

VersaBet Version 4.0

Using The Bet Maker

VersaBet Software and Documentation Copyright © 1987-2005
By Joseph P. Masching. All Rights Reserved Worldwide

Windows, Windows95, and Windows98 are Registered Trademarks of Microsoft Corporation

COPYRIGHT NOTICE AND DISCLAIMER

This software package and documentation are Copyright (C) 1987-2005 by Joseph P. Masching. All rights are reserved worldwide. The original purchaser of this software is authorized to implement it for his or her own use and to make archival copies for his or her own use. Any other use or distribution is strictly prohibited without the written permission of the copyright holder.

Joseph Masching and JPM Computer make no warranties as to the contents of this documentation or the VersaBet program and specifically disclaim any implied warranties of merchantability or fitness for any particular purpose. In no event shall Joseph Masching or JPM Computer be liable for any loss of profit or any other loss or damage, including but not limited to special, incidental, consequential, or other damages. Joseph Masching and JPM Computer further reserve the right to make changes to the specifications of the program and contents of the documentation without notice.

Understanding the Bet Maker

➤ What The Bet Maker Is and What It Does

Every mature lottery shows certain *tendencies* or regular patterns of behavior that we term its *signature*. The Bet Maker creates bets that are derived from information supplied by you about your lotteries' signature.

The signature information is established by filters through which all bets must pass. Only those bets which meet the filter conditions are accepted.

The Bet Maker will generate as few or as many bets as your budget can stand, and all will meet the signature conditions you specify. How good the bets are, depends on *how accurately you identified the signature* through the use of the various components of the VersaBet software.

➤ The Bet Maker and Wheeling Systems

Conventional wheeling systems are one-dimensional in that they focus on covering as many numbers as possible, as many times as possible, within the limits of a budget. Because budgets are *always* limited, wheeling systems leave holes in the way the numbers are combined into bets.

What you can be left with is a series of bets that bear no relation to the patterns of play of your lottery. Even if you have been accurate in predicting numbers, you will too often find that the right combination has fallen through the holes in your wheel.

Bet Maker, on the other hand, is a *multi-dimensional* method of creating bets. It focuses not so much on specific numbers as on *groups of numbers*, and how they reflect the trends and patterns of your lottery.

Bet Maker can be regarded as a more refined and statistically valid method of wheeling numbers, and, using the same numbers and same budget, is more likely than a wheeling system to come up with a number combination that results in a win of some kind.

➤ What The Bet Maker Needs in Order to Operate

As mentioned above, before the Bet Maker can do any useful work it needs some basic information about your lottery. The items listed below cover the key issues:

- The average distribution of even and odd numbers over a series of past game drawings.
- The average distribution of numbers above and below the mid-point over a series of past game drawings. (The mid-point is a number half way between the lowest and highest number allowed in your lottery. i.e., a 44-number lottery would have a mid-point of 22).
- The average distribution of numbers from each of the tens-groups available. (A tens group is a group of numbers that all have the same first digit, i.e., 01-09, 10-19, 20-29, etc..)
- The average *sum-of-the-digits* of each drawing over a series of past games (also called the *total average sum*).

- The frequency of occurrence of paired numbers, multiple paired numbers, triples, quads, and quints within the database.

This is the minimum information required to begin generating solid bets with the Bet Maker. There are other issue, such as key numbers, required pairs, etc., that can also be useful but are less immediately critical.

All of the information requirements mentioned above can be obtained through some feature in VersaBet.

Navigating the Bet Maker Screens

The Bet Maker can be controlled by the keyboard or with a mouse. To use a mouse, simply click on the box or control you wish to change or activate.

To use the keyboard, move forward and backward among boxes and controls on the screen by pressing the **Tab** or **Shift-Tab** keys. Change the state of a **[] Check Box** by pressing the **Spacebar** key. Change the state of an **() Option Button** by pressing an **Up-Arrow** or **Down-Arrow** key. Activate a **Command Button** by tabbing to it and pressing the **Enter** key, or by holding down the **Alt** key while pressing a letter key that corresponds to the highlighted letter on the **Command Button**.

