Mr.Poolrunner

Please remember, while in the program, F1 will get you to help.

Getting Started (the opening form)

Options

Entering Lines

Entering Picks

Entering Final Scores

 Thank you for trying Mr.Poolrunner. I wrote this program for all the people who run office pools. I've done my best to make the program EASY to use, and flexible enough to run the most common types of pools. Mr.Poolrunner is being distributed as Shareware for the 1996 football season. Try it out and see what you think. You have until Week 8 to decide whether you wish to continue to use this software. At that time, it will stop accepting input and printing.

Disclaimer:

While I've made   every effort to ensure the reliability of this software I'm sure you won't be suprised to hear:
   No liability will be accepted for any damage or loss caused by the use of this program
 and while this program is intended to help you run a football pool it is not intended to help you break any gambling (or any other) laws and again **I (we) will accept no liability for anyone using the program for illegal actions.**

 If you have any problems / questions you can contact me at the following locations.

Compuserve
102616,3123
IMWOK BBS
 (804) 249-8909
MrNFLHomepage
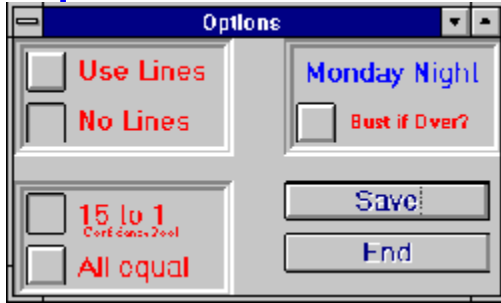http://ourworld.compuserve.com/homepages/MrNFL/
USPS
Richard Tolliver
210 Graves Circle
Newport News, VA 23602

Options

This is where you set the options for the type of pool your running.
The options in the first box are:

Use Lines - This will cause Mr.Poolrunner to use the lines you entered in the Enter Lines form in deciding who correctly picked the game and who didn't. (no one gets points for ties).

No Lines - Mr.Poolrunner will not use the lines (even if they are there).

The Second Box options are:

15 to 1 - This type of confidence pool makes the players rank their picks from 15 to 1 (if there are 15 games in a week) and they receive that number of points for each correct pick. They would therefor pick the game they are most sure of as 15 the next most sure would be 14 etc. down to their least sure pick of 1. If they were correct in just their first three picks they would receive 15 + 14 +13= 42 points. If on the other hand they got their lowest 3 picks correct they would only receive 3 + 2 + 1 - 6 points. This method practically eliminates ties but if there is a tie you can still use the Monday Night total as a tiebreaker.

All Equal - This will give a person 1 point for each correct pick. This is a good method if the knowledge of the people in your pool is limited. Most people will enter a pool if all they have to do is place an x next to a couple picks. There are usually more ties in this type of pool and therefor the Monday Night total becomes more important.

The third box has one option:
Bust if over? - This option is clicked if, in the event of a tie, you want to eliminate those people who were over the actual total in their predicted total for the Monday night game.

The other two buttons here are Save and End. Save saves your option changes and end takes you back to the main form.

Enter Lines

This is where (if you are using them) you'll enter the lines for the week. There is really nothing to discuss. your only options are the week number (from the menu), a save button to save the lines you enter and the main button to take you back to the <u>main</u> form,

Just remember to enter the lines for the home team.
For example If the Jets are at the Dolphins and the Dolphins are favored by 10 then the line in the program would read:
DOLPHINS   -10   JETS

Enter Scores

A pretty self explanatory form. It looks just like the <u>enter lines</u> form only it has two places for you to enter information (for the scores of each game). You can change weeks with the menu option, save with the save button and go to the <u>Main form</u> with the main button.

Entering Picks

 This is the heart of the program. From here you can enter everyone's picks, Change the schedule (although I hope you won't have to.), add games(playoffs), delete games, and see each players picks, weekly points and total points.
 After double clicking on a name in the <u>main form</u> you will see that players picks, if any have been made, for the week, in red. If they have no picks yet, all team names will be gray.
 To enter picks simply click on each team name that the person picked. These names are obviously in the same order as the pick sheets so entering should go quickly. If you are running a 15 - 1 pool you then enter the numbers for each pick and the Monday night total. You can advance to the next pick with either the enter or tab key so   you can use the numeric keypad and enter the numbers pretty quickly. After entering those numbers don't forget to click save!
 To move on to the next players picks click the down arrow (next to the players name) and pick the name of the next player from the drop down list.
 After you are done entering all the picks, you can click on the print all button and it will print a list of everyone's picks for the week (15 players to a page) along with their total points for the year and if the week has already ended their points for the week.
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 If you need to change the schedule:
1.)Click on the incorrect teams name,
2.)From the Menu choose either AFC or NFC depending on which conference

the *correct*   team plays in.
3.)Select the correct team name.

To add games:
1.) Click on the add game button
2.) Two blank buttons will appear
3.) follow the directions for correcting the schedule.

To delete a game:
1.)Click on delete. (this will delete the Last game of the week only.)

Getting Started

 I must first apologize for some of these Bitmap pictures. In order to save space on your hard drive, and cut down on download time, I've reduced their size and color content. Hopefully, you can still understand what I'm talking about.

 The above picture shows your opening form. It displays the name of the pool you working with, (next to Current Pool:) The week you are in, and the names,ranking and score for each person in this pool (both their weekly and year to date scores). Under the list of people is a button to print the list, so everyone in the pool will know where they stand at the end of each week.

 The print button will print a ranking, 1,2,3. etc., the players points (either total or weekly) and their name.
Note: This will print up to 80 players to a page.

 The Icons along the top (from left to right) do the following:

Enter Lines - Allows you to enter the lines for this (or any) week.

Print Pick Sheets - This will print any number of pick sheets (2 sheets to a page) which you hand out to the people in your pool. They will return half of it and you will use that to enter their picks into your computer.

Enter Scores - After the games for the week are over you go here to enter all the final scores.

Add a player - Click here to add someone to your pool.

Delete a player - Click to delete a player. A box will pop up from which you can choose the persons name.

New Pool - Click to start a new pool. You will be prompted for a name for the pool.

Options - Click to change the options to the type of pool you are running.

Help - I'm guessing you figured this one out

Exit - If you were smart enough for the Help button, your smart enough for this one.

 Your probably wondering how you enter everyone's picks for the week. Well that one isn't so intuitive. You have to double click on the persons name.

There is also a button (not shown) to REGISTER the program. It's only $20, and it'll save you time and money (assuming that, like me, you get a free entry in your pool for running it)