure its results. Once it is done, a final summary screen will appear. Let me explain what you are looking at.

Along the top, from left to right you see MIN%, IN TOP, WIN% TOP 1, WIN% TOP2, WIN% TOP 3, WIN% TOP 4, # RACES, FCATORS.

This is what it is telling you. Remember earlier I told you about the **SHOW ONLY MIN % OF\_\_** and the **IN TOP\_\_** choices on the MODEL TODAY screen? Well this screen will tell you the best way to set those boxes. For example, the first line shows 25% under WIN%. This is saying, if you used 25% for the SHOW ONLY MIN % OF box, and a 1 for the IN TOP box, your results would be what is shown under the other columns. So if under IN TOP 1, it says 29, your past hit rate on the top pick would be 29%. It really does not matter if you 100% understand this screen. All you want to look for is a level that you are happy with. For example, if it shows the highest win% under WIN% TOP 3 is on the row starting with MIN % of 65 and IN TOP of 3, then you know on the MODEL TODAY screen you would set it like this.

You will rarely use this screen. Maybe every 6 months analyze it again. Once you know the best setting, just leave it like that on your MODEL TODAY screen. Again, you would run this screen, then find the level you feel best with.

**HINT: I have found that 68% IN TOP 3 works best for me! Others say 40% in top 3 gives a better over all view.**

## MODEL EXACTA

From just about any screen, if you click on DATABASE along the top, you will see a choice appear in the list called MODEL EXACTA. So first click DATABASE, then click MODEL EXACTA. This tells you your stats for EXACTAS. First a box will appear much like the other model type screens, asking how you want to set the search. This has been explained earlier in this manual, so no need to explain what the choices mean in this filter box. After you set it, click OK, and you will go to the main exacta model screen.

The exacta model screen will show you how each factor in RPG does, if you were to play the exacta straight, box the top 2, box the top 3, and box the top 4.

The first column going down on the left says things like:  
STRAIGHT...This is if you played the exacta straight (1-2)  
ROI...This is the ROI you would achieve playing the exacta straight.  
RACES...Tells you # of races were found in your model, based on how you set the filters  
BOX TOP 2...

From here on it gives you the stats like explained above for boxing 2,3,or 4 picks.

So the way you would read it is simple. The first factor listed across the top is ML. So if you look under ML, it is showing you how playing the top ML horse to win and the second best (lowest) ML to place did in an exacta. Then the ROI (1.00 is break even)

Lets say you wanted to know how boxing your TOP 3 ranked EP1 horses does. You would look for the EP1 columns along the top, and then look down to the BOX TOP 3 line.

While on this screen, you can click PRINT MODEL to print this screen out.

## CORRELATIONS

Well, I think I saved the best for last. This is what I personally like best. From about any screen, click on DATABASE, then in the new menu that appears, click CORRELATIONS. A “filter” box will appear. This filter pop up box has many items I explainer earlier, but many new things too. I will explain each.

YOU MUST HAVE A GOOD SIZE DATABASE BUILT UP FOR THIS FEATURE TO WORK. A SMALL DATABASE WILL NOT GIVE AN HONEST PICTURE. I SUGGEST AT LEAST 3 MONTHS OF FILES FOR EACH TRACK. 6 MONTHS OR MORE IS BETTER.

The purpose of the correlation screen is to find what works at your track, and allow you to create you own plays. For example, you may find that at your track, in sprint races for males on dirt, 3 year olds & up, claiming races only, horses that are TOP in EP1, in the TOP 3 BPP and the TOP 5 LATE do very well when bet at ML odds of 3-1 thru 10-1. Or horses TOP in S1, S2, and in the TOP 5 LATE, with trainers that win a minimum of 12% does very well. There are millions of combinations. I will show you how to arrive at the best ones shortly. And once you find these winning patterns, you can create your own custom plays. Then, when you open a race file, the program will tell you if any horses fit your plays today! And you can see over time how much money the play is making for you.

OK, so you clicked DATABASE, then CORRELATIONS. The filter box is now on your screen. Here is what you see.

**TRACK...** Depending on how many tracks you have in your database, the tracks found in your database will be listed here. So you would click the track that you want to test your correlation at. For example, if you want to see how your play does at HOL, and HOL is listed in your track list in this option, you would select that box. I have found that with these correlations, breaking it down by track is crucial. Plays you find work great at one track, may bomb at another, due to the makeup of each track and surface. However, the ALL option is there if you want to combine all tracks together.