Activating the **Done** or **Ok** button will move you to the next screen. Activating the **Cancel** or **Exit** buttons will move you to the previous screen or exit the Bet Maker.

If you activate the **Done** or **Ok** button before all required information has been entered, you will hear a beep and you will be returned to the screen to complete your input.

If you activate the **Cancel** button from the **Inclusion** or **Exclusion** screens, you will be returned to the **Bet Filters** screen and all **Inclusion** and **Exclusion** information will be lost. You can usually move back and forth between the **Basic Setup** and **Bet Filters** screens without penalty. All information on those screens will be retained unless you make a change in **Basic Setup** that invalidates the filter settings.

In most screens, you move between input boxes either by pressing the **Tab** key or the **Enter** key after the input is complete. When entering numeric information, you will be tabbed to the next input box automatically when the field is full.

Note: to save time in entering numeric data, you can precede single-digit entries with a zero to avoid having to use the **Enter** key, thereby speeding up the input. This applies to all numeric entries except the **Sum Range** boxes, which entries are often longer than two digits.

Understanding the Bet Maker Screens

➤ The Basic Setup Screen

Basic Setup is the first screen encountered after you start the Bet Maker. The information that you enter here tells the Bet Maker about the structure of your lottery game and about your bet generation preferences.

Size of Bet:

The size of the bet is the amount of numbers, or balls, drawn or selected in a particular lotteries' game drawing. This field specifies how many numbers each bet must hold and is a required field.

Lowest Number:

This is the lowest number that can be drawn or selected in a particular lotteries' game drawing. In a lotto or keno

game the number is usually 1. In a Pick 3 or Pick 4 game it is usually 0. This is a required field.

Highest Number:

This is the highest number that can be drawn or selected in a lotteries' game drawing. This is a required field.

Maximum Bets:

This is the maximum number of bets that you wish the Bet Maker to generate for you. The absolute limit is 9,999,999 for any single run. (A much more practical limit is 20-100, typical for the average serious player playing alone.) This is a required field.

Print (Check Box):

This tells the Bet Maker whether or not you wish to print the bets that are generated to your printer. Click on the box with a mouse, or **Tab** over to it and press the **Spacebar** key, to activate it.

Save (Check Box):

This tells the Bet Maker whether or not you wish to save the bets that are generated to a file on disk. Files are saved in the ASCII format and can be read with a text editor or by a spreadsheet program such as Microsoft Excel. They can also be used by VersaBet's Lotto Manager. Click with a mouse, or **Tab** to the **Save** box and press the **Spacebar** key, to activate

File Name:

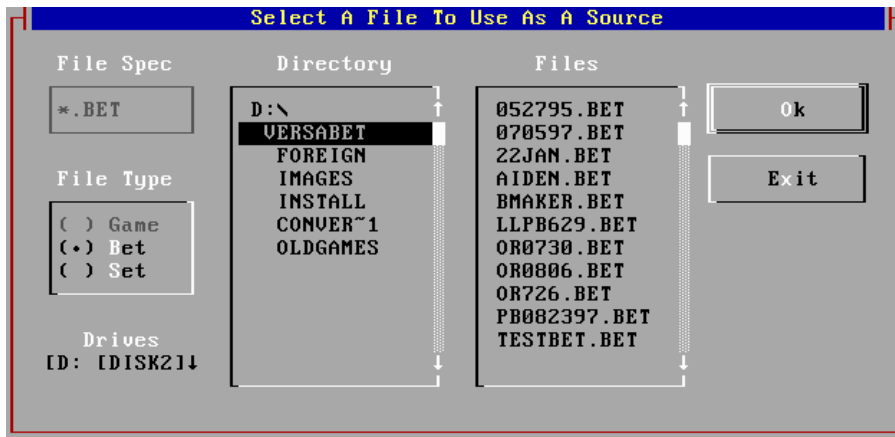
You can use up to eight characters for a file name for the bet file you wish to create and save. Any valid DOS file name is acceptable. Do not type in a period or a file extension. The file extension **.BET** is automatically appended to the name when the file is created. This box is only available if you checked the **Save** box.

