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Main Form

These are your options from the Main (or Standings) form.
For information on any other form accessible from here click on its Icon.



1) **Change Week** - This will change the current week to the week of your choice. The main form will reflect this change by showing the standings up that week.



2) **Enter Lines** - This will take you to the Enter Lines form where you can enter / change the lines for the week (or any week).



3) **View Stats** - This will take you to the Statistics form where you can view stats by the week / team or league.



4) **Predictions** - This will take you to the Predictions form where you can make predictions for any week based on formulas you create or the ones we provide with the program.



5) **Make Formulas** - This choice will take you to the Formula form where you can make / edit formulas.



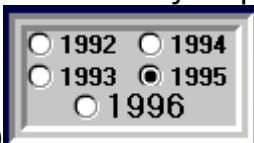
6) **Test Formulas** - This will put you in the Test form where you can test / create formulas. This form is somewhat disabled in the unregistered program but still provides a good way to check formulas you have created.



7) **Manual Input** - This will take you to a form where you can input stats manually if you can not / chose not to download the stats.



8) **Auto import** - Will take you to the form that allows you to automatically import (free) downloaded stats.



9) **Button box** - Allows you to change years. 1996 & 1995 are included with the unregistered version. 1994, 1993, & 1992 are included with your registration.



There is also an **Exit** button shown here, that you should use when exiting the program, as it will save the name of the formula you were

working with and start the program with that formula next time.

Inputing Stats Manually

The screenshot shows a manual stats input form for Week 2 of 1995. The form is divided into three main sections: HOME (PATRIOTS), LINE / OU, and VISITORS (DOLPHINS). The HOME section includes fields for PATRIOTS (0), 39, 21, 253, 25, 51, ?, 1, and 1. The LINE / OU section includes fields for LINE (1) and OU (15), and labels for SCORE, RY / RA, PY, PC / PA / INT, FUMBLES, and SACKS. The VISITORS section includes fields for DOLPHINS (20), 182, 35, 224, 15, 21, 1, 2, and 0.

HOME	LINE / OU	VISITORS
PATRIOTS	1 / 15	DOLPHINS
0	SCORE	20
39 21	RY / RA	182 35
253	PY	224
25 51 ?	PC / PA / INT	15 21 1
1	FUMBLES	2
1	SACKS	0

This form allows you (if necessary) to enter the weekly stats manually. The icons on top allow you to move from game to game or to jump to the first or last game of the week. A menu choice allows you to change from one week to another. In the event you need to change the schedule, you can do so here by **double clicking** on the **teams name** and entering the correct team name in the box. The box will stay there for each game you then view until you exit the form allowing you to change any of the games you wish. This is also where you can enter the playoff games manually. **If you import statistics you don't need to do this** as the week 18 schedule will be imported with the week 17 stats, week 19 schedule with week 18 stats etc.

Great caution should be taken when entering the team names manually as they **MUST** be **all capital letters** and spelled correctly or the program will not work.

Predictions

In the predictions form you will see the name of the teams playing each other, the computers predicted scores for each game, the point line, totals line, whether the formula selected considers any of these games a "play" and (if the games have already been played) whether the picked games won or lost and the actual scores.

There are also choices via icons to change the database from a Rolling Average to Season to Date and also weather to use Separate Home / Away and/or Discard High / Low games.

A new choice this year allows you to include the power ratings / strength of schedule in the predictions. This will compare the defenses of previous opponents to the current opponent via their strength of schedule / power rating and adjust the predicted score accordingly. For example (using a Rolling Average of 3 games), if the Cowboys have played their last 3 games against the 49ers, Packers and Giants and they are playing the Cardinals this week. It will take the Cowboys defensive strength of schedule (which is the average of defensive power ratings for each of the last 3 opponents - say 102.1) and subtract the Cardinals defensive power rating (say 96.1) then would add this difference ($102.1 - 96.1 = 6$) to the predicted score of the Cowboys. It will do the same for the Cards and every other team playing this week.


There are also these Icons



which are for (from left to right) entering the Other Factors form, use the Other Factors in the predictions, and Single Game Predictions.

When you click on **Use Other Factors** button the predicted scores will be adjusted by the amounts entered in that form.

Test Formulas

If you decide to register (or even if you don't) you will probably spend a lot of time here. This form is the main reason I wrote this program. It allows you (in registered form) to enter a range of variables and have the computer crunch the numbers to come up with the formula that yields the greatest return. In unregistered form you can still use this form to test formulas on the previous year or on this season to date but it will not allow you to clear the formula and enter a range of numbers. After clicking the  button you'll enter the numbers in this area of the form

HFA - From	2	To	2
Win By - From	3	To	3
Hq Tu = From	7	To	7
Offense = From	50	To	50
Defence = From	50	To	50
Pushing = From	50	To	50
Passing = From	50	To	50
Turnovers = From	3	To	3
Score Var. = From	1	To	1

For an explanation of any of these variables, see the Formula topic. After you've entered a range in each of these variables, you click on the GO icon and the program will run through each game for the weeks you've chosen. It will check if the game would have been a "play" and if it would have won, lost or tied. It will then record the formula that would have given you the highest return on your money if you would have bet **with** it, and also the formula you would do best with if you bet **against** it! That's right, it records the worst formula! Think about it, don't you know someone who never wins? I do and I always bet against him, he's a gold mine. Well I decided to try and duplicate this with the program. This way if you have a formula that has a great winning percentage and it likes team A and the one that has a terrible winning percentage likes team B, That's 2 votes for team A.

