

Handicapping Procedures:

The Bookiebuster series was designed to select the highest net number of winning selections.

The program maintains an internal database for each time period (week in the case of football products; half months in the case of other products) of Handicapping Groups that have been statistically proven to produce winners since the earliest date contained in the database.

When selecting the "Optimized" method system will select the Group with the highest statistical significance and evaluate all scheduled games against it. If a game meets the selection criteria then it is presented as a best bet.

Should more than one game be selected, they are then sorted, with the one having the biggest difference between line and projection being picked first.

Handicapping Process:

On a weekly basis select the "Schedule" choice from the Data menu. Now click on "Add Game" to bring up a menu listing all the letters of the alphabet. Click on the first letter of the visiting team, and select the team from the next menu. Then Click on the first letter of the home team, and select the team from the next menu.

The next step is to select the "Lines" Option from the Data menu. Enter the official spread and total line for each game. All games will be presented sequentially. Please note that the spread should be entered relative to the home team. (Example Chicago is the home team and dog and the line is +2.5. So enter 2.5. If the line is -8.5 you would enter -8.5). The fact that the decimal disappears once you enter the line is a system limitation. The point spread is entered correctly into the database and will be displayed correctly in other places.

For the computer to make its predictions select the "Week" Choice, or "Day", from the "Handicapping" menu. Next select if you wish to handicap the sides, or totals. Now select whether you want the optimized, i.e. statistically proven, analysis or whether you want to handicap under a Group that you select. Please note that some period do not have any statistically valid Groups, so no pick will be made. To force the computer to make a pick you must select "Manual" and then select the group of your choice. The Group labeled "All Games OD6" forces the computer to make a selection for every game scheduled.

After the games have been played enter the results by selecting the "Results" option in the "Data" menu. Entering the results will now update all of the teams power ratings.

Designing and testing systems:

You may design and test any number of systems. Systems that are statistically valid will automatically be added to the list of "Optimized" group and used in subsequent handicapping runs.

It is important to understand the concept of Handicapping Styles, Handicapping Groups and Handicapping Methods.

A handicapping style is a different way of handicapping, such as focusing on match-ups, power ratings and adjusted score handicapping. The Bookiebuster series support Power rating handicapping and Adjusted score handicapping. Power handicapping focuses on the most recent offensive and defensive power ratings of the teams scheduled to play. Adjusted score handicapping focuses on the points scored and allowed against recent competitors, after considering the power ratings of those past competitors. We have statistically determined that when projecting a team's road performance only to use recent road performances, and vice versa. Therefore all systems consider the most recent road games for the road teams and home games for the home teams.

A Handicapping method can be either power rating based, or adjusted score based. Under the score based method you must first define how many games you want the system to look back in time when making the picks. Then you must also assign a percentage indicating how much weight should be placed on offensive vs. defensive strength. A 100 would indicate that only offensive strength would be used, 0 would mean only defensive strength would be used. Then you must define what the minimum and maximum differences from a line have to be for any pick to be valid. (Example Line -3; a minimum difference of -2 and maximum difference of -10, would indicate that only picks where the selection is between -5 and -15 would be selected.) You must also define the range of official lines that you want considered under the method. So you can define only home dogs or favorites, only huge favorites, etc. to be included in the evaluation.

A Handicapping group is a collection of up to 10 different handicapping methods. You can define how many of the methods making up the group have to select the same team, in order to be considered a valid pick. The Allowed Deviations options in the Design Group screen determines this. If a group is labeled as "Average of Picks" that means that all methods are averaged in order to determine the overall pick, included methods that would recommend the other team. If the "Consensus of Picks" option is selected then only those methods that are consistent with the overall picks are averaged to arrive at the overall pick. The smallest, and most common, handicapping group includes only 1 handicapping method.

Once you have built the handicapping group select the "Optimize" selection from the main menu. Now select the Group you have just defined and the system will

now evaluate it against all records in database, except for those of the current year. The group you just selected is the last entry listed in the scroll box. The system will now insert the new group for those time periods where it was statistically valid. Note that extremely loosing selections will also be entered, but when making selections the software will recommend the OTHER team, resulting in a, hopefully, winning selection.

The names of the group generally follow this scheme:

J Y-Z D A B L G H

J=

S-Score based method

P-Power based method

Y=Number of games the method looks back to

Z=Percentage weight assignend to offensive ratings

D=Difference required

A-Maximum Difference

B-Minimum Difference

L=Official lines to be considered

G-Maximum Line

H-Minimum Line

File Data Handicap Teams Design Optimize Preferences

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+-----+
|                                     |
|          SELECT FOR REVIEW          |
|                                     |
| +-----+                           |
| |All Games OD6                      |
| |DD10 D99 5 L-4-99                 |
| |DD10 D99 5 L99 3                   |
| |DD2 D-6-1 L-1-8                    |
| |DD3 D 99 3 L15 3                   |
| |DD3 D-99-3 L-5-99                 |
| +-----+                           |
|                                     |
|                                     |
|                                     |
| < CANCEL >      < OK >              |
|                                     |
+-----+

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+-----+
|                                     |
|          SCORE HANDICAPPING METHOD DESIGN          |
|                                     |
|                                     |
|                                     |
| Past Games to Use: 10      Percentage Weight Offense: 0 |
|                                     |
| Maximum Difference between Handicap and Line: 99      |
| Minimum Difference between Handicap and Line: 5       |
|                                     |
| Maximum Line to Consider: -4                          |
| Minimum Line to Consider: -99                         |
|                                     |
|                                     |
|          < CANCEL >      < DONE >      |
|                                     |
+-----+
```