User Manual

Version: 2.6.6.0

Date: October 2013

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IMPORTANT NOTICES

DO NOT use TheBetEngine solely in TEST mode for an extended period of time. Betfair do not take kindly to supplying data to accounts that do not place real bets, so they will suspend your account citing "a commercial profile" – i.e. they believe that you are recording the odds data and potentially supplying the information to other people.

TheBetEngine has the ability to take live odds from Oddschecker. Unfortunately Oddschecker have recently started aggressively blocking IP addresses where their site is used but bets are not placed via the Oddschecker interface. If your IP address becomes blocked, the OC comms indicator in the status bar will show a red cross, and you should disable Oddschecker access in Settings/Live Odds.

TheBetEngine can place bets below the Betfair minimum stake. Betfair do occasionally check for accounts that are only placing these sorts of bets and will issue a warning. You should ensure that you process a mixture of bet sizes through your account to minimise this risk.

TheBetEngine can only work if your PC (desktop, laptop or netbook) is switched on and does not "hibernate" after a period of inactivity. To turn off Hibernation Mode in Windows, you need to adjust the Power Settings in Control Panel. An example of how to do this in Windows 7, can be found at http://www.youtube.com/watch?v=c3t1FDPtT7I

TheBetEngine places bets on Betfair. If you want your bets to be matched within the stated odds range specified on the Criteria tab, then you need to check your odds range using Betfair best odds and you need to place your bets using Betfair best odds. If you check your odds using live odds, or BSP odds or you place your bets using any setting other than Best, then you can be matched outside of the specified odds range.

Note – there is no upper limit for the odds at which a back bet will be matched; there is no lower limit for the odds at which a lay bet will be matched. Betfair will always match at the best odds available.

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1 Overview

1.1 Logging In

1.1.1 Logging in for the first time

When the program is first started, a login dialog box is displayed:

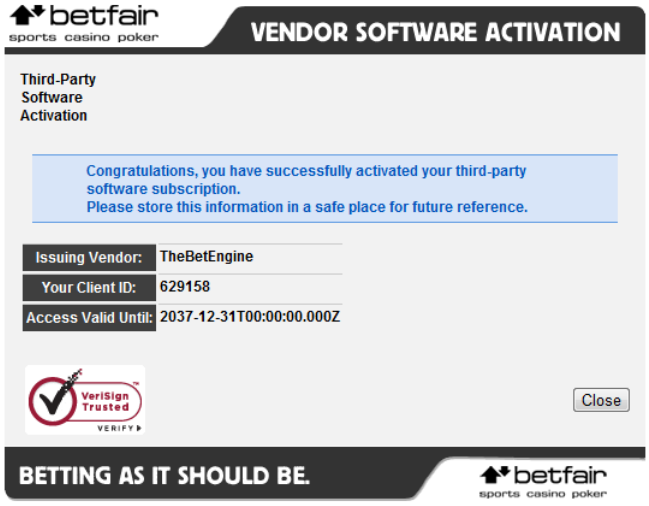
Enter TheBetEngine account name that you registered with TheBetEngine web site, together with your Betfair username and password, then press *Login* to allow the program to connect to Betfair.

As this is the first time that you have used TheBetEngine, a new user registration dialog will appear:

Enter the username and email address that you registered with TheBetEngine web site and click on the Next button.

TheBetEngine checks your username and email address against its authentication database. If your username and email address are validated correctly, then TheBetEngine shuts down and opens a secure Betfair page in your default browser in order for you to complete the registration process:

Enter the Betfair username and password that you wish to use with TheBetEngine and click on the Submit button. Betfair then validates your entries and indicates a successful activation:



You can now restart TheBetEngine and login as per normal.

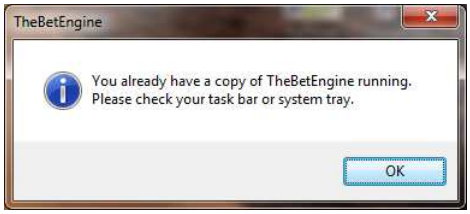
1.1.2 Logging in

When the program is first started, a login dialog box is displayed:

Enter TheBetEngine account name that you registered with TheBetEngine web site, together with your Betfair username and password, then press *Login* to allow the program to connect to Betfair.

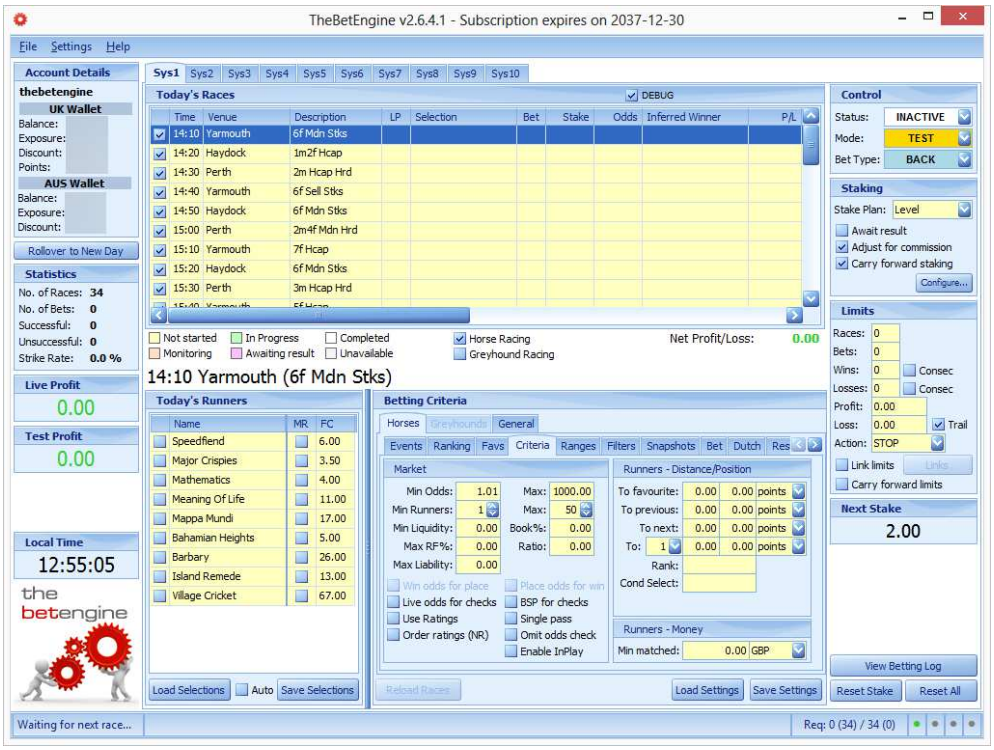
If your login is unsuccessful, then an error dialog will be displayed indicating the nature of the problem.