**RACE TYPE...** This lists all the race types such as maiden claiming, MSW, claiming, allowance, etc. At first maybe you can set this to ALL. But when you are “fine tuning” your correlation, you may check out various race types. For example, lets say you find a play that makes a 15% ROI (1.15). And that is with RACE TYPE set to ALL. Now you set it to ALLOWANCE, and ALLOWANCE only is losing 22 cents (ROI of 0.78) Maybe Maiden Special Weight is losing 19 cents (ROI of .81) The others are making money. So now, keep the correlation set as you have it, only UN-selecting ALL (click it) under RACE TYPE, and click all choices EXCEPT Allowance and MSW. Now you will see your new stats showing that you do much better skipping those type races. Your ROI may now jump to \$1.35 or so.

**DISTANCE**...You can select ALL, or break it down by SPRINT (7.5 furlongs or less), ROUTE (1 mile and longer), or even break it down by exact distance. Much like explained in RACE TYPE ABOVE, once you have a decent correlation, even if it just breaks even, you may see it really excels in 6 and 6 ½ furlong races, but loses in all the other distances. I usually start off with it set to SPRINT or ROUTE, then filter further from there.

**SURFACE**...This lets you choose dirt or turf. If your track uses an artificial surface, DIRT will cover it. I usually start with it set to DIRT or TURF. I NEVER start with ALL as dirt and turf are very different.

**AGE**... You can look at races for ALL ages, 2 year olds only, 3 year olds only, or 3 and up. If you have it set to 3 & UP, it will NOT be looking for races carded for 3 year olds only. It will only be looking at those carded for 3 & up, or 4& up, etc. With this option, you may find that a profitable correlation loses money in those 2 year old races. And another correlation may do great with those 2 years olds.

**RS**...This stands for Running Style. Different tracks and distances favor different running styles. Let me give an example. Lets say at your track, you find horses that are in the TOP 2 EP1, Top 2 EP2, and Top 2 SR do well. And that is with RS set to ALL. Now UN-select ALL for RS, then set RS to E (early) and it does even better. This is saying that the horses in the top 2 EP1, EP2 and SR, that are also designated as E (early running style) do even better. Then you unselect E and select EP. It does even better! Then you unselect EP and select P. It loses slightly. Then you Unselect P and select S, and it loses a lot. This is telling you that your correlation does even better if you only play it when your horse is either E or EP. This will save you tons long term by passing horses that appear to fit all your rules, but you never knew why they just could not win!

**NOTE**...the N/A choice under RS means the horse has not been given a running style type. This happens with young horses that still are not set in their running ability. But you can look at this choice alone too to see what happens if your horse fits everything, but has an NA running style.

**SEX**...You can look at ALL, or races for females only, or races for males only. I use this a lot. I find males to be more consistent, and do better on my plays that are set for lower odds but higher win %. The female races seem to hit at better odds, but lower win %. So I may have the same play, but break it down 2 ways. The male version I may play at ML odds of 1-1 thru 3-1, while the females I will play at ML odds of 6-1 and up.

**MIN ML and MAX ML**...Like I talked about above, you can see what odds range your picks do better at. You may find a good play, and then see that even though it wins a lot when the horses are 2-1 or lower ML odds, it loses money at those low odds. And when your selection gets to be 6-1 and horse ML odds, they don't win enough to make money. So in this case, you would only want your selections to be a play when the morning line odds are between 5-2 and 5-1.

**NOTE: ANYWHERE in the program when you are asked to enter odds, you need to put the "to 1" odds. So 5-2 would be 2.5, 3 to 1 is 3. 9-2 would be 4.5. 8-5 would be 1.6. 4-5 would be .8 Etc.**

**DAYS BACK**...Lets say you put 30 in this box. The results shown for this correlation will be based only on plays found in your database in the last 30 days. If you leave this box empty, it looks at the entire database.

**TRACK CONDITIONS**...If you select FAST/FIRM, it will be based only on past races where the tracks were fast or firm. If you select OFF TRACKS, the program will only look at past races where the track was anything except FAST/FIRM. This is handy, because when you have a good correlation, you can then set it to OFF TRACKS and see how it did on off tracks. Lets say it does bad with it set to OFF TRACKS. This tells you that on day where you have a play, but the track is not fast, you should pass. You may also come up with plays that only do well on off tracks, in case you live in a rainy area!

