

# Mr.PoolRunner

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

Getting Started (the opening form)

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The Sports Box

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 10 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

**Other Available Software**

**NOTE: MrPoolRunner can be registered on Compuserve's SWREG  
with reg ID: 11826**

Richard Tolliver is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware -related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

# Options

The screenshot shows a dialog box titled "Options". It contains three main sections of options. The first section has three radio buttons: "Use Lines", "No Lines", and "Monday Night". The "Monday Night" option is selected. The second section has a radio button for "Confidence Pool" and two checkboxes: "15 to x" and "xx to 1". The third section has a radio button for "All equal". There are "Save" and "End" buttons on the right side of the dialog.

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:

**Confidence** - This option is for a confidence type pool it 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.

**15 - x** - This option (for confidence pools) is if you would like short weeks (weeks with less than 15 games) to still start their point values at 15 points. The smallest confidence value for one of these weeks would then be  $15 - (\# \text{ of games})$ .

**xx - 1** - This option will make short week point values start at  $15 - (\# \text{ of games})$  and always end at 1.

**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 main 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

Week

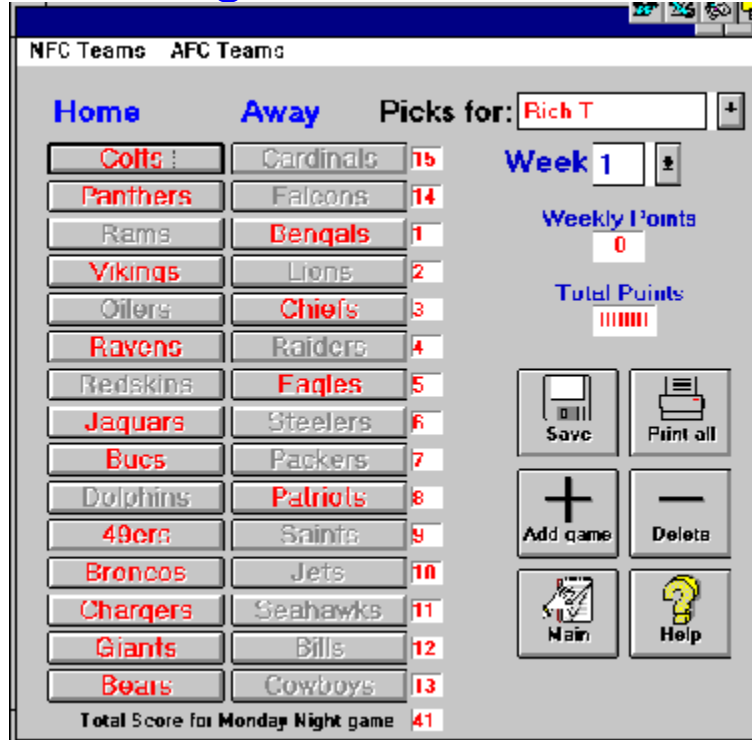
SAVE Final Scores for Week 1

Home		Visitors	
Colts	<input type="text"/>	Cardinals	<input type="text"/>
Panthers	<input type="text"/>	Falcons	<input type="text"/>

A pretty self explanatory form. It looks just like the enter lines 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 Main form with the main button.

To save you some time you can also now download and Import the scores into the program.

# 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 main form 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.

## **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

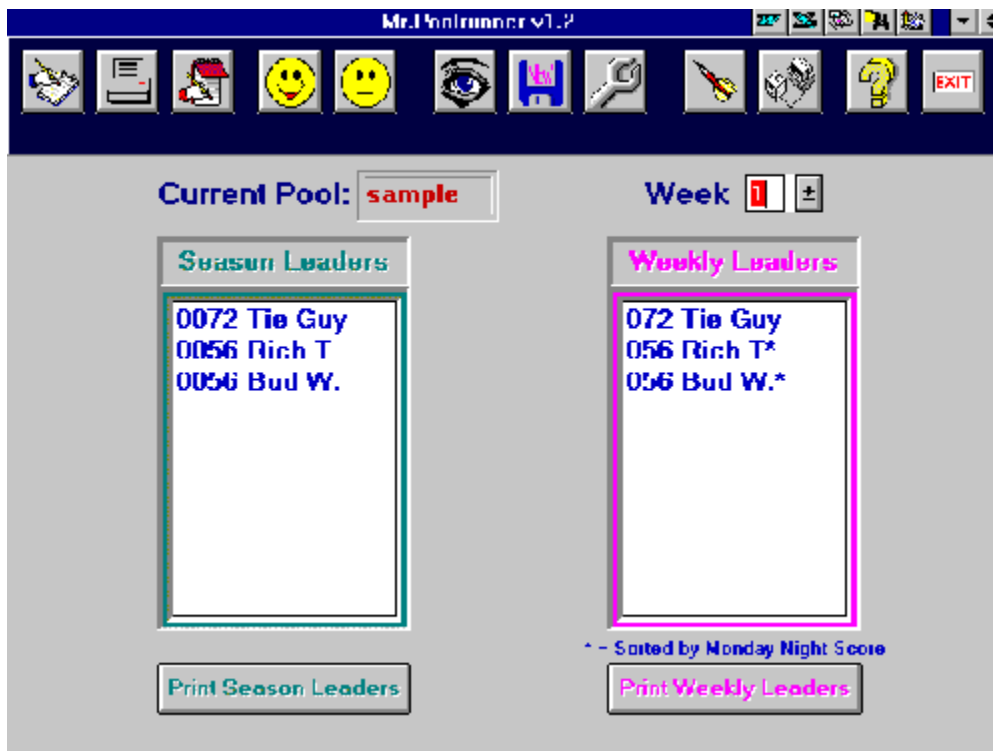
2.) Two blank buttons will appear

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.)