If you attempt to start up a second copy of TheBetEngine, then an error message is displayed:



If you want to run a second copy of the program, then it can only be run against a different Betfair username and requires an additional licence.

Assuming you have successfully logged in and the individual betting systems have been loaded, the main screen is then displayed:



The main screen is divided into four separate areas:

- The main menu
- The status bar
- The information area
- The betting tabs

1.2 The Main Menu

File Settings Help

1.2.1 File

1.2.1.1 Exit

Exits the program.

1.2.2 Settings

Clicking on the *Settings* menu results in the settings dialog box being displayed:

1.2.2.1 General

On the *General* tab, there are a number of options:

1.2.2.1.1 Display…Show balance on main screen

When ticked full account details (including user name, current balance, current exposure and discount levels) are shown on the main screen.

When un-ticked, only the user name is displayed on the main screen – affording some privacy to the casual observer.

1.2.2.1.2 Display…Show separate Live and Test profits

When ticked, two separate profit/loss values are shown on the main page – one for the profit/loss generated by live bets; the second for profit/loss generated by test bets.

When un-ticked, profit/loss values for both live and test bets are consolidated and only a single value is displayed on the main page.

1.2.2.1.3 Display…Enable market profit/loss

When calculating the profit/loss position on a market, Betfair takes into consideration all bets placed on that market; netting off any losses from any wins before calculating the commission to apply.

By default, TheBetEngine treats each bet independently and shows the result of each successful bet on the race grid.

Ticking this option causes TheBetEngine to calculate the market profit/loss using all the bets placed on the market by the particular betting system. A single profit/loss figure is then displayed against the race, rather than individual bet results.

1.2.2.1.4 Display…Display results net commission

When ticked, results of all bets are shown with commission deducted.

When un-ticked, the results are shown with no commission deducted.

This applies to both individual bet profit/loss and market profit/loss.

1.2.2.1.5 Display…Extended commentary

TheBetEngine displays a “commentary” on each race as it is being processed. This commentary can give reasons why bets are not being placed (for example, odds being outside of the specified range) or indicate when bets have been identified and matched (or not).

Normally, this commentary is condensed into a single line. For manual systems, a comment is only issued for the first selection – as comments are limited to a single line.

When Extended commentary is ticked, however, a comment is output for every selection considered for betting purposes. So, if you are running a manual system and have three selections ticked in the runner grid, a comment will be issued for all three selections.

1.2.2.1.6 Display…Disable coloured tabs

By default each of the betting tabs is colour coded to indicate its current state:

Light Blue	Inactive (ready for input)
Gold	Active in TEST mode
Green	Active in LIVE mode
Red	Stopped (as a betting limit has been reached)

If you do not want to use colour coding, you can disable it by ticking this option.

1.2.2.1.7 Display…Minimise to system tray

When ticked, the program will disappear from the task bar when the main window is minimised and a small icon will appear in the system tray. To restore the main window, double click on the small icon.

When un-ticked, the program will remain in the task bar when the main window is minimised.

1.2.2.1.8 Time…Use UK time

When ticked, TheBetEngine converts all internal times to UK time. As the application loads races for the current day only, this forces the application to work as if it was located in the UK.

When un-ticked, the application uses the local time for all processing.

1.2.2.1.9 Time…Use UK time on race grid

When *Use UK time* is ticked, then you have the option to display the start time of the races on the race grid as UK time rather than local time.

To display the start times as UK times, tick the *Use UK time on race grid* option.

1.2.2.1.10 Time…Display UK time

When ticked, the current UK time is shown on the left hand side of the main screen.

1.2.2.1.11 Time…Display local time

When ticked, the current local time is shown on the left hand side of the main screen.

1.2.2.1.12 Time…Synchronise clocks every hour

It is imperative that the clock on the PC is accurate as many of TheBetEngine’s functions are time-dependent.

At start-up, TheBetEngine automatically attempts to synchronise the PC clock with the same atomic clocks used by Betfair, thereby ensuring that both Betfair and TheBetEngine are looking at the same time.

On older PC's the PC clock can be subject to significant drift during the day, especially when the PC is being worked hard, so you can now choose to enable clock synchronisation every hour, thereby limiting the amount of drift that is likely to occur.

If TheBetEngine detects that your PC clock is greater than 10 seconds different to the expected time, then it will **not** attempt to automatically correct the time.

You can manually force TheBetEngine to attempt a resynchronisation by double-click on the CLOCK warning in the status bar, if it is shown.

Notes:
1. This function does NOT work on Windows 8 machines as access to the time synchronisation functions are protected and can only be run by an administrator.
2. Setting the local time does not work on most VPS configurations as they are tied to a "domain time controller". It is possible to decouple the time on the VPS from the domain controller, but you will need to contact the VPS support department for assistance.

1.2.2.1.13 Criteria Processing…Enable overrides

When ticked, a number of additional selection criteria are enabled for manual selections:

- MR (Must Run)
- FC (Forecast – read only field showing early forecast SP prices)
- Rsv (Reserve)
- Stake
- Liability
- BSPLiab (BSP Liability)
- BSPLimit (BSP Odds Limit)
- Units
- MinR (Minimum number of runners)
- MaxR (Maximum number of runners)
- MinO (Minimum odds)
- MaxO (Maximum odds)

These act as individual filters that are applied to that selection only and they override the settings in the main betting criteria. These filters are discussed in more detail in section 4.2.4.2.