**PASS BAD RACES**...If this is selected, the program will not look at races with a lot of missing or incomplete info.

**PERIOD**...If you click the box before the word PERIOD, you will see the “date” boxes next to it open up. This lets you test you correlation for various periods. Like if you have the past 2 years of races for your track in your database, and wanted to see how your play has done during various times, such as May 1 thru August 31. Click the down arrow in the first box and you will see a calendar appear. Then using the arrows on the calendar, scroll back or forward to the month you want, then click the date of that month to start on. Then go to the other box and click the down arrow, and then scroll to the month you want to end at. So now the results will show you how you did during that time. For those of you that may have a few years of data, you can do things like, “How do I do in January each year?” and then look at each January 1-31 and see. You may find this play does not do as well in the coldest winter months versus the rest of the year.

**NOTE: If you click the little box before the word PERIOD to try out this feature, be sure to UN CLICK it after using it. If not, you will only be looking at 1 single day. This is because as default, both DATE boxes always go back to today’s date. If you have that PERIOD box selected, but don’t set dates, the results will only be for today. So ALWAYS UN-SELECT THIS BOX after using it!!!!**

**PASS RACES WITH NR HORSES OF**...Lets say you put a 5 in this box. The model will pass any races that contained ANY horses that have an NR for ANY rating, as long as that horse was 5-1 ML or lower.

**PASS RACES WITH FTS HORSES OF**...Lets say you put an 8 in this box. The program would skip any races that has even 1 First Time Starter with Morning Line odds of 8-1 or lower.

**PASS RACES WITH 3 or LESS LIFETIME STARTS**...Lets say you put a 6 in this box. The model will skip any past races where there was any horse at ML odds of 6-1 or less that has 3 or less lifetime starts.

Note: Of these last 3 boxes, I use the “PASS RACES WITH 3 or LESS LIFETIME STARTS” the most.

**DAYS SINCE LAST RUN**....Lets say you find a good play. Now you can play with this box. Lets say you put a 45 in this box. This tells you how the play does only when your horses have run in the past 45 days or less. So you may see that a good play does better when you pass horses coming off layoffs. I set many of my plays to 99, so I am usually playing horses that have run in the past 99 days.

**SPEED POINTS**....Next to this are 10 little boxes... ALL, 0,1,2,3,4,5,6,7,8. This is another way to filter your plays to the strongest ones. Speed points indicate how much (or little) early speed a horse has. When I am testing plays, I set this to ALL. This tells me how my plays do no matter how many speed points the horse has. But after I find something promising, I then test 1 at a time. I start with 0. So I unselect ALL, and now select 0. This tells me how my play does when it has 0 speed points. Then I UN-select 0, and select 1. I keep doing this one at a time and note how each one does. I find many times that horses with 8 speed points just don't make money. This is probably because these type get over bet, plus they tend to die in the stretch if they have any other early speed competition. Also, at many tracks, I find horses with 2 or less speed points do poorly too. Especial 0 speed point types.

**MIN J**....Lets say you put a 5 in this box. Now you will see how your horse does when it has a jockey with a minimum win % of 5%. So the jockey must win 5% or more.

**MIN T**.... Lets say you put an 8 in this box. Now you will see how your horse does, when it has a trainer with a minimum win % of 8%. So the jockey must win 8% or more.

**MIN EP1 + EP2 GAP**...This was something I tested out that does great at speed tracks. Let's say you put a 7 in here. The computer looks at the horses EP1 and EP2 rating. It must be TOP in 1 or both of these ratings. PLUS it must have at least a 7 point advantage when you total them both up. So lets say it is top in EP1 with an 88, and the second best EP1 in the race is 84. This horse has a 4 point EP1 advantage. And in EP2 lets say it is top by 6 points. The total advantage this horse has in EP1 + EP2 is 10. Lets say in another race, the horse has a 9 point EP1 advantage, but it is 3<sup>rd</sup> best in EP2. This horses EP1 + EP2 is 9 (9 + 0). This is good when you are looking at "pace" type plays, and want your horses to be strong early runners.

**MIN HORSE WINS**...Lets say you put a 10 in this box. Now the program only looks at your play when the horse has at least a 10% or greater lifetime win percentage. You may want to put a 5 in here. What this does it gets you off horses that hardly ever win. Of course, if you put any number at all in here, even a 1, you will never get a play in a maiden race as they all have a 0% win rate. But in non maidens, it is never good to bet on proven losers. So play with this one a bit and see if it helps on your particular correlations.