Use Source File:

In order to operate, the Bet Maker needs a number source. By default it will use all of the numbers available to your game as specified under **Highest Number** above, but this is not the most efficient way to generate bets. Narrowing the number field allows more focused bets, and focused bets is what VersaBet is all about.

One of the alternative ways to bring numbers into the Bet Maker is through a file that contains bets already created from another source (such as a wheeling system) that require additional filtering, or a file that contains a *number-set* generated by VersaBet's **Set Generator**.

To use such an outside source, click on the **Use Source File** option, and select the type of source



you wish to use (either a **Bet** file or a **Set** file) from the **File Type** option box. The default is **Bet**.

Next select the name of the source from the **Files** display by double-clicking on the name, or by highlighting the name and clicking on **Ok**.

Source File Name:

When you have selected the source, its name will be displayed in the **Source File Name** text box. If you have selected a **Bet** file, notice that the **Max Bets** box now contains the number of bets found in the **Bet** file.

Done Command:

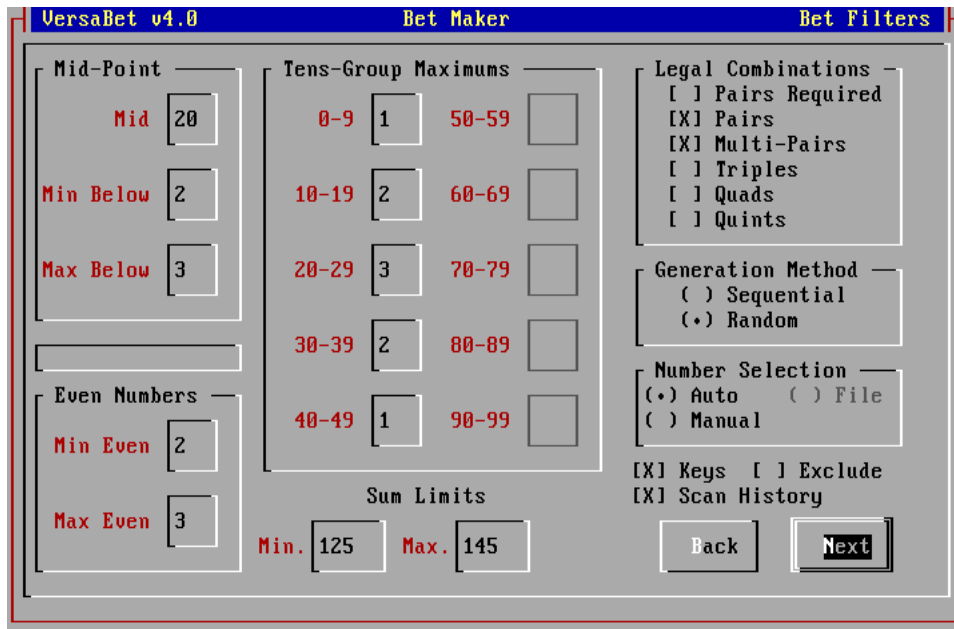
This button moves you to the **Bet Filters** screen. Click with your mouse, or press **Tab** and use the **Enter** key, or hold down the **Alt** key while pressing the **D** key to activate.

Exit Command:

This button allows you to exit the program. All *number* settings on this screen will be retained for your next run in the Bet Maker. Click with your mouse, or **Tab** and press **Enter**, or press **Alt-X** to activate.

➤ The Bet Filters Screen

Bet Filters set the conditions for generating a valid bet. All bets must stay within the parameters you set here. Filters are what makes Bet Maker work, but you must establish them thoughtfully



so that they are not in conflict with one another.