You also have several options you can choose from in this form. Aside from the usual database options of Season to Date , Rolling Average and Separate Home / Away, you can also now choose to optimize the formulas for just 1 or 2 teams. If you click the option box to the left of this option, a pair of boxes will pop up where you can enter the name(s) of the team(s) you want the program to optimize (Remember to enter the team names in all CAPITALS and in the same way it is written throughout the program). The boxes are labeled Home and Away but unless you have the Separate Home / Away option checked it doesn't matter which team goes where, as it will use both the home and away games for each team. I actually added this option to my program at the end of last year and had pretty good success with it in the playoffs (entering the names of each pair of teams playing each other, and letting the computer optimize a formula for that particular game).

The program can now optimize your formulas by either percentage or units won (it defaults to units won if you do not click either option). When you pick which way you would like to optimize, you are given the option to save all formulas over a certain percentage or number of units to disk. The program saves these formulas as Good 0, Good 1 etc. for winning formulas and Bad 0, Bad 1 etc for losing formulas.

Speaking of losing formulas, the units shown under worst are what you would win betting **AGAINST** this formula (again at 11/10).

=====

NOTE: If you log formulas to disk: Each time you are done running this form you must change the names of formulas you wish to keep. They will be overwritten the next time you run it.

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Even if you don't choose to log all formulas over a certain percentage or unit win to disk, you can still save the best and worst formula after the program finishes running by clicking on the [Save Best](#) or [Save Worst](#) buttons.

This form can take hours to run and probably is best left to run overnight. The Score Variable will increase by .1 for each time through the loop, the HFA, Win By, Up To, and Turnovers each increase by 1 and Offense, Defense, Running and Passing each increase by 5.

Please note: If you choose to use the Power ratings / Strength of Schedule (**PR / SOS** check box) in these tests it will **slow** the program **down dramatically**. I've done all I can to speed this form up but it's making so many calculations it just crawls along with this option picked. I almost left it off as a choice because of this, but then figured it may not be quite so bad on a fast machine (I use a 486 - 33 at home and a 486 - 66 at work).

Statistics

This is the Statistics form. Your button choices here are as follows:



Change Week - Pretty self explanatory. Just keep in mind that the statistics shown are for previous weeks only. Therefore if you set it for week 7 you are viewing the statistics from the previous 6 weeks (or however many you choose).



Simplified Stats - This button will simplify the statistics viewing by taking the home teams offensive stats + the visiting teams defensive stats and dividing the sum by 2 to give an "expected" total for each stat. This value is then shown next to the home team. It obviously does the same for the visiting teams offensive / Home teams defensive stats.



Separate Home / Away



Discard High / Low



Rolling Average



Season to Date



Main - This will take you back to the Main (Standings) form.

There are also many other stats you can view by menu choices. For an explanation of each of these [Click Here](#).

For an explanation of the statistics shown on the form [Click Here](#).

League Statistics



AVERAGE YARDS PER PASS COMPLETED							
1	BEARS	6	13.3	15	COLTS	6	10.6
2	BENGALS	6	13.2	16	CARDS	6	10.6
3	SEAHAWKS	6	12.4	17	PATRIOTS	6	10.6
4	PANTHERS	6	11.7	18	RAMS	6	10.6
5	BROWNS	6	11.7	19	CHIEFS	6	10.5
6	PACKERS	6	11.5	20	DOLPHINS	6	10.3
7	DILERS	6	11.4	21	FALCONS	6	10.2
8	COWBOYS	6	11.3	22	GIANTS	6	10.2
9	RAIDERS	6	11.3	23	CHARGERS	6	9.9
10	BRONCOS	6	11.2	24	EAGLES	6	9.7
11	LIONS	6	11.2	25	BILLS	6	9.5
12	REDSKINS	6	11.1	26	JETS	6	9.3
13	SAINTS	6	11.0	27	49ERS	6	9.0
14	STILLIES	6	10.0	28	VIKINGS	6	9.0

This is a sample of league statistics you can get. The only thing that bears comment is the middle column, which tells you how many games these stats are based on. It doesn't really matter too much if you are viewing averages, but take note if you are viewing Totals. These stats are based on whatever database you have chosen so you can always even everything out by changing the database to a Rolling Average.

Team Statistics

As you can probably guess. This will show you a particular teams statistics. This is a menu option (in the statistics form) under [Totals](#), [Average](#), and [Boxscore](#). I'm sure you can figure out what each of these does but for clarity I'll explain.