When un-ticked, only the MR (Must Run) filter is displayed for each manual selection.

If overrides are not enabled, then none of the extra filters are considered for the selection (even if they were loaded via a selections file).

1.2.2.1.14 Criteria Processing…Enable advanced overrides

This option only becomes available if *Enable overrides* is ticked.

When ticked, further selection criteria are enabled for manual systems:

- Live (Live Odds Source)
- UseO (Use Odds override)
- Rev (Reverse Prices)
- Rating
- Rank
- WinW (Minimum odds on the win market)
- MaxW (Maximum odds on the win market)
- MinP (Minimum odds on the place market)
- MaxP (Maximum odds on the place market)
- CSel (Conditional selection)

- Sub (*not currently used*)

Once again, these act as individual filters that are applied to that selection only and they override the settings in the main betting criteria. These filters are discussed in more detail in section 4.2.4.2.

1.2.2.1.15 Ignore class (if not available)

Betfair does not supply details of the race class, so TheBetEngine needs to load them from an external source. If the data is not available then any filtering that relied on the race class would fail and no races would be loaded into the race grid.

By ticking this option, TheBetEngine will ignore the race class filter if the information is not available.

1.2.2.1.16 Ignore course type (if not available)

Betfair does not supply details of the course type (flat, NG, AW), so TheBetEngine needs to load them from an external source. If the data is not available then any filtering that relied on the course type would fail and no races would be loaded into the race grid.

By ticking this option, TheBetEngine will ignore the course type filter if the information is not available.

Note:
TheBetEngine processes the course type at race level. If the race-level course type information is not present then TheBetEngine will default to the type of meeting. Each meeting is designated as either Flat, NH or AW. Mixed meetings are not supported at the meeting level.

1.2.2.1.17 InPlay Results Processing…Use last odds for Win markets

When un-ticked, TheBetEngine will use the Betfair Results Service to determine the winner. This can only take place after the market has been settled and the results posted.

When ticked, TheBetEngine will use the last matched odds to infer the winner – however, this can only be achieved on InPlay markets; for markets that do not go In Play, TheBetEngine will revert to using the Betfair Results Service.

If TheBetEngine is unable to infer the winner on the Win market, then a “?” will be displayed and determination of the results will revert to the Betfair Results Service.

1.2.2.1.18 InPlay Results Processing…Use last odds for Place markets

When un-ticked, TheBetEngine will use the Betfair Results Service to determine the winner. This can only take place after the market has been settled and the results posted.

When ticked, TheBetEngine will use the last matched odds to infer the winner – however, this can only be achieved on InPlay markets; for markets that do not go In Play, TheBetEngine will revert to using the Betfair Results Service.

When inferring the winners on Place markets, TheBetEngine will check the number of inferred winners against the number of winning places on Betfair. If any difference is detected, the inferred winners are not declared (a “?” is displayed instead) and the results will revert to using the Betfair Results Service.

1.2.2.1.19 RSS Results Processing…Max wait time

When waiting for a result from the Betfair Results Service, TheBetEngine will wait a set number of minutes **after** the market has **closed** before deciding to set aside the bet result and move on. This prevents the betting systems from becoming “log-jammed” whilst waiting for the result to appear.

Use this setting to set the maximum number of minutes to wait for the result (after the market has closed). Set the entry to zero to wait indefinitely.

Note - Betfair does not post results to the Betfair Results Service for greyhound races that end in a dead-heat and thus you are encouraged to set a value for the maximum waiting period, if you are betting on greyhound races.

1.2.2.1.20 RSS Results Processing…Enable Fast Dog Results

By default TheBetEngine will wait for the results of greyhound races to be published by Betfair to their Results Service. However, publication of the results can sometimes be subject to time delays.

TheBetEngine offers an alternative source of results for greyhound races which tends to be faster. Enable this option to take the results from the alternative source.

1.2.2.1.21 RSS Results Processing…Settle on Trap number

When using Fast Dog Results, TheBetEngine uses the dog's name by default to determine the winner. On the odd occasion there is a discrepancy between the names used on Betfair and the alternative results source. By ticking *Settle on Trap number*, TheBetEngine uses the trap number instead of the dog's name to settle the bets. **Use of this option is recommended.**

1.2.2.1.22 Auto-advance race

This is reserved for a future release.

1.2.2.1.23 Auto-close race

This is reserved for a future release.

1.2.2.1.24 Auto-restart on new session…Reset SWITCH systems to live

It is possible to set up betting systems within TheBetEngine that automatically switch from LIVE mode to TEST mode when a required limit is reached (see section 1.6.1.3).

To automatically switch these systems back to LIVE mode at the start of each new session (whenever the program is restarted, or the program "rolls-over" to a new day), then tick the *Reset SWITCH systems to live* option.

1.2.2.1.25 Auto-restart on new session…Don't reactivate ACTIVE tabs

As a safety measure TheBetEngine resets all tabs to an INACTIVE state when it rolls over to a new day at midnight.

You can override this behaviour by un-ticking this option. When un-ticked, TheBetEngine will automatically reactivate any automatic (i.e. not manual) tabs that were active at the time of the rollover. If you want continuous operation of your tabs without an manual intervention, then you should un-tick this option.

1.2.2.1.26 Odds checking…Allow 2nd/3rd best checks

By default, when checking the min/max odds of a potential selection, TheBetEngine will use the best Betfair odds available for the checks.

By ticking this option, you will allow the use of 2nd or 3rd best odds for the odds checking. The odds used will depend on the setting that you have selected for *Use Odds* (see section 0):

Use Odds Setting	Odds used for checking
BSP	Best odds
Best	Best odds
2nd	2nd best odds (or Best odds if option is not ticked)
3rd	3rd best odds (or Best odds if option is not ticked)
Exact	Best odds
Sure	Best odds
Profit	Best odds

1.2.2.1.27 Rollover…Force rollover at midnight

By default, TheBetEngine will automatically load the next day's races at midnight, or after the last race if the race starts later than midnight.