**HORSE IS ONLY**....In the box next to this, you can select a running style. For example **E**. Now you can see how this play does when it is the ONLY E type runner in the race. It is known that “lone E horses” (horses that are the only Early runner in a race) win a lot more versus races where there are many E horses. So you may find good plays based on the horse being the ONLY E, and then add to it. You can do this with any of the other running styles too.

**MIN SCM**....SCM is on the main rating screen, and is a system all in itself. I have found many horses lost when they have NO SCM rating. So I put a 1 in this box, which would mean my horse would have to have at least 1 SCM point. Test it with your plays.

**MIN WINS ALL**....Lets say you put a 1 in this box. This is saying that ALL horses in this race must have at least 1 lifetime win. If you put a 3, all horses must have at least 3 lifetime wins. The higher you go, the more “seasoned” runners. What I mean is the races will have horses that obviously have run a lot more races, and are good at winning, so should be more consistent. But putting a 2 in here will get rid of those less predictable races carded for “non winners of 2 lifetime” etc. Again, it may or may not help your particular play.

**OMIT HIGHEST PAYOFF**....I check this after I find a good play. What this does is tells you your past results and ROI, SKIPPING the highest priced winner you had. So just in case you had a \$100 winner, your ROI won't be messed up just because of 1 rare horse. Plus by leaving this checked, I know that I really did better than it shows, even if it's just skipping an \$18 winner!

**LRF<12**...If this is selected, the horses Last Race Finish has to be within 12 lengths of the winner. So if your horse qualified on all else, but its last race was terrible, it will not come up as a play if this is chosen.

**W@D**...If this is selected, the horse must have at least 1 lifetime win at today's distance. Sometimes it is not wise to bet on a horse to do something it has never done before!

**W@T**...If this is selected the horse must have a win at today's TRACK. This will eliminate shippers or horses that do not like this particular track.

**TURF WIN?** ...The horse must have at least 1 win on TURF? This is only useful if today's race is TURF of course.

**2Y%**...If this is selected, it means that the horses win % the past 2 years must be 10% or better. This may help get rid of a horse that may have many lifetime wins, but now that it is getting older, is not winning much anymore.

**SAME TRACK?** ...If you select this, the horse must have run its last race on the same track as today.

**NO BANDAGES...** If you select this, the horse must NOT be wearing bandages. Horses wearing bandages MAY have leg problems.

**J@D** ...If you select this, the Jockey must have a satisfactory record at today's distance.

**DistTvsL...** If you select this, the horse must be running the same distance (or close to it) today as it did in its last race. Sometimes a horse may get high ratings in a sprint, but today is in a route and cannot handle the extra distance.

**No Mdn Last...** If you select this, the horse's last race must not have been a MAIDEN race. Many last race maidens fail the next time out in a race against winners.

**OMIT 2 HIGHEST PAYOFFS** ...If you have this selected, the stats shown (ROI) will be based on eliminating your 2 highest priced winners. I have found correlations that "seemed" to be very good, and had nice ROI's. But then it turned out that all the profits came on 2 big wins through-out the year. Personally, that makes me uneasy. So I still want to see profits even after taking out my 2 best wins. This is especially useful if you are setting up a correlation for "long shots". For example, you find a play that does well when you bet them at 8-1 or higher Morning line odds. If, after you omit the 2 highest payoffs, you still have a profit, you really have something. On one hand, this is being unfair, as many long shot systems make all their profits on a couple really good winners. But also, if you can still make money without those 2, wow, you got a good one!

OK...so that explains all the choices in the filter box that first appears on the **LEFT** side of the box. On the **RIGHT** side, you will see every factor listed, and next to each factor to the right, are small boxes. Along the **TOP** you will see the column headings of 1,2,3,4,5 and GAP. Let me explain these. Lets use S1 as an example. If you click the first box to the right of S1, (this would be the box in the "1" column), you would be saying your horse must be the TOP S1 horse. If instead you wanted to change that to say "your horse must be in the TOP 2 S1 ratings", then just click the box under the "2" column next to S1. You will see the check move from the 1 box to the 2 box. If you wanted to say your horse must be in the top 5 S1 ratings, then just click the box next to S1 that is under the "5" column.