If you choose [Team](#) under the [Totals](#) menu you will be shown the total statistics (Rushing yards, attempts, Passing yards etc.) for the team you choose. If you use a rolling average these stats will reflect that (ex. a rolling average of 3 games will show you the teams totals for their past 3 games.) Separate Home / Away and Discard High / Low will also have an effect on these numbers.

If you choose [Team](#) under the [Average](#) menu choice, you will be shown the average for each of the statistics. Again, the database is taken into account.

If you choose [Team](#) under the [Boxscore](#) menu choice, you will get...Surprise...the boxscores from each of that teams previous games.

Box Scores

This form will give you the boxscores of any game entered by either the Week or by the Team. They will be in the following form.

TEAM	OU/PL	SCR	RY	RA	PY	PA	PC	INT	F	SK
WEEK 5										
DOLPHINS	45	26	144	24	198	35	18	0	0	1
BENGALS	10	23	48	20	442	48	33	1	0	1

The boxscore shows the following stats from each game:

Team names and current week.

OU / PL - **OU** - The Over / Under or Totals line, in this case 45, is shown next to the Visiting team (Dolphins). **PL** - The Point Line or just the Line is shown next to the Home team (Bengals).

SCR = Score for each team

RY = Rushing yards

RA = Rushing attempts

PY = Passing Yards

PA = Passing Attempts

PC = Passes Completed

INT = Interceptions thrown

F = Fumbles Lost

SK = Sacks recorded by defense.

Formula

The screenshot shows a software window titled "Formula" with a dark blue background. At the top, there is a toolbar with icons for Save, Print, and Exit. Below the toolbar are three checkboxes: "Separate Home/Away" (checked), "Use Season To Date" (unchecked), and "Disqual High/Low" (unchecked). The main area contains several input fields: "FILE:" with "default fla", "OFFENSE:" with "50 %", "ROLLING AVE." with "3", "HFA:" with "2", "DLI LNSL:" with "50 %", "WIN BY:" with "3", "RUSHING:" with "50 %", "UP TO:" with "7", "PASSING:" with "50 %", "SCORE X:" with "1", and "TURNOVERS:" with "3". On the right side, there is a "Formulas" list box containing several file names like "11-225.Ha", "1304ta.Ha", "4 75 66.Ha", "688rt.Ha", "692test.fla", "bbnp.fla", "default.fla", and "m11 2.fla".

Although the coloring and size are a little different (I'm trying to get this file as small as possible) This is the form where you can create formulas based on you knowledge of the NFL.

The numbers entered here will determine how heavily the computer takes into account different statistics. The options are as follows:

File: - The name of the file you want to load / save this formula under.

HFA - Home field advantage - How many points is home field worth. This is generally thought to be between 2 and 4 points although everyone knows it is different from one team to another. You can make these game by game type of adjustments in the "Other Factors" form.

Win By: - The computer will come up with a predicted score for each game , the difference between the two predicted scores (one for each team) is the computers "line". It then compares this line to the actual line (input in the lines form) and comes up with a difference. This number is the minimum difference that the computer will judge a "pick". That sounds more complicated than it should. Here's an example.

The computer predicts a score of Dolphins - 28 ; Jets 18. (a difference of 10 points). The line on the game is Dolphins - 7.

The computer will only consider this a pick if the Win By is less than 3 ($10-7 = 3$). If Win By is set to 3 or more the computer will not tell you to bet this game.

Up To: - The other end of Win By. This is the maximum difference the computer will consider a pick. If, for example, the computer had come up with a predicted score of Dolphins 35; Jets 10 (a difference of 25). This will only be considered a "pick" if the Up To variable is set to 26 or more. You may be tempted to just set this for 99 and forget about it, but it serves a very important purpose. If the computers line is more than 10 points or so different than the actual line you can bet there is a reason for it. Either someone big is injured or the weather is causing an adjustment in the line. You can make game by game adjustments like these in the "Other Factors" form

Score X: This is the score variable. It was originally installed for the purpose of making adjustments for Over/Under betting but has proved useful in sides betting also. What it

does is multiply both teams predicted score by this number. Example: The computer predicts a score of 20 - 10 with Score $x = 1$ (no adjustment). If you then set it to 1.5 it would predict a score of 30 - 15. Set it to .5 and it would predict a score of 10 - 5 etc.

Offense, Defense, Passing, & Rushing: - These variables will weight each area of a game as a percentage. So Offense + Defense must equal 100% and Offense + Defense must = 100%. If you judge passing defense as the most important aspect of the game you might set Passing = 70% and Defense = 65%, the computer would then adjust its predicted scores in favor of those teams with good pass defenses.

Turnovers - You set this between 0 and 9. It adjusts the predicted score based on turnovers (fumbles & interceptions).