◆ Mid-Point Group

Mid:

The mid-point is technically a number half way between the lowest and highest number allowed in your lottery drawing (i.e. #22 for a 44-number

game). In the Bet Maker, the mid-point can be allowed to 'float'. You can set it at any number between the lowest and highest and control how many numbers fall on either side of it.

Min Below:

This is the minimum amount of numbers you require to be in each bet that is the mid-point number or below.

Max Below:

This is the maximum amount of numbers you will allow into each bet that are below the mid-point number.

Setting Min and Max for **Below the Mid-point** automatically establishes the allowed range for **Above the Mid-point**.

◆ Even Numbers Group

Min Even:

This is the *minimum* amount of even numbers that you *require* to be in each bet.

Max Even:

This is the *maximum* amount of even numbers that you will *allow* into each bet.

Controlling the minimum and maximum even numbers automatically controls the odd numbers.

◆ Tens Groups

A tens-group is a set of numbers that all begin with the same digit. Units = 01-09, tens = 10-19, twenties = 20-29, etc.. The Tens-Group section allows you to limit the maximum amount of numbers from any tens-group that will be allowed into any bet.

◆ Sum Range Group

The term *bet sum* refers to the sum of all the digits of a single bet. That is, the result of adding together all of the numbers of a given drawing. Looked at over a period of time, the sums normally fit within a given range and the Bet Maker needs to be given a minimum and maximum range with which to work.

The lowest sum that a 5/39 lottery can have is 15, that is, the digits 1-2-3-4-5 added together. The highest sum that this lottery can have is 185, that is, the digits 35-36-37-38-39 added together. The average sum will fall somewhere between these extremes. When the Bet Maker asks you for the minimum and maximum sums it is looking for a range of values that covers this average sum with allowances for values above and below. The more effective you are in zeroing in on the sum the more focused and effective your bets will be.

◆ Legal Combinations (Note: Here *Legal* means number combinations acceptable to the Bet Maker)

A **Pair** is defined as two numbers in sequence, such as 33-34. **Triples** are three numbers in sequence (33-34-35), **Quads** are four sequential numbers (33-34-35-36), and **Quints** are five sequential numbers (you get the idea.).

Pairs is the only type of combination in the Bet Maker that can be *required*. The other types are either allowed or disallowed, but not required. If you activate the **Pairs Required** option by placing an **X** in the option box, then every bet that is generated must contain at least one pair.

All other types of combinations are *on* by default, meaning they are allowed. **Pairs Required** is *off* by default.

Multi-pairs are two or more sets of numbers in **Pair** sequence within the same bet, that are separated by at least one non-sequential number (**33-34-36-38-39**).

Some lotteries have a high preponderance of pairs and triples, others do not. The Bet Maker allows you to exclude combinations that do not appear frequently in your lottery.

To exclude a combination type (to make it *illegal*), simply click on it with your mouse to remove the **X**. Clicking on a combination to remove it will remove all higher combinations as well.

Clicking on a combination to enable it will also enable all lower combinations, with the exception of **Multi-Pairs** which are treated separately.

◆ Generation Method

Bet Maker can generate bets in two ways; either sequentially or randomly. Sequential generation causes the bets to be very similar to each other, often with only a single digit difference between succeeding bets. This is ideal for very large bets where you want to obtain all or most of the possible combinations that match the filters you have set. This can be useful for those involved in very large betting pools.

Random generation is more suitable for the average player on a limited budget. This method

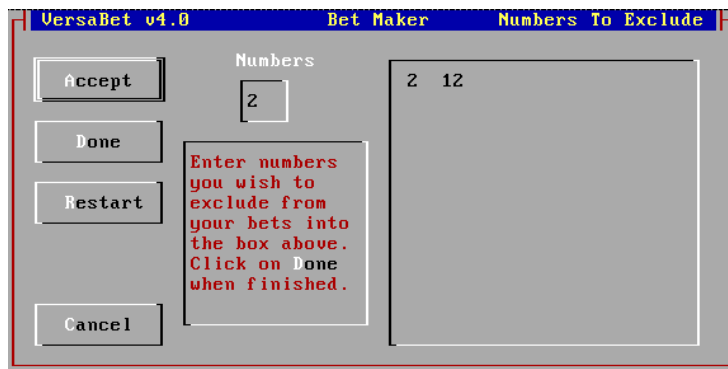
provides a good mix of all of the numbers that have not been filtered out, that match all of the other parameters you have established.