If you want to force the rollover to happen at midnight, regardless of whether they are later races, then you should tick this option. Note – TheBetEngine will delay rolling over until all outstanding bets are settled.

1.2.2.1.28 Rollover…Disable rollover to new day

By default, TheBetEngine will automatically load the next day's races at midnight, or after the last race if the race starts later than midnight.

Ticking this option prevents TheBetEngine from loading the next day's races, and requires a restart in order to load the races for the current day.

1.2.2.1.29 Data request throttling

This setting manages the maximum number of chargeable requests that can be made to the Betfair API in any one second. It defaults to 10, but can be set to any value between 1 and 10. Betfair charges may apply if an application consistently exceeds 20 chargeable calls per second.

1.2.2.1.30 Selection file separator

By default, TheBetEngine uses comma-separated value files (CSV files) for its selection files. In CSV files, individual items of information relating to a selection are separated by commas (,).

However, in some countries the comma is used as an integral part of a money value (for example, 14.5 in the UK is written as 14,5 in France). To allow the use of commas as part of the selection data, you should change the selection file separator to the pipe (|) character.

1.2.2.1.31 Log errors to file

When ticked, any errors generated by TheBetEngine will be logged to a file and stored in the Info directory.

When un-ticked, no error logging is performed.

Under normal circumstances, there is no need for this option to be selected.

1.2.2.1.32 Cancel stranded bets

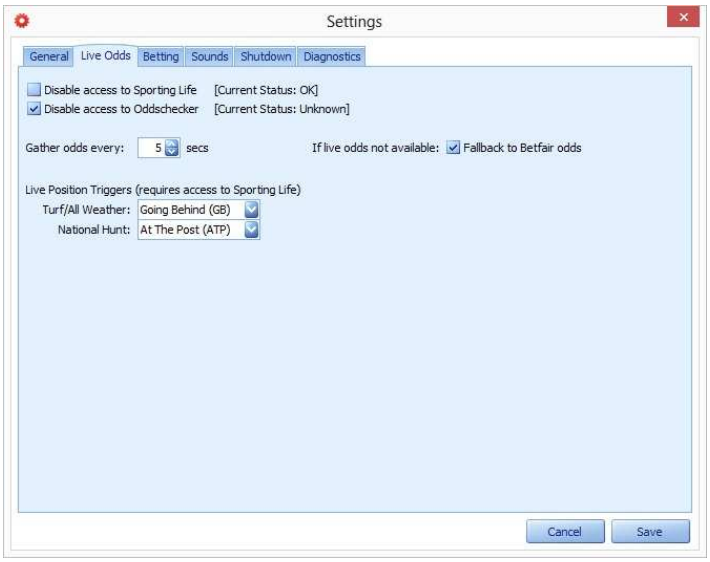
When betting below the Betfair minimum stake, TheBetEngine has to follow a pre-defined series of steps which takes a minimum stake bet and progressively alters it to the required stake and odds. If this sequence fails for any reason then you can be left with a stranded bet on the Exchange.

By ticking this option, TheBetEngine will attempt to cancel any stranded bets.

This only applies when bets are placed below the Betfair minimum stake.

1.2.2.2 Live Odds

The *Live Odds* tab allows you to set the options around gathering live trackside odds and fine-tune the betting time when using live odds.



1.2.2.2.1 Disable access to Sporting Life

TheBetEngine is capable of taking live trackside odds from the Sporting Life. Should you need to disable access to Sporting Life for any reason, you can do so by ticking this option. When ticked, TheBetEngine will make no requests to the Sporting Life web site.

The current status of communications with the web site are displayed to the right of the checkbox. This will read OK (if access is unrestricted), Forbidden (if your IP address is banned from accessing the web site) or Unknown (if access is disabled).

If access to the Sporting Life web site is either forbidden or disabled, then the SL Comms indicator in the Status bar (see section 1.3.1) will show as a red cross.

1.2.2.2.2 Disable access to Oddschecker

TheBetEngine is capable of taking live trackside odds from Oddschecker. Should you need to disable access to Oddschecker for any reason, you can do so by ticking this option. When ticked, TheBetEngine will make no requests to the Oddschecker web site.

The current status of communications with the web site are displayed to the right of the checkbox. This will read OK (if access is unrestricted), Forbidden (if your IP address is banned from accessing the web site) or Unknown (if access is disabled).

If access to the Oddschecker web site is either forbidden or disabled, then the OC Comms indicator in the Status bar (see section 1.3.1) will show as a red cross.

1.2.2.2.3 Gather odds

Specify the number of seconds between attempts to gather the live trackside odds. You can set a value anywhere between 5 and 60 seconds. The system defaults to 10 seconds.

1.2.2.2.4 Live Position triggers

When you have specified to use live odds as part of your betting criteria, then you can fine-tune the time at which bets are placed.

The Live Position Triggers come into play when you have set an overall betting time of zero seconds before the scheduled off. When set to zero, TheBetEngine uses the live position to determine when a bet should be placed (see section 2.8.1.1).

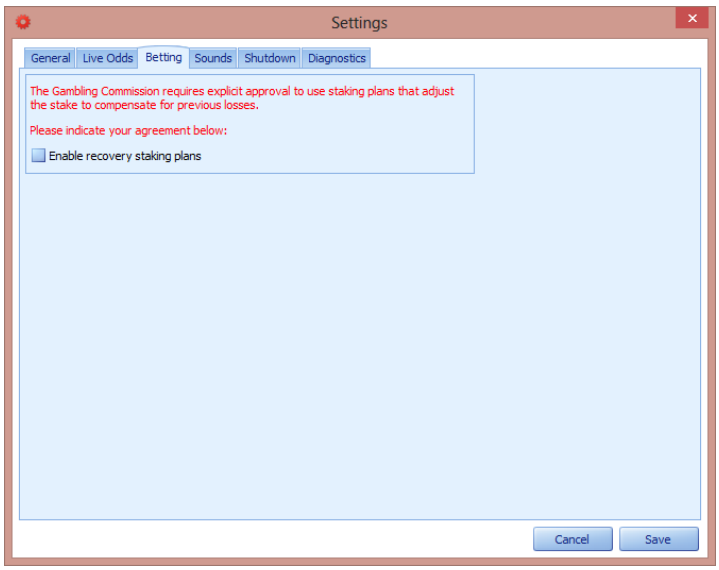
Note: The Live Position indicator is taken from an external site and is not guaranteed to be 100% accurate. There is no guarantee that all of the positions will be displayed for any given race, so please treat with a degree of caution.