Database options are as follows:

Rolling Average

Season to Date

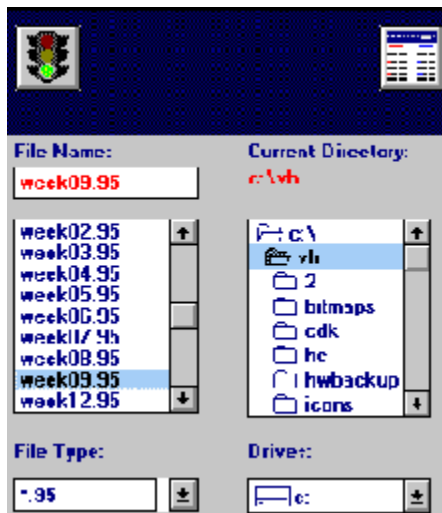
Discard High / Low

Separate Home / Away

The Icons are all self explanatory, They are (from left to right):

Save (formula) , **Delete** (formula), **Print** (formula), **Main**, **Exit**.

Import Stats



This form is very simple, after downloading the stats just tell the program where the file is by clicking on the directory (or typing it in under current directory) and then click the Go button (green light) your stats are updated automatically! The program knows enough not to overwrite any lines you may have input (although it will enter them if they're left empty).

Other Factors

OTHER FACTORS		
DILLS	Factors	COLTS
7 6 5 4 3 2 1	Injuries	1 2 3 4 5 6 7
7 6 5 4 3 2 1	Weather	1 2 3 4 5 6 7
7 6 5 4 3 2 1	Psychological	1 2 3 4 5 6 7
7 6 5 4 3 2 1	Mismatches	1 2 3 4 5 6 7
Notes: <input type="text"/>		

This form allows you to enter your personal slant on each game. In the above game, I've clicked on the 4 on the Bills side, next to Injuries, this would have effect (if you choose Use Other Factors in the [Predictions](#) form) of giving the Bills an additional 4 points in the predicted scores (actually it adds 2 to the Bills and subtracts 2 from the Colts)

You may be tempted to just add or subtract the points in your head, but you should really enter them here so you can then review your selections and fine tune them to where you can reliably estimate the impact a particular situation has on a game. You can also leave notes (up to 75 characters) at the bottom of the form as to why you made a particular adjustment.

Single Game Prediction

This is a small form to allow you to make predictions on any two teams. It will use the formula you select and will indicate "Picks" by changing the background color of a "pick" to red. If the Over / Under is highlighted you'll have to do the math and add up the two predicted scores. If the total is lower than the line, it is telling you to bet under if its higher than it's saying the over is the bet.

Enter Lines

The screenshot shows a form titled "Lines for Week # 10". At the top, there are four icons: a calendar icon with "1 2", a "SAVE" icon, a grid icon, and an "EXIT" icon. Below the title bar, there are three columns: "Home", "Line / OU", and "Visitors". The data is organized into two rows of teams. The first row contains "COLTS" with a value of "-3" in the "Line / OU" column and "37.5" in the "Visitors" column, followed by "BILLS". The second row contains "JETS" with a value of "2.5" in the "Line / OU" column and "38" in the "Visitors" column, followed by "PATRIOTS".

Home	Line / OU	Visitors
COLTS	-3	37.5
JETS	2.5	38
BILLS		
PATRIOTS		

This is the form where you'll enter the lines for the week. Everything here is pretty self explanatory. The icons (from left to right) are for the following).

- 1) **Change week #**
- 2) **Save lines - VERY IMPORTANT!** - remember to save the lines after you input them.
- 3) **Main** - takes you to the main (standings) form.
- 4) **Exit** - Exits you out of the program.

Registration

O.k., so how much does the program cost and what do I get for registering? The program is \$40 and for this measly amount you get ALL of the following:

- 1.) Most importantly , You can continue using MrNFL past week 8, You see at that time you will no longer be able to get predictions , view stats etc. Have you noticed those numbers are gray while the others are black? Go ahead, try and get a prediction for week 9. Can't do it huh? Register and you'll be able to go all the to Week 21 (The SuperBowl)
- 2.) Free Stats downloading. I post the stats on our BBS 804-249-8909 Tuesday by 4:00pm (Usually it's by about 10:00AM but just to be sure I'll say 4:00pm). I also send them to Compuserve at the same time but they take a day or two to post them so they show up there Wednesday or Thursday (In the Sports Forum and WinFun) and this year I'm going to have a Website where you can download from, its address is <http://ourworld.compuserve.com/homepages/mrnfl>. I'd also put them on AOL but by the time they post stuff the week is over!.
- 3.) You get a 25% discount on future versions (last years registered people get this one for only \$30)
- 4.) You get full use of the Test Form this allows you to sit back and let the computer do the work. It generates the best and worst formulas for you. This is a **BIG** help.
- 5.) I'll send you a copy of "The Formula". It is a formula (not a MrNFL formula but a formula just the same) that predicts the winner of the Superbowl, while it doesn't predict against the line it does have a 26 - 3 - 1 record straight up (the 1 tie is not a tie game but the formula couldn't decide between the Bills and Cowboys, they came out with an equal number of points). It did correctly predict a couple upsets (not the Jets in SB3) like the Giants over the Bills and is therefor worth having.
- 6.) You get the 1992,1993, and 1994 stats so you can test your best formulas over a larger number of years.