The last column is called GAP. You would enter a number in this column. Again, using S1 as an example, lets say you put a 5 under GAP for S1. You would also check the "1" box next to S1. So this is now saying your horse must be TOP in S1, and must also have a 5 or more point advantage over the second best S1. **NOTE: The GAP ONLY WORKS when you are looking at the TOP 1 of a factor. For example, if you had a 5 under GAP for S1, but had the "3" column selected, the GAP would not mean anything. GAP is only used for a separation from the TOP pick to the second best in that factor.**

You can click on as many or as few factors as you like. For example, if you want to see how a horse does that is in the top 3 of LATE, LATE PACE, ITM , and BPP, and also is TOP in T%. Next to each of the factors... LATE, LATE PACE, ITM , and BPP... you would click on the "3" column box for each of them. Then you would click on the "1" column box for T%. So, what you have just done is said "I want to know how a horse does that has the best Trainer in the race, as long as his horse is among the TOP 3 of LATE, LATE PACE, ITM , and BPP. On top of that, it would also be using the "filters" you set on the "LEFT" side of the screen.

On the bottom of the box, you will see a box named CLEAR. This clears all the settings on the **RIGHT** side of the box so you can start that side over easily.

In the bottom left is a box named OK. After you set everything above, click OK, and you go to the results screen. I will now explain this screen.

So, you set everything the way you liked it. Let me give a small example of how a correlation may be set to test.

On the LEFT side, you selected:

TRACK: HOL (assuming you have Hollywood Park in your database)

RACE TYPE you have ALL.

DISTANCE you have SPRINT

SURFACE you have DIRT

AGE you have ALL

Running Style is ALL

SEX is ALL

MIN and MAX ML you leave blank, (if you have numbers in there, double click in the box then click DELETE to clear it)

DAYS BACK is 0

TRACK CONDITION is set to FAST/FIRM

SPEED POINTS is set to 4-5-6-7

All the other boxes are either set to 0 or left blank. However on the bottom you selected the boxes W@D and W@T.

On the RIGHT SIDE, you clicked on TOP 1 of EP1 and EP2. And next to T% you clicked the "5" box. Next to TTR you clicked the 5 box.

So this is what you are going to find out:

First, the horse must be TOP EP1 and EP2. Also, it must be among the top 5 T% and TTR ratings in the race. We want to know how these horses do at races run at Hollywood park, when todays race is a SPRINT on FAST DIRT. The horse must have either 4, 5, 6 or 7 speed points. Also, to qualify, the horse must have won at least 1 time in the past at todays distance. And it must have won at least 1 time in the past at Hollywood Park.

So you click OK, and a new screen appears. This is the screen that shows how your correlation does. You will see a column named DESCRIPTION. The first row under this shows all the factors you included in your correlation. So in our example above, under DESCRIPTION (in the white area of the screen) you will see it shows: T 5, EP1 1, EP2 1, TTR 5. So this is what you were looking at. For example, T 5 means you want your horse to be among the top 5 trainers in this race. EP1 1 means you want your horse to be TOP EP1 in this race. Etc.

Then, next to these factors, the first column you come to is WIN%. This tells you what the WIN% is based on all horses found of this correlation setup in your database. Next to this is tells you what your ROI would have been. 1.00 is break even. 2.00 means you double your money. Etc. Next to this you will have the PLACE % and ROI, and then the SHOW % and ROI. The next column called RACES tells you how many races this is based on. So if you have MANY factors and filters set, this may be a low number. Maybe this setup has not happened a lot in the past, so you need to loosen it up a bit. A correlation that has 50% wins in meaningless if it is based on 4 races. But a correlation that has 40% wins with an ROI of 1.65 it great if it is based on 250 past races! Finally, the last column called BETS is almost like RACES but tells you how many BETS there were. Some races may have had more than 1 play and may show 50 races and 55 bets. The ROI is always based on number of BETS, not races.