1.2.2.2.5 Live Odds not available

When the live trackside odds are not available, then you can select to default back to Betfair odds or to prevent betting for any system tabs that use live odds. The default is to fallback to using Betfair odds.

1.2.2.3 Betting

On the *Betting* tab, you can specify whether you want to enable Recovery staking.



1.2.2.3.1 Enable recovery staking plans

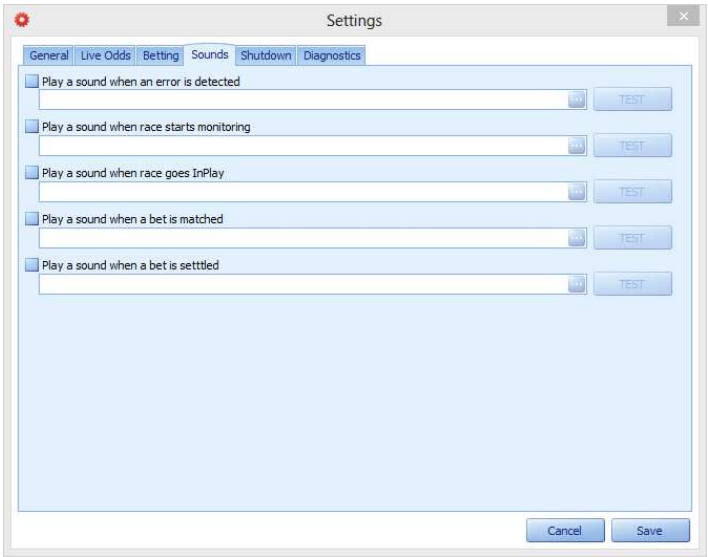
Recovery staking increases stakes in order to recover any losses and thus you will be explicitly required to confirm that you want to enable recovery staking, when you tick the checkbox.

When the checkbox is ticked, additional staking plans become available for both back and lay bets.

When the checkbox is un-ticked, only non-recovery staking plans will be available for selection.

1.2.2.4 Sounds

On the *Sounds* tab, you can specify whether sounds should be played and what those sounds should be.



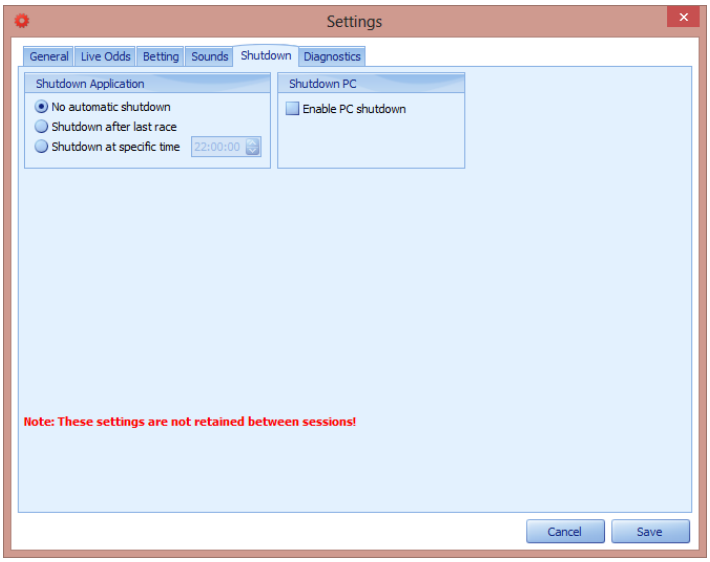
To activate a particular sound, first check the appropriate checkbox and then choose a sound file to play by clicking on the three dots at the end of the input box. A dialog box will appear allowing you to select the file name of the sound file to be used.

You can add your own sound files to TheBetEngine by placing the .wav file in the Sounds directory.

A test button is provided for you to test out the sound file. Unfortunately not all sound files are compatible with TheBetEngine. By clicking on the TEST button, TheBetEngine will attempt to play the sound file and will alert you if the file is not compatible.

1.2.2.5 Shutdown

On the *Shutdown* tab, you can specify conditions under which the bot and/or computer will shutdown automatically.



1.2.2.5.1 No automatic shutdown

The bot will not shutdown.

1.2.2.5.2 Shutdown after last race

The bot will shutdown automatically once all the races have been completed and any bets settled.

1.2.2.5.3 Shutdown at specified time

This allows you to set a definitive time for the shutdown of the bot. When the specified time is reached, TheBetEngine is automatically terminated.

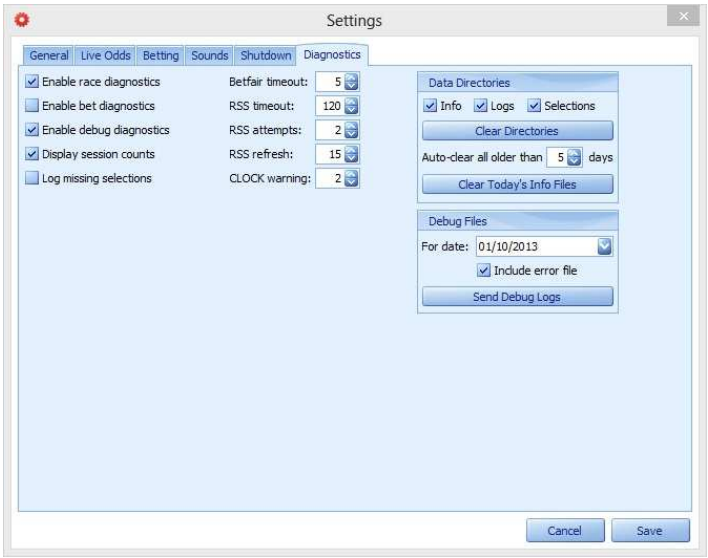
1.2.2.5.4 Enable PC shutdown

If the application is set to automatically shutdown (either after the last race or at a specified time) then you can also select to shutdown the PC at the same time. Tick the checkbox to enable PC shutdown.