You also get the piece of mind that if the Feds bust through your door to check your computer software at least one of them will be registered<g>.

To Register MrNFL just start the program and click on Register in the main form. You can either print out the form and mail it to me with a check, money order, or (if you dare) cash at the address listed, or you can fill in your Credit Card info (don't worry it gets encoded) and E-Mail, fax or mail it to Kagi or if you have a Compuserve account you can register on Compuserve (Go **SWREG - #7423**). If you need to contact me you can do so on our BBS (number above) or Compuserve at **102616,3123** my password is

MrN..... oh wait.. you don't need that. (that would be worth the \$40 wouldn't it) :^)

Stats Explained

TEAM PTS R YDS P YDS Y/R RA Y/P PA PC P% INT FUM SACK Y/AT PTS/100

These stats are as follows:

Team - team name

PTS - Average points scored for / against.

R YDS - Average rushing yards for / against.

P YDS - Average passing yards for / against.

Y / R - Average yards per rush for / against.

RA - Average rushing attempts for / against.

Y / P - Average yards per pass completion for / against.

PA - Average passing attempts for / against.

PC - Average pass completions for / against.

P% - Average pass percentage for / against.

INT - Average number of interceptions thrown / taken away.

FUM - Average number of fumbles lost / recovered.

SACK - Average number of sacks given up / recorded.

Y / AT - Average yards per pass attempt for / against.

PTS / 100 - Average points scored per 100 yards gained for / against.

Menus

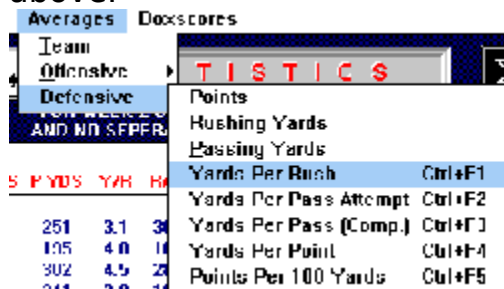


In the statistics for you can view statistics in many ways.

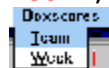
Click on **Totals** and a sub menu will drop down showing **Team, Offensive & Defensive**.

Team pops up a list of team names from which you can choose. Clicking on one of them will give you the cumulative amounts (up to the current week) for each statistic shown above (offensive and defensive) for the chosen team.

Offensive & Defensive gives a sub menu as shown above where you can choose a particular statistic and it will then list from best to worst all teams playing that week in that particular stat. For a sample click on the Picture above.



Click on **Averages** and you will get the above sub menus where you can get **Team, Offensive & Defensive average** stats



The other choice is **Boxscores** where you can choose either **Team** or **Week**.

Team will show a particular teams boxscores for the year to date while **week** will show all teams boxscores for a particular week.

Getting Stats into

There are two ways to get statistics into MrNFL.

Manually input them by keying in each statistic for each team or by Importing the statistics free from our BBS (804) 249 - 8909, Compuserve or our new Web Page. For information on any of these Click the appropriate word(s).

Beating The Line

I've often been told by friends (who by the way, wouldn't bet on the sun coming up tomorrow) that it is impossible to beat the line. But as most of you who are using this program probably already know, the line can be beat. The fact that the Casino owners and bookies have so much information / knowledge is irrelevant. They don't care if you win every week of your life. Their job is to get an equal amount bet on each team and to collect the Vig. They do not want to gamble like the rest of us. They do their best NOT to gamble. They set the opening line, trying to gauge the public's opinion of the game, but after that, the public moves it based on their betting. Your job then, is to be smarter than the betting public. How do you do that? Well you're not going to do it with any inside information the Casino owners know everything that happens in the NFL. They pay a lot of money to get information as soon as it happens. They'll know if Emmitt Smith gets hurt in practice before Jerry Jones does and they'll adjust the line so that when the information gets out, they don't get a rash of action on one team and their books end up unbalanced. So by the time you (or anyone else) could get any information, it'll be too late. That's why you have to laugh at those ads that say they have exclusive inside information on games (5 days before the game) and that for \$25 they'll sell you the winners of a particular week. [Click](#) for more info on these guys.

The only way I know of that can give you a decided edge, and has worked for me for the past 5 years, is statistical analysis of games and then using the available information to make smart bets. This program has everything you need to for the statistical analysis of the games and you should be able to win money with just that, but if you want maximum profits it's up to you to make the adjustments for injuries, weather, etc. The program does provide a place for these adjustments which allows you to track your entries and see their effect on your Win - Loss.

You're not going to make the most of this program unless you do a little homework. If you have a formula that has a 65% win rate in previous weeks and it picks the Dolphins this week, but you look in the paper (or get the injury report from our homepage) and see Dan Marino is out, **DON'T BET THE GAME**. Unless you make an educated adjustment for Marino being out, you'll more than likely be throwing your money away. Use your computer AND your common sense and you should have an easy time making a profit this year.