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.

**View W - L / Points** - This will allow you to view / print the players W - L record or point values. At startup it will be in point value mode.

**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.

**Sports Box** - For running a Monday Night "Sports Box", think seriously about using this. It should attract even non - football pool players as it takes no skill and gives everyone a chance to win something even if they have picked nothing right in the regular pool.

Import - This is to import the weekly scores from a file you can download from CompuServe or our Web Page. Just highlight the file name, click on import and your done.

**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)

# Available Software

MrNFL - Pro Football analyzer / predictor. \$40

MrPoolrunner - The easiest way to run an office pool.\$20

## Turbo Picture Poker

Windows video poker game which uses graphs, pictures, and sounds. Displays any picture when you win.\$19

## Travel Valet

Windows travel kit which has Travel information. Airline,Hotel, and Car rental 800 Numbers with an easy to use search.\$19

## Home Business Guide

Windows Guide to starting a home based business. Discusses ideas, launching and financing. \$29

## CD MiniBar

is a compact Music CD player for Windows with buttons for each track, you can immediately play or switch between tracks.\$20

## Meg

is an advanced system information program which graphs memory and disk space.

\*\*Shareware versions are available for all programs.

To download or for more information contact either:

<http://ouworld.comuserve.com/homepages/MrNFL/>

or

<http://ouworld.comuserve.com/homepages/MrVegas/>



If you run an office pool and have found MrPoolRunner is not for you, than I suggest you try Jim Domeischel's Office Pool (for Dos) or WoofPool (Windows 3.1,95 & NT). Click his Icon for his homepage URL and contact information.

# Jim Domeischel's contact information

Homepage URL:

<http://ourworld.compuserve.com/homepages/jimsquest>

E-Mail:

[jimsquest@AOL.com](mailto:jimsquest@AOL.com)

# The Sports Box

I'd like to thank Jim Domeischel for letting me "steal" his idea (the sports box) Jim has a great football pool himself and if you find this one is not to your liking (or even if you do and want to look at others) please check out Jim's. [Here is his info.](#)

The sports box is a smaller version of the ones often seen in sports bars. It contains 100 smaller boxes in a 10 by 10 grid. Each box is "purchased" by the people in your pool and then the numbers from 0 - 9 are randomly entered along 2 sides of the outside box. The winner is the person who's 2 numbers match the last digit of the Monday night score. That sounds a lot more complicated than it is but for example if the Monday night score is Cowboys 24 - Bears 10 then the winner is the person who's name is in the box 4 (on the Cowboys side) -0 (on the Bears side).

The screen looks like this



Your options here are as follows (from left to right)

**Import:** Imports the names of the players from your current pool. You can add and delete from this list without harming the original and you can save the new list.

**Add:** To add to the list of players

**Delete:** To delete from the list.

**Save:** To save the list.

**Print:** This is to print the final sports box.

**Enter:** To enter names directly into the box. First click on the box you want to enter the name into and then click this button. It will ask for the name and you just type it in.

**Names:** This will enter the names from your list (in the dropdown box on the left) into the boxes randomly according to the options on the right.

**#'s:** This will shuffle the numbers. I added this option in case someone wants

a particular box every week and you enter the names manually you can still have a random draw.

**Main: Takes** you back to the opening form.

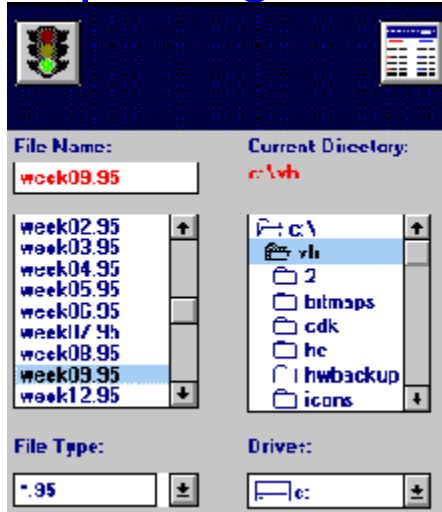
**In the options box you can click either:**

**Everyone gets an equal number of boxes:** This means if you have 45 people in the sports box it will randomly enter everyones name into 2 boxes, leaving the last (100 - 90) 10 blank, If you have 32 people each will get 3 boxes with the last (100 - 96) 4 blank.

**Everyone gets 1 box:** This gives everyone on your list 1 box. So if you have only 25 people in the pool it will only enter names in the first 25 boxes. Leaving the last 75 blank.

**Fill in the rest randomly:** This will fill the rest (all the blanks) in randomly with names from your list.

# Importing Scores



This is a simple form which saves you the time of entering the scores each week. You just tell it where the weekly file is (which you can download from our web page, BBS or Compuserve) click on import and you done.