◆ Number Selection

Auto:

With this method the computer generates bets using all numbers within the limits of your lottery that you have not specifically excluded. This method reduces the need for number analysis or evaluation on your part. The filters do all of the work. The drawback is that the more numbers you use, the less focused your bets will be. Important combinations could be missed because of budgetary limitations.

Use of the Auto option also provides a way to *exclude* certain numbers from play. This is accomplished by activating the **Exclude** function by clicking on its option box. The **Numbers To Exclude** screen will appear after you have clicked on **Next**. All numbers entered into the



Numbers to Exclude screen will be excluded from all positions within the bets. **Exclude** is only available when the **Auto** option under **Number Selection** has been selected.

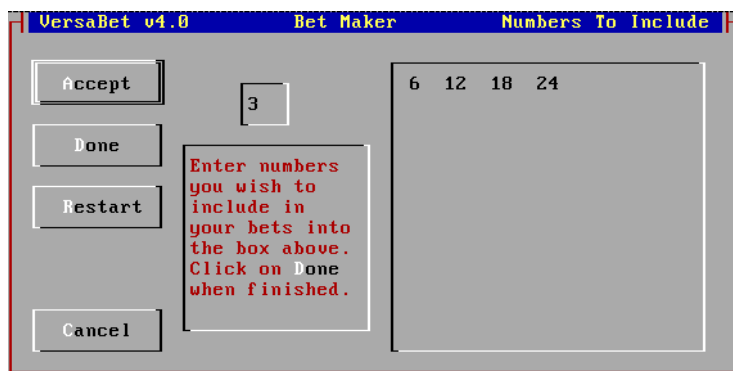
To begin entering numbers just start typing. Two-digit numbers will automatically jump to the listing window. One-digit numbers

will behave in the same way if you precede them with a zero, otherwise you will need to press the **Enter** key or click on **Accept** to enter a one-digit number.

If you make a mistake while entering your numbers, click on **Restart** to clear the listing window and begin again. When your number input is complete, click on **Done** to exit the screen.

Manual:

This is the method to use if you prefer to do your own number analysis and make your own decisions about which numbers to use. The computer will generate bets using only those numbers you have specifically included.



The **Numbers To Include** screen will appear after you have set up all filters and clicked on the **Next** button. To begin entering numbers just start typing. Two-digit numbers will automatically jump to the listing window. One-digit numbers will behave in the same way if you precede them with a

zero, otherwise you will need to press the **Enter** key or click on **Accept** to enter a one-digit

number.

If you make a mistake while entering your numbers, click on **Restart** to clear the listing window and begin again. When your number input is complete, click on **Done** to exit the screen.

File:

As discussed earlier under **Use Source File**, the Bet Maker can use external files as a source of numbers. The files can be either **Bet** files or **Set** files (from the **Set Generator**), but the files must be in the VersaBet format.