Money Management

Anyone can pick 50% of their games correctly. You should end up around that number if you throw darts at the weekly schedule and pick the names you hit. But there's a name for people who win 50% of the time... **Losers**. When you bet on football in Las Vegas you have to pay for the privilege by giving 11 / 10 odds. That means to win money you have to win more than 52.38% of the games you bet. That's not as easy as it sounds, (I remember reading that, in the 1988 season, a company monitored a bunch of sports services claiming 70% win rates and they found that only 2 hit better than 58% on the year!) but it is far from impossible. The problem is, many people win 55% - 60% of the games they bet and still lose money. How? by not paying attention to money management. They 'll win their 2 early games, 2 out of 3 late games and then go for the kill and bet everything they've won (or more) on the Monday Night game. They lose that one and they've gotten 66% of their picks correct and haven't won a dime (or worse, lost money). You have to remember there is no such thing as a sure thing. Your optimal bet size for any game can be determined using **The Kelly Criterion**. It states:

$$A = W - L / P$$

Where A = Advantage (bet size)

W = Win percentage

L = Loss percentage (100 - W)

P = Payoff (to \$1)

To use this equation in an example let's suppose your win proficiency is 60% (High but attainable) at 11/10 odds (91 cents return on 1\$) the Advantage (bet size) would be:

$$A = 60 - 40/.91 = .16 \text{ or } 16\%$$

That means you should bet 16% of your bankroll each play.

Other winning percentages are as follows:

53% - 1.4%

54% - 3.5%

55% - 5.5%

56% - 7.6%

57% - 9.7%

58% - 11.8%

59% - 13.9%

61% - 16%

62% - 20.2%

63% - 22.3%

64% - 24.4%

Neither a higher nor lower figure will return a larger return on your investment. Remember though, that this is a best bet system and it assumes only one game at a time in order to maximize your winnings. If your waiting on the winner of an early game and it's getting late you'll have to decide

whether to assume a win and adjust your next bet up or a loss and adjust it down. There is no provision for this decision in the Kelly Criterion but bearing this in mind should help you make better betting decisions.

Although the odds a little worse (about 2% worse) you may decide to bet parlays. These are only good bets if you have two or three games you feel equally strong about. If you could pick 70% winners (no one can sustain that pace but stick with me for arguments sake) and you bet 300 games at \$100 apiece you would win (\$21,000 - \$9,900) \$11,100. If however you played 100-3 team parlays @ 6 - 1 odds you could expect to win (\$20,580 - \$6,570) \$14,010. So if you feel you can win 70% of your "hot" games these bets do make sense. (I never feel that sure.)

Other rules you should live by are:

- 1.) Keep your bankroll separate from your other money. There's enough pressure in gambling without worrying about having to make back the rent / kids college fund.
- 2.) Set goals and stick to them. If you start with \$1000 and want to double it, once you reach that goal, draw down you initial \$1000 and start again with \$1000 or if you feel very strongly about how well your doing just draw down \$500 and increase your initial bet 50%.
- 3.) Don't go nuts when you get ahead. Don't confuse your money with the houses money. Once you've won it, it's yours Treat it with as much respect as you would your last dollar.
- 4.) Conduct your gambling as you would a business, make sure your properly funded at that the price is right.
- 5.) Remember patience, if there are no good bets in the early games don't bet the early games. Alot of money has been lost by people because they "had" to bet something in the early games.
- 6.) Don't bet games because they're on TV or because your favorite team is playing. These things seem simple but I know a lot of people who bet games for these very reasons.

What's a "Good" Win Rate?

When you use **MrNFL** you should look for formulas with win rates of at least 55%, that would be a "good" formula (although it depends on the season). I have had little problem developing formulas with win rates of 60% or more (see some of the sample formulas) and even though these are "hindsight" numbers they tend to do quite well in current games also. You have to remember that these are formulas that have no knowledge of weather , injuries , rivalries etc. so to pick 60% based on just the numbers is quite good. When you add in your knowledge of each game you should be looking at another 4% - 5%. Does that mean you should quit your day job? Absolutely not! This IS gambling you can lose just as easily as you can win. Always remember **Buster Douglas**, I know at this point everyone says THEY knew he was going to beat Mike Tyson but at the time NO ONE was picking him to win. That fight should always be in the back of your mind, because the Washington Redskins **CAN** beat The Dallas Cowboys straight up (twice!). Anything can happen and it usually does. As OTB in New York says "Bet with your head, not over it."