Note – these selections are not retained between sessions in order to prevent conditions under which the application will automatically shutdown as soon as it is started!

1.2.2.6 Diagnostics

The *Diagnostics* tab contains options that help track down the cause when problems are detected with TheBetEngine.



Under most circumstances, there should be no need to have any of the items ticked.

1.2.2.6.1 Enable race diagnostics

This enables a dump of all race information – each race in a betting tab is listed along with the last evaluation of the race and each of the runners. It can be used to determine why bets were not placed on a given race.

1.2.2.6.2 Enable bet diagnostics

This enables a dump of all bet information – each bet placed by a particular betting system is listed.

1.2.2.6.3 Enable debug diagnostics

This enables a running log of all debug information – which can be analysed to determine problems whilst the program is still processing the particular betting system.

1.2.2.6.4 Display session counts

This enables the display of session count information:

R no. of races
B no. of bets
W no. of wins
L no. of losses
WR length of current winning run
LR length of current losing run
RC recovery cycle
RR recovery race
RA recovery amount
HP highest profit amount
CP current profit amount
CE current exposure
CB current bank
AB available bank

Ticking any of these options results in additional buttons appearing on the title bar of the race grid:

Clicking on any of the buttons or ticking the checkbox will result in a log file being generated for that betting system in the Logs directory.

1.2.2.6.5 Log missing selections

When loading a selection file into TheBetEngine, any missing selections (i.e. selections that are in the selections file but cannot be matched to a runner in the specified race) are ignored.

By ticking this option, TheBetEngine will log any missing selections to a log file.

For example:
If you loaded a file called LaySelections.csv, then any missing selections would be logged to a file called LaySelections_Missing.txt and placed in the Logs folder.

1.2.2.6.6 Betfair timeout

TheBetEngine is constantly communicating with Betfair and monitoring the status of the Betfair system.

Whenever a request is made to Betfair, TheBetEngine will wait for a response. If a response is not given within the specified time, then a communications error is detected. If TheBetEngine has problems with three successive requests, then betting is suspended until communications are re-established.

Any successful request to Betfair, where are response is received within the specified time limit, results in the communications error count being reset to zero – so only persistent communication failures result in the suspension of betting.

Normally you would expect to receive responses from Betfair within milliseconds, but this option allows you to adjust the overall time (in seconds) that TheBetEngine will wait for a response.

1.2.2.6.7 RSS timeout

TheBetEngine makes extensive use of the Betfair Results Service in order to verify the results for both horse and greyhound racing.

The response time of the Results Service is variable. Use this setting to set the maximum amount of time (in seconds) that TheBetEngine will wait for a response before declaring an error and retrying.

The setting can range from 5 to 120 seconds, with a default setting of 15.

1.2.2.6.8 RSS attempts

This setting adjusts the number of attempts that TheBetEngine will make to get a valid result from the Betfair Results Service before declaring an error.

The setting can range from 2 to 5 with a default setting of 2.

Note – this does not reflect the total number of attempts to get a result from the Results Service, just the number of attempts before an error is declared.

1.2.2.6.9 RSS refresh

This setting sets the frequency in seconds of requests for results from the Betfair Results Service (or the Fast Dog Results if enabled)

The setting can range from 5 to 60 with a default setting of 15.

1.2.2.6.10 CLOCK warning

TheBetEngine periodically checks the time on the PC against an Internet time server. If the time difference exceeds a threshold then a warning is displayed in the status bar.

You can adjust the allowable time difference using the CLOCK warning option. The time is expressed in seconds.

1.2.2.6.11 Data Directories

TheBetEngine both uses and produces a number of support files which can take up valuable disk space if they are allowed to accumulate.

To remove the support files, you should tick the files that you want to remove and then click on the Clear Directories button.

Info — Info files are support files that contain the list of courses, race classes and horse flags for the day's racing.

Logs — Log files are produced in order to provide diagnostic capabilities (see sections 1.2.2.6.1 to 1.2.2.6.3).

Selections — Selection file contain the list of selections for given betting systems. They can either be produced externally for loading in to TheBetEngine or produced by the Auto-save feature (see section 5.6).

You can set TheBetEngine to automatically delete files that are older than a certain number of days. Just set the required number of days in the Auto-Clear setting. If you set the value to zero, then no automatic deletions take place.

There is also a Clear Today's Info Files button. Clicking on this button removes the info files (courses, race classes and horse flags) for today's racing, which forces TheBetEngine to reload them when it is next started. This can be useful if changes need to be made to the day's support files (for example, racing being switched to a different course due to weather conditions).

1.2.2.6.12 Debug files

TheBetEngine is capable of keeping a number of logs which can be useful when trying to diagnose issues.

You can automatically send these diagnostic logs by setting the required date in the date selector and clicking on the *Send Debug Logs* button. This causes the log files for the specified date to be zipped and emailed to the BetDynamics support team.

To include the error log in the diagnostic files that are sent to Support, please ensure that the *Include error file* option is ticked.

1.2.3 Help

1.2.3.1 About

Clicking on this menu item displays details about the program including the current version number.

1.2.3.2 Show Betfair Charges

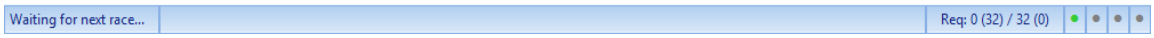
Betfair charges for excessive use of its server resources. Full details of the charges and the circumstances under which they are levied can be found by clicking on this menu item.

Note - TheBetEngine is designed to minimise the chances of attracting Betfair charges.

1.2.3.3 Gamble Aware

When clicked, the Gamble Aware web site (www.gambleaware.co.uk) is automatically displayed.

1.3 The Status Bar



1.3.1 Status Bar Elements

The status bar is used to display status messages, error messages and details of the current Betfair usage.