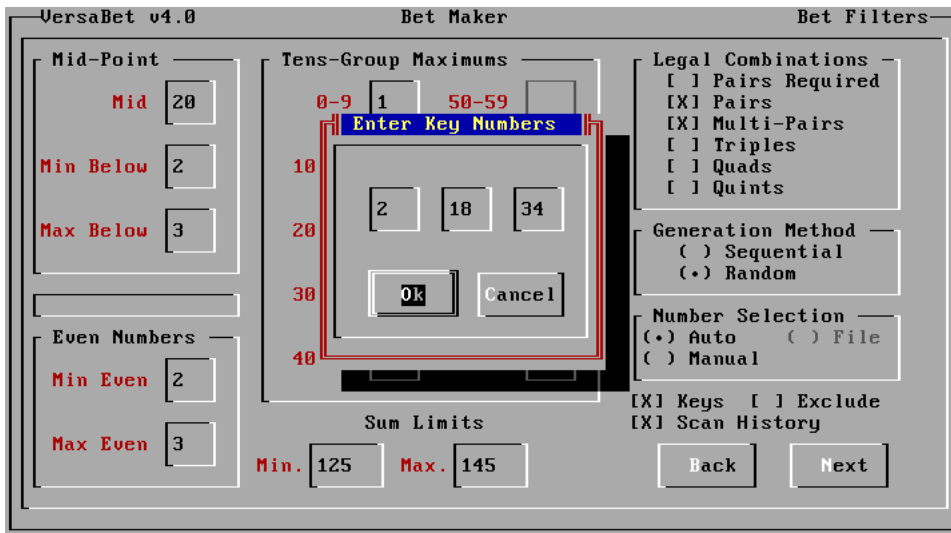
The benefit of using **Set** files should be obvious; they are highly focused and derived from the patterns and trends uncovered by the **Set Generator**. Using **Bet** files derived from a wheeling system can also be very useful.

For instance, you could create a bet using a full wheel that covers all possible combinations of the numbers, and then filter out all combinations that do not apply to your lottery. After you have filtered out all bets containing infrequent pair groups, very low sums, very high sums, etc., you're left with a very powerful set of bets that will be a fraction of the size of the original.

These bets will be extracted from the original **Bet** file and saved to a separate file that can be printed for transfer to a play-slip, or brought into the Lotto Manager for further testing.

◆ **Keys**

Key Numbers, sometimes called **Power Numbers**, are numbers that will appear in every bet that is generated. You can set up to a maximum of three key numbers in the Bet Maker for any lotto or keno type game. Because Pick 3 /4 numbers are generated differently, key numbers in the Bet



Maker do not apply to these games.

Opinions vary as to the value of using key numbers. If you call them correctly, you're virtually guaranteed a win on some level. If you call them incorrectly, you've given up

valuable space in each bet that could have been used by more effective combinations of your *base* numbers. When you use key numbers, the outcome of your wager depends almost totally on your ability to properly identify the keys. Our recommendation is that you begin by using key numbers sparingly until you've developed the knack for really zeroing in on *due* numbers. This takes some practice.

Entering Keys:

Keys are entered when you click on the **Next** button after filling in the filter information. A window will pop open allowing you to enter from one to three keys. Enter the numbers starting from the left, and click on the **Ok** button when finished. If you change your mind and wish to cancel **Keys**, just click on the **Cancel** button.

◆ Scan History

A great new filter has been added to the Bet Maker with VersaBet 4.0, and that is the ability to *use your game file database as an additional filter*. This allows you to test a candidate bet for the result it would have obtained against a section of the database. You can set both the result and the minimum and maximum occurrences of the result, as well as the part of the game database to check.



The

theory behind the *History Scan* is this: **If every bet that is created would already have scored a money-winning hit in recent game drawings, then it must be in conformity with the current patterns and trends of the game.**

The object is to take advantage of the fact that numbers and combinations tend to repeat in bursts after they first occur. The trick is to not set the hit requirements (**Hit Class**) so high that the maximum win has already occurred. What we're trying to find is combinations that are *developing into hits of a higher class*.

Hit Class:

The **Hit Class** is the minimum score that a bet combination must have achieved had it been played in one or more games of the part of the history file being scanned. A setting, for example, of **3 Number Hits** as shown above would set the search conditions for a 3 of 5 or a 3 of 6, depending on the game being played.

Notice also that **Hit Class** contains a provision to **Lock Out Lower**. Clicking on this option forces the Bet Maker to reject any candidate bet that contains any hit class lower than the one established as the target. In other words, if **3 Number Hits** is the target and the candidate bet also holds a **2 Number Hit** somewhere else in the scanned history, the bet will be rejected. **One Number Hits** does not apply here; one number hits are ignored.