The next rows down show how each factor did individually. So the next row would show T 5 for example. The WIN%,& ROI, PLACE% & ROI, and SHOW% & ROI will be showing how betting the any horse that is in the TOP 5 T% ratings, as well as qualifying in all of the settings on the left side of the filter screen. (Must have 4, 5, 6 or 7 SP, must have W@D, W@T, etc...) So each row below breaks it down by each factor. What you may notice is that in this particular setting, all the factors did well, except for TTR 5. So now you can click DATABASE at the top of the screen, go to CORRELATIONS, and test an new idea. The setting in the filter box will all remain as you had them the last time you used it. So now, try this. UN-select the TOP 5 TTR column. (Just click the check mark under the "5" column next to TTR and the check will go away). Now click OK again and you will see the results based on the exact same settings, except now the horse does not need to be in the top 5 TTR ratings. So now you will more than likely see the RACES column shows more races, and maybe your win% and ROI went up. From here on, it's a matter of trial and error. Keep going back and forth, fine tuning. Maybe take out W@D and see what happens. Add in other factors. How does this correlation do if you add in 2Y%, or SAME TRACK. What if you change it from saying the horse must be among the top 5 T% to TOP 3 T%? Instead of looking at all SPRINTS, what if we look at 6 furlongs only? Maybe 7 furlongs lose money, so we would only use 5.5 to 6.5 furlong races. Maybe you do better betting them at 0 MIN ML and 4 MAX ML? Maybe OFF TRACKS lose money? Just weed out the losing plays and keep the winners!

When you are looking at the stats (results) of your correlation, along the top of the screen you will see PRINT CORRELATION. This will print the stats you see on your screen.

Also, when you have the stats (results) of your correlation on your screen, in the center of the screen, all the way to the right, you will see a box that says PRINT. If you click this, it will print every qualifying play that the computer found to fit this correlation. Makes it nice to see the types of winning and losing streaks you had and can expect.

## STARTING OUT....

It may seem overwhelming on this screen since there are millions of combinations. Here is a neat way I found to start out on the correlation screen. First, on the LEFT SIDE of the filter box, I select 1 track I want to look at. Then I start with one distance group. Either SPRINT or ROUTE. On surface I start with DIRT, and also select FAST TRACKS only. Everything else below it I leave blank, or set to 0, or leave unselected.

Then on the RIGHT SIDE I select TOP 1 of EVERY FACTOR! (you can also run this preliminary test selecting top 2,3,4 or 5 of every factor!) Yes, I just start at the top and click every factors box under the "1" column. Then I click OK to get to the results page. Now since we are looking for horses that were top in everything, we probably will see that the first row that is looking at the correlation of every factor shows 0 on everything as it found no past scenarios like this. But right now I am not concerned about that. I start at the next row, and am looking at each factor individually. I want to see which factors are the best ones. So I will first look at the worst 10 factors for example. When I say worst, I mean they have very low win% and very low (way below 1.00) ROI's. Then I click DATABASE along the top of the screen, go to CORRELATIONS again, and now Unselect these 10 or so worst factors. Then click OK again and take a look. Again, look at all the factors individually. Which ones look the poorest now? Get rid of them again. I keep doing this until I am down to my BEST 3-6 factors. Lets say I have 6 really good ones. Now I play around with them. What if I change these 2 factors to TOP3 and leave the others on TOP 1? What If I just use these 3 factors, and set them to TOP 2? Just keep playing and tuning. It really is fun! Once I find the best way to use and set the factors on the RIGHT side, then I go back and start playing with the LEFT side filters. What If I require the horses to have 4 or more speed points? Or a W%D? Or how about if I just bet them at ML odds between 2 and 4? Just keep turning things on and off and see how it affects the results.

This may seem like a lot of time. But just think of what you are doing. You are creating plays that weed out all the losing ones, and just keep the money makers that can reward you for life! And you are testing this on hundreds, or thousands of races all at 1 time. This would take months and months to do by hand!

AND .....

Once you have found these correlations, you can SAVE THEM as your own CUSTOM PLAY so anytime a play comes up, the program tells you. I will explain how to do this next. But after you put some time into the CORRELATIONS, with a few more clicks you can program these plays and never have to do any work again! Unless you are like me that loves playing with the correlations, and never stops trying to find more profitable plays or improving the old ones!

## CUSTOM PLAYS

Along the TOP of the main screen, you will see an option called CUSTOM PLAYS. Once you have found plays you really like using the CORRELATION screen, or if there are plays you like based on your own knowledge, you can create them in this area. Then, each time you download a race card file, you can just click to view the plays for that day. If any horses qualify under the plays you created, they will appear instantly for you. So basically each day will just take seconds for RPG to completely handicap and hand you your own personal selections!

Click on CUSTOM PLAYS along the top of your screen, and you will see 3 choices appear in the menu. The first one is called **CREATE NEW PLAY**. Let me explain this.