The left hand side contains the status message display – typically this will show when races and runners are being loaded, or the number of markets being actively monitored.

The middle section is used to display any error messages.

The figures on the right hand side of the status bar detail the number of calls made to Betfair in the last second, and the last minute. The figures in brackets indicate the average per second/minute since the application was started.

On the far right hand side are four status indicators – one for communications to Betfair; the second for communications to Sporting Life; the third for communications to OddsChecker; and the fourth for communications to the Betfair Results Service. The status indicators will show grey when inactive, green when there are no issues, amber when problems have been detected and red on failure of the communication links. If the links are re-initialising then the indicator will show briefly in pink.

If a status indicator displays a red cross, then access to that particular site/service is either forbidden or disabled.

When the Betfair communications link is amber or red, betting is suspended and no bets will be placed.

When the Sporting Life and OddsChecker links are amber or red, contact cannot be made with the live odds server and TheBetEngine will either fall back to using Betfair odds, or will suspend betting on any systems that use live odds – depending on the action that has been set under the *Settings* menu.

1.3.2 The CLOCK warning

If TheBetEngine detects a time difference of greater than 2 seconds between the PC clock and the current time, then a red CLOCK warning message will also appear on the status bar. The time difference, in seconds, will be displayed after the CLOCK warning. The allowable time difference before the warning is displayed, can be altered via *Settings/Diagnostics* (see section 1.2.2.6.10).

If the CLOCK warning is shown, you can double click the CLOCK warning and TheBetEngine will attempt to resynchronise the clocks. However, if the warning is shown repeatedly, then you should manually resynchronise your PC clock to an Internet time source.

Note: TheBetEngine is unable to perform a clock resynchronisation does not work under Windows 8 as this requires administrative rights to the PC.

1.3.3 The CD, RD and HD indicators

TheBetEngine loads data from a number of external sources. Failure to load this data can cause some betting criteria to be ignored (for example, race class).

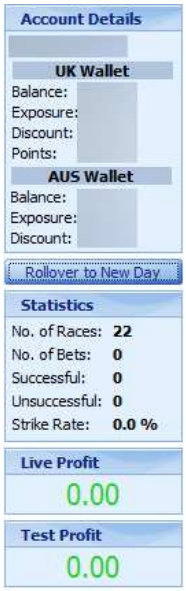
TheBetEngine has three indicators to highlight potential issues with external data sources:

CD Course Data
RD Race Data
HD Horse Data

Course and Race Data are generally loaded when TheBetEngine is first started or rollsover to a new day. If the CD or RD indicators are shown in the status bar, then that data has not been successfully loaded. There is no way to force this data to reload, so if the warning is shown you may want to try restarting TheBetEngine.

Horse Data is loaded for UK/IRE racing only. It is generally loaded within the last hour before the start of racing. The HD indicator will display on the status bar until the data has been loaded. If the indicator is still displayed after the start of racing, try going to the Filters tab and clicking on the Status label (see section 2.6.10)

1.3.4 The Information Area



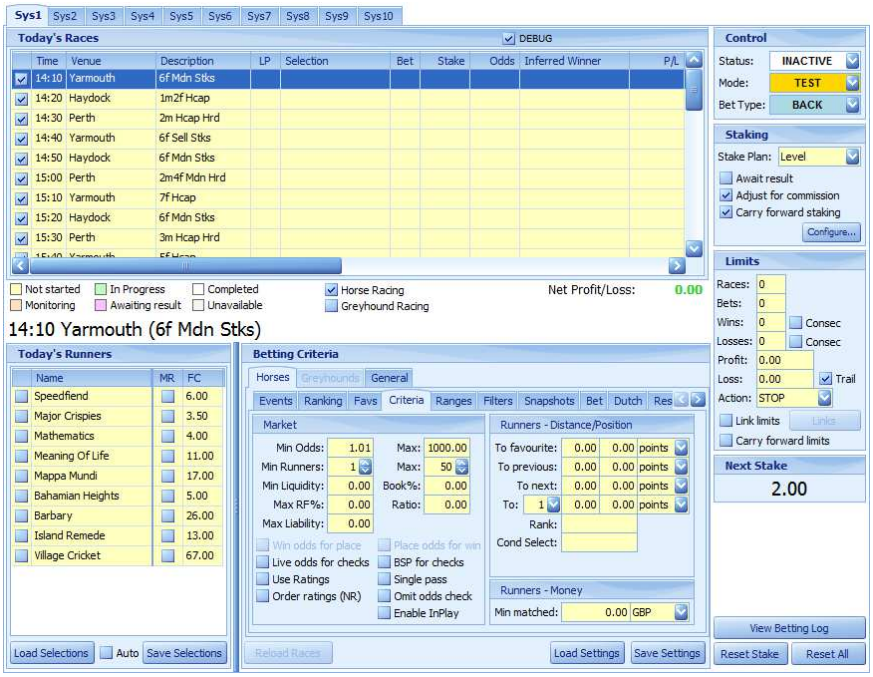
The information area provides summary information about the status of your account (including your current balance, exposure, discount level and number of Betfair points), the days betting statistics and the profit (or loss) made on both your live bets and any test bets placed.

Note – it is possible to combine the two profit/loss positions into a single value through the *Settings* menu.

By default, TheBetEngine will automatically rollover to a new day at midnight (or later if there are later races in the race grid). However in certain cases you may want to rollover earlier. You can achieve this by clicking on the *Rollover to New Day* button.

Note – TheBetEngine will load only the markets that Betfair has made available for the next day, at the time that the *Rollover to New Day* button is clicked. You are NOT recommended to click the button before about 20:30 UK time to allow time for the course information/market information to be made available.