Lock Out Lower is a very difficult filter to apply correctly and can only be used effectively when a very small part of the history is being scanned (5-10 records). Using a larger segment of the database virtually guarantees that no acceptable bets will be found, as the larger the scanned area the greater the opportunity for lower hit classes to sneak in.

The advantage in using this filter is that in finding two or more occurrences of a hit class over a short span of recent games, with no lesser classes, is a powerful indicator of a trend in progress. You would probably not need to find more than four or five such candidates to have an effective set of bets.

Because hits of this nature are hard to find, we strongly recommend that you not use this function until you are thoroughly familiar with all other aspects of Bet Maker setup.

Hit Limits:

The **Hit Limits** setting establishes the least and most times a candidate bet must have scored a win of the targeted **Class**. This is accomplished by setting values in the **Min** and **Max** text boxes. The value for **Min** and **Max** must be at least 1.

In most cases you will not care about the **Max** so it is usually set at a high number. You should start out by setting the **Min** at about 20 percent of the amount of the scanned records. In other words, if you are scanning the last 25 games in your database, the **Min** would be set at 5. The reason for this is to ensure that the candidate bet is not a fluke, but actually represents a pattern.

Select History File:

Clicking on the **Select History File** button opens the standard directory display screen, with the **Games** option highlighted. Scroll up and down the **File** listings until you find the game you want to use as a scan source, then double-click the on the game name to make the game active. This will close the directory display and return you to the **Set History Filters** screen.

History Range:

The history range (meaning the part of the game database to be scanned) is established by inserting values into the **Start Rec** and **End Rec** input boxes. The default starting and ending records are *all* of the records in the game database, but you will rarely if ever use this setting.

More commonly, you will adjust the **Start Rec** to a value that is 20-25 records (or less) lower than the **End Rec**. This is where most of the valuable information concerning current patterns and trends will be found.

When all history filters have been set, click on the **Ok** button to proceed to the **Bet Generation** screen.

➤ Bet Filters Summary

Give a lot of thought to the way you set up your filters. Experiment by setting them loosely at first, and then gradually tighten them, checking all the while to ensure that they are not in conflict with one another. Filters that are set too loose will result in bets that are not properly focused on your lotteries' signature and are letting in too much *noise*. Filters set too tight may generate no bets at all.

If you find after a reasonable period that the Bet Generation screen is not producing results, click on cancel, check your filters for possible conflicts, loosen them up if necessary, and try again.

➤ The Bet Generation Screen

When all filter, exclusion, inclusion, and limit information has been entered, you are transferred to the Bet Generation screen. To start the proceedings, click on the **Start** button. If you have enabled the **Print** option in the **Basic Setup** screen, Bet Maker will ask you to confirm that your

printer is ready to go.

If you have selected the **Save** option, bets will be saved to the file name that you specified. If you have not elected to save, bets will be saved to a temporary file called **BMAKER.BET**. Each time you run the Bet Maker without the **Save**