About



MrNFL was actually started about 5 years ago, I was using other computer programs to track trends , stats etc. but wasn't happy with not having control over they're prediction formulas and the way I'd view statistics. So I decided to write my own program. Having very limited programming skills I wrote the program in the only language I knew BASIC. I had taken it in high school and after reviewing a couple books I started. I wrote the program with GWBASIC which came with MSDOS and had pretty good success with it. I upgraded it constantly (still do!), until I thought it was pretty good. About that time, a friend mentioned that I should have written it in Visual Basic because then I could make it into an executable and SELL it. So about 2 and a half years ago I decided to try and write it in Visual Basic. It went fairly smooth and last year I put out MrNFL for the first time. The name, by the way, came about because my brother Jim had put out a program called Mr.Vegas which I liked. This year I upgraded many parts of that program and even added the power ratings and difficulty of schedule form. I have to thank Rory D. for his suggestion that I optimize formulas by money won and not by winning percentage and Larry D. for his suggestion of the strength of schedule. They both get the program free this year. I hope you enjoy the program and use it wi\$ely.

Rich Tolliver

Power Ratings / Strength of Schedule

This form will show you the power ratings and strength of schedule for each team in the NFL. In order for you to properly use these numbers I think you need to know how they are calculated.

First, I calculate a power rating for each team by comparing their actual game statistics with the average statistics of each of their opponents. If for example the Dolphins played the Jets and won 42-14 and the Jets average 24 points allowed per game then the Dolphins would get a +18 for their offensive power rating. The program will check the last x number of games for each team (where x is whatever you set the rolling average for).

Note: Because the power ratings need an average for a teams opponent to work with, the first week you'll get a rating for is week 3. In week 3 it will look at the actual scores in week 2 and take the averages which those teams established in week 1.

The average the computer uses for each opponent is its season to date average. I was originally going to also make the number of games it would average for the teams opponent a variable but decided against it because A) It gets a little confusing, your then looking at how a team has done for the past x number of weeks against opponents based on their previous y number of weeks. and B) It can distort the numbers if you look at too small a number. For example, If you set it to 3 and the Jaguars played the Jets , Panthers, and Cardinals in those weeks they might end up with a very high power rating which would be misleading.

After calculating the power ratings for each team I then go back and add up the power ratings for each teams opponents and divide by the number of games it has played. So a team that has played the highest rated oppents will have the highest Strength of Schedule (SOS).

In the predictions menu there is a option to use this number in your predictions. It will take the difference of the two teams (SOS) and adjust its prediction by this amount (If the difference is 2 points it will give the team with the more difficult schedule an additional 1 point and take 1 point from the team that had the easier schedule)

900 Numbers etc.

First of all, these telephone "pick of the week" 900 numbers are almost all scams. They say they have a can't lose pick every week and they'll give you the first one free. If they win you must buy the rest of the season for some outrageous fee but if they lose you don't have to pay them anything. Sounds good?

SUCKER; an old scam with a new (900 number) twist They'll give half the callers one team, the other half the other team. That way half the callers have to buy the rest of the season. They win, you lose.

Secondly, The pick of the week guys with an advertised 75% - 90% win rate. They say they have the inside information and they'll give it you for \$25 a pick.

Let's think about that for a moment... They have inside information? Yea Right. They know more than the people in Vegas who pay BIG money to get this information as quickly as possible. The odds makers often know of injuries etc. before some of the coaches on the team do. For some guy in New York, or where ever, to know about it before these guys is impossible. And they say they have it every week. Their 75%+ win rates are another joke! If anyone can pick that good who needs your \$25.

An Average Week with

An average week with Mr. N.F.L. may go something like this:

Tuesday - Thursday (or Friday or Saturday)

1) Download the stats file and Import the stats into the database. (If you have already entered the early lines they will not be overwritten, but if you have not entered the lines they will be entered for you.)

2) Go to the Stats form and get a printout of the stats using whatever database method you like. (I personally get 3 printouts, 1 season to date, 1 a rolling average of the last 3 games, and finally a rolling average of the last 3 games with separate home / away.)

3) Go to the Predictions form and get a preliminary picks sheet using whatever formulas you use (again I usually use a couple formulas).

4) Fire up the Test Formula form with a range* of numbers in the variables to come up with the best formulas for the current season. Depending on the range of numbers and variables you enter this can take a LONG time to run. I've increased the speed of this form (with the strength of schedule off) by about 60% this year but it is making a huge number of calculations and there is nothing more I can do as far as speed is concerned (aside from reducing accuracy or removing certain stats.) So be prepared to leave it running. You can however, do other things while it is running (It's running as I write this.)

This should give you a pretty good idea of which games to concentrate on. You should study the stats for mismatches and make notes of these on the sheet. The simplified stats make this easy to spot (especially if you set it to letters). You should also scan the newspaper for any important injuries and make note of these on one of the sheets also.

Sunday

1) Wake up bright and early and grab the newspaper. Look for key injuries, bad weather, or anything that might have an effect on the outcome of a game your interested in. Also call your man

and get the late lines. You can enter these in the [Enter Lines](#) form (available from the main form)

2) Go to the [Predictions](#) form and choose [Enter Other Factors](#) from the icon bar. Here you can give a point value to all those 'other factors' you've been noting. You can also make notes on why you've given these point values.

3) Go back to the Predictions and use your standard formulas and the one(s) you generated with the test form and then click on the Use other factors button, this will factor in the point values you entered in the "other factors" form and give you new predicted scores and picks.