1.4 The Betting Tabs

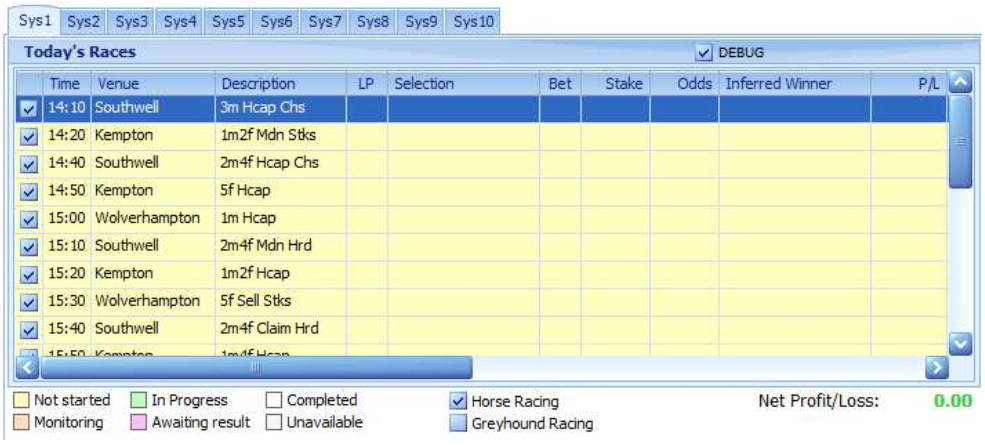


TheBetEngine comes equipped with a number of betting tabs, each of which can be set-up to run independent betting systems, with total control over which races are included, betting criteria and staking. Each tab can also be run in either LIVE mode or TEST mode as required.

Individual tabs can be renamed by double-clicking on the tab name, and then entering the new name into the resulting dialog:

The betting tabs are further sub-divided into three separate areas:

1.4.1 The Race Area



The race area displays a grid of races listed in order of their start time.

1.4.1.1 The Race Grid

TheBetEngine loads all required races but only displays races that are relevant to that betting tab, as filters can be placed on Country, Course Type, Race Type and Race Distance (see The Betting Criteria).

1.4.1.1.1 Race grid information

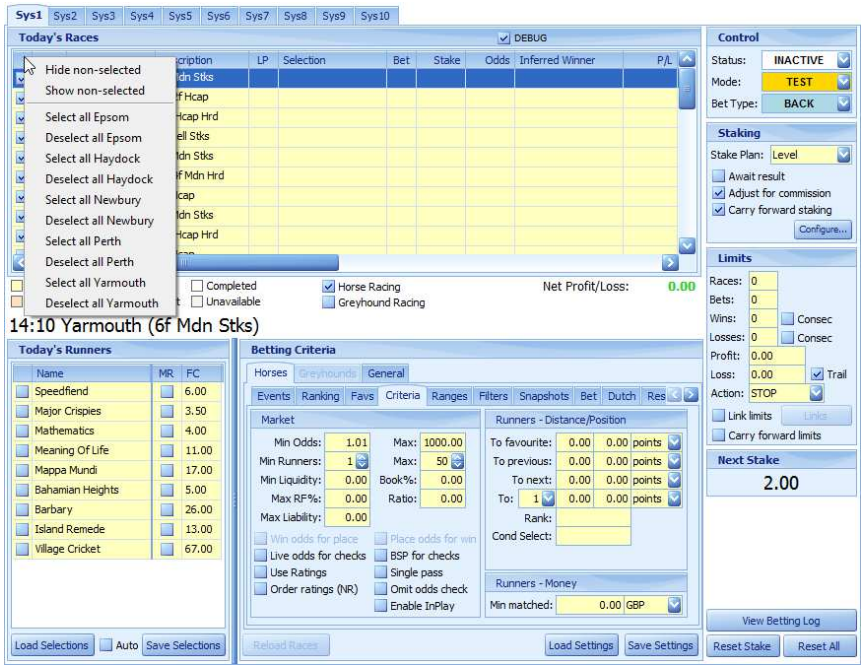
Each row is coloured to indicate the current status of that race, with the status (and therefore the colour of the row) being updated as the status changes. The key to the colours is given below the race grid.

The grid displays a number of columns:

Included	Races that will be considered for betting purposes are shown with a tick in the left hand column. You can include or exclude races by clicking on the appropriate checkbox. To select/deselect all races, you can click on the header in the checkbox column.
Time	The start time of the race.
Venue	The course at which the race is being run.
Description	A brief description of the type of race.
LP	The live position – values are displayed only when *Use live odds* is checked (see The Betting Criteria).
Selection	The name(s) of any runners for which bets have been placed. Where bets have been placed on more than one runner, the selections will be listed one under the other. When the race starts, TheBetEngine automatically checks to see if the bets have been fully matched and updates the list accordingly. If a bet is unmatched, it is removed from the list of selections displayed.
Bet	The type of bet that has been placed – B for back; L for lay.
Stake	The stake at which the bet on that runner has been placed. When the race starts, TheBetEngine automatically updates the stakes to reflect the value of the matched stake for that particular bet.
Odds	The odds at which the bet on that runner were requested. When the race starts, TheBetEngine automatically updates the odds to reflect the odds at which the bet was matched.
Inferred Winner	For races that go In Play, TheBetEngine attempts to determine the winner when the race has completed. The race winner is inferred from the last priced matched on Betfair. In most cases, the winner is determined correctly, but the mechanism cannot be guaranteed.
P/L	The profit or loss associated with a particular bet.
Commentary	An indicator of whether bets have been placed (and matched) or a reason for why bets were not placed. This is either a summary or an extended commentary depending on the state of the *Extended commentary* option in *Settings/General*.

1.4.1.1.2 The “included” menu

Right clicking on the column header above the *Included* column (the blank square) causes a context-sensitive menu to be displayed:



This menu enables you to show or hide a number of different features:

Non-selected markets	Markets that do not contain a tick in the Included column.
Place markets	If both win and place markets are loaded, you can select to show or hide the place markets.
Race courses	Individual race courses may be included or excluded from the view.

1.4.1.2 Race Status

The race status indicators are listed below the Race Grid. Individual rows on the race grid change colour depending on the current race status.

1.4.1.3 Horse Racing

To activate the betting criteria and allow betting on Horse Racing, ensure that the Horse Racing checkbox is ticked.

1.4.1.4 Greyhound Racing