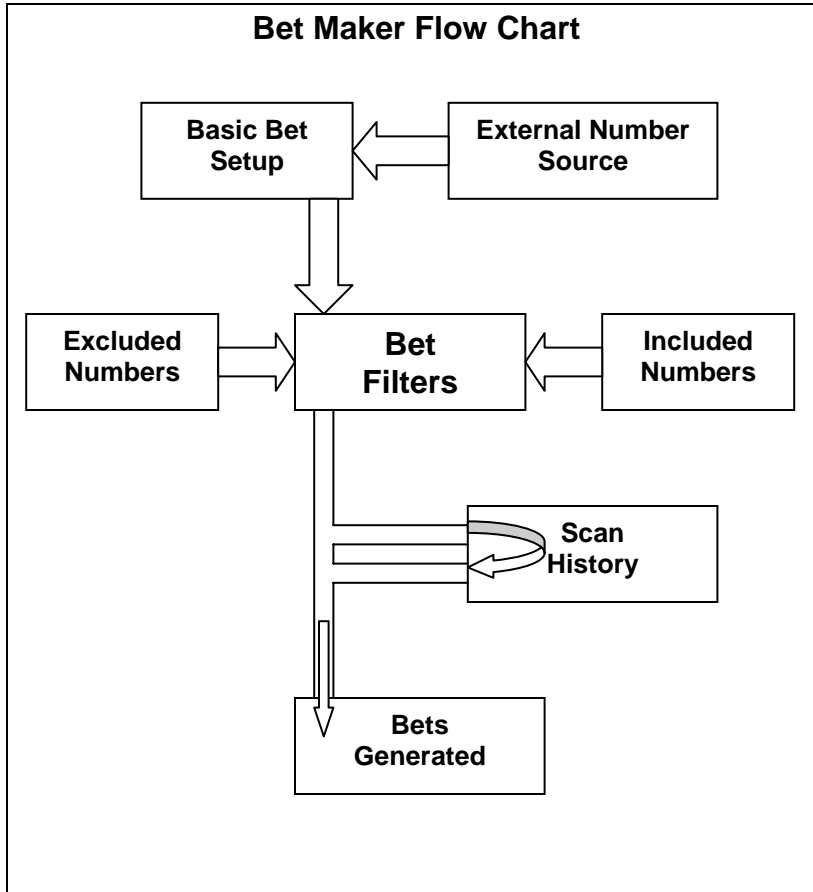
option, the old file will be overwritten with the



new information.

You can interrupt the bet generation process by clicking on the **Cancel** button. After interrupting you can choose to either continue or to exit the bet generation. If you exit after an interruption, and you have elected to save the bet file, the file will be saved to the point where the interruption occurred.

Summary Of The Bet Maker Screens And Functions



As you can see, the program flow is simple and logical and depends on the options that you specify. After each bet generation run, all **Include** and **Exclude** information is lost.

However, information on the **Bet Filters** and **Basic Setup** screens is retained for the next bet generation sequence.

If you change information on the **Basic Setup** screen, all information in the **Bet Filters** screen will be lost and bet filter options will be reset to default values.

Some Tips On Using The Bet Maker Effectively

- **Avoiding Conflicts**

As you've seen, the Bet Maker offers many different ways to control the outcome of the bet generation process. In a system with this much flexibility there are also, unfortunately, many opportunities to set filter conditions in a way that they conflict with one another, or to set them so *tight* that they cannot find any qualifying bets. A few common sense checklist guidelines can help you avoid these pitfalls.

1. Numbers vs Sums and Tens-Groups Settings

If you are using the Manual, File/Number-Set, or Exclude options to limit the amount of available numbers, make sure that the numbers you are using are capable of totaling within the sum range that you have established when they are combined, and that there are numbers to represent each tens-group that you wish active.

2. Numbers vs Legal Combinations Settings

If you *require* pairs under **Legal Combinations**, then make sure you have allowed for paired numbers in your manually or number-set derived number selections.

3. Numbers vs Even/Odd and Mid-Point Settings

If you set the Even Numbers filter to favor mostly even numbers, and then use mostly odd numbers as your number selections, the program will gag and spite you by refusing to generate bets. The same concept holds true for your mid-point settings. Make sure that the numbers you have selected allow for the proper balance in these settings.

4. Remember the Key Numbers

Because **Key Numbers** will appear in every bet, they can make up 50% or more of each bet generated if you use the maximum allowed. You must remember to treat them as part of your overall number selection, and make sure they fit in with the above considerations.

➤ **Using the Sum Analysis For Your Bet Maker Setup**

The easiest way to stay out of trouble and avoid conflicts is to begin your familiarization with the Bet Maker by letting the **Sum Analysis** component of VersaBet set your major Bet Maker filters.

Sum Analysis is capable, through its **Sum Range Elements** report, of breaking down all of the essential properties of a sum range in terms of Bet Maker filters. Having this report by your side as you use the Bet Maker will speed up the process of understanding how to strike a proper balance among all the available filter options.