When you click **CREATE NEW PLAY**, that same filter box will open like it did in the Correlation screen. So you will be familiar with it. Along the top of this screen, you will see a blank area for you to type in the name of your play. You will see where it says PLAY NAME, then a white blank box to the right of it. Simply click in the white box, and make a name for the play. Whatever you desire to call it. Maybe Tom's HOL Sprint maiden play. Or DMR TURF PLAY. Or PLAY 15 Anything will work.

After you name the play, simply select everything you want that fits your play. However you set the correlation to find this play. So lets say the play is for Philadelphia Park. You would find the track symbol under the TRACK box and click it. If this is a play you want to use for all tracks, click ALL. If it's only for a couple tracks, just click the ones you want it for. **(NOTE: The only tracks that will appear in this box will be the ones in your database. So you need at least 1 drf race file and 1 xrd results file in order for a track to show up in this box.)**

OK, after you selected your track, then select all the other options you want this play to be based on. Either click the boxes to turn them on or off, or click in a box them type the info needed.

After you have set your play, click OK at the lower left area of this box. Your play will be saved. Any time a horse fits your play, RPG will show you! All plays are saved in the folder called c:\rpg\customplays. Your database is also in here. So if you ever want to manually take out a play, you can go to MY COMPUTER, then go to the RPG FOLDER, then go to the CUSTOM PLAYS folder, find the one you want out, and delete it.

## **HOW DO I SEE MY PLAYS FOR TODAY'S RACES?**

I knew you would ask that! This is fast and simple. Let's say today is June 1, and you usually play Belmont. First download and unzip today's Belmont file. After that, OPEN the Belmont file. When you get to that FIRST screen that give "pre-programmed" plays, STOP. Then, along the top click on **CUSTOM PLAYS**. You will see an option called **VIEW TODAY'S PLAYS**. Click that and now your plays will appear on the screen! That's it! If nothing appears, then you had no plays that qualified on today's race card.

You can PRINT your plays by clicking PRINT PLAYS at the top of the screen.

## **EDITING A PLAY**

Let's say you have a play, but later decide you want to change something about it. Click CUSTOM PLAYS then go to EDIT EXISTING PLAY. A box will appear showing all your plays. Click on the one you want to edit. Make your changes then click OK. That's it.

If you ever want to delete a play, click CUSTOM PLAYS, then click DELETE EXISTING PLAY. Then click the one you want to delete. It will be gone for good, so BE CAREFUL!!!

## PRINTING

When you have a file open, and then get to that first screen that shows those pre-programmed plays, you can go to the top of the screen, click PRINT SELECTION, then choose and click PRINT ALL SELECTIONS and this screen will print showing you all the pre-programmed picks.

Next, when you click any race to view the info for a race, you can print more. So for example, click race 1 on this first screen, and you will be taken to RACE 1. On this new screen, where you will be looking at all the ratings for race 1, you can click PRINT WORKSHEET. 3 new choices will appear:

**PRINT CURRENT WORKSHEET** prints the screen you are looking at

**PRINT ALL WORKSHEETS FOR THIS RACE** prints all 3 screens of info for the race you are on

**PRINT ALL** prints all 3 pages for all races on this card with just 1 click.

When you go to the RATE WIN 2 pages, or MODEL TODAY screens, you again can click PRINT along the top and either print this race or all races at once.

## SCRATCHING HORSES

When you are looking at a race on the screen, you can scratch horses from this race. Along the top of the screen you will see an option called SCRATCH. Here is what you do. First click on the horses name that you want to scratch. Then go to the top of the screen and click SCRATCH. The program will ask you if you are sure, so click OK if yes, and the horse will be gone. Do this for each horse you need to scratch. If you make am mistake and scratch a wrong horse, you can click UNSCRATCH and bring it back.

Each rating screen usually shows a race description, along with telling you the number of FIRST TIME STARTES and NR horses in this race. This is helpful in cases where your database/model showed you that you should be passing races with first timers or NR horses.

Anywhere the program asks you to put ODDS, like on those filter screens for correlations, etc, the odds must be entered in an "X to 1" format. So 3-1 would be entered as just 3. 12-1 would be 12. Here is a table for easy conversions.

ODDS	ENTER AS
1-5	.2
2-5	.4
3-5	.6
4-5	.8
1-1	1
6-5	1.2
7-5	1.4
3-2	1.5
8-5	1.6
9-5	1.8
2-1	2
5-2	2.5
3-1	3
7-2	3.5
4-1	4
9-2	4.5
5-1	5
6-1	6
8-1	8
Etc...	