Generally, I do not play games that have too many variables in them because they are too hard to predict. If there are a couple injuries and the weather is bad, and one team is coming off their off week etc. I recommend staying away from the game. There is just too much to take into account.

Sunday Afternoon/Night/ - Monday Night

Sit back at your [home](#) / [favorite sports bar](#) / [gambling spot](#) and enjoy the games. Hopefully, you'll make a few bucks and have a good time to boot! Just remember, never bet more than you can afford to lose. It takes all the fun out of the games.

"Money won is twice as sweet as money earned"

-The Color of Money

* Only available in the registered version

What's New?

We've been hard at work this off - season and have made some pretty big changes in the program. The top ten of these are:

1) **Power Ratings / Strength of Schedule** - Available from the stats form, you can now view each teams Offensive, Defensive and Total Power Rating as well as their Offensive, Defensive and Total Strength of Schedule! As an option, you can use these numbers in the predictions of games as well as the testing of formulas.

2) The option to **optimize your formulas for just 1 or 2 teams!** This a great option come playoff time (or during the regular season if you have the time) as you can enter the two teams playing each other and let the computer come up with the formula which is best for those particular teams.

3) **Increased speed in the Test form** - In tests I've run it is now a minimum of 60% faster! If you used to run it over night for 8 hours it will now be done in under 3! This is with the new Strength of schedule option turned off (This option slows things down dramatically)

4) In **Test form** the formulas are now optimized by **either units won or percentage** (the default is units). The program will also store to disk any formula over a chosen win rate! You can let it run over night and it will save all formulas over a certain winning percentage or unit win.

5) **Test form** now **stores the best and worst formula(s)**. A bad formula is as good as a good formula if you bet against it! Therefor, MrNFL will save bad formulas too! If you tell it to save all formulas over a 60% win rate, it will also save those with under 40% win rate under the filenames Bad 0 fla, Bad 1 fla, etc.

6) As a database option in your formulas and throughout the program you can now choose to **discard the High and Low** game for your chosen database. A rolling average of 5 games with this option clicked will take the teams previous 5 games and the discard the game with the highest and lowest score differential. This helps give more of an "average" game statistically.

7) You can now **manually change the schedule**. In the manual input form if you double click the team name a box will pop where you can enter the team names.

8) Program now **remembers what formula** you were working with and starts up with that formula loaded (an oversight in last years program)

9) **A much better install program** - The biggest area of trouble last year for people was the installation of MrNFL. That shouldn't be a problem this year.

10) **Better help files** - While I'm no wiz at help files (or spelling or writing or grammar or...) I've done my best to improve on last years help files. (;^))

B. You sell the software for less than \$9, and only sell the most current version of it.

C. If you want, you may include your own installation routines with this program.

D. No files are modified or deleted.

Other distribution opportunities:

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Week 1

Although we do not recommend it, you can use MrNFL to predict the games for week 1 of 1996 by using last years statistics. The schedule for week 1 of 1996 has also been entered in as week 22 of the 1995 season. After week 1 has been played all other weekly predictions will be based on the 1996 statistics only.

Note: Because of the Browns (now Ravens) move to Baltimore the team name "Browns" was used for week 22 of 1995 (because it is using last years stats) while the new "Ravens" name was used for week 1 of 1996.

Available Software

MrPool - Pro Football analyzer / predictor for office pools. \$20

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. \$20

****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:

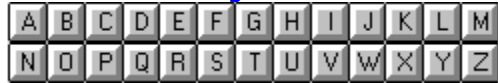
Homepage URL:

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

E-Mail:

jimsquest@AOL.com

Glossary



D

Discard High / Low

R

Rolling Average

Rolling Average

S

Season to Date

Separate Home / Away

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units

V

Vig

Discard High / Low

This will tell the computer to disregard the best / worst game each team has played in the currently selected database. So if you have the database set to a rolling average of 4 games, the computer will actually go back 6 games and then throw out the best and worst of these. Best = won by most points; Worst = lost by most points.

Rolling Average

Rolling Average will set the number of games used for predicting scores to x number of games. So if it is week 9 in the season and you have the rolling average set to 4. The computer will only use the last 4 games for each team (It's smart enough to bypass off weeks

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Season to Date

This causes the program to base its predictions on all the games a team has played this season. It uses averages so it doesn't really matter to it that one team may have played 6 games the other 7.

Separate Home / Away

This will tell the computer to use only the home teams home games and the away teams away games in making its predictions. So with a rolling average of 4 games it would use the home teams last 4 home games and the away teams last 4 away games to predict this game.

units

A unit is simply how much you bet per game. If you bet \$100 per game and the test form shows 13.4 next to units that means if you had bet each game equally and given the usual 11/10 odds then you would have won \$1340 using that formula.

Vig

Vig or Vigorish - Also called "Juice" - The commission extracted by the book for accepting the bet. If you have to bet \$11(\$10 bet + \$1 vig) to win \$10 you are paying $\$1 / \$22 = .04545$ or 4.5% vig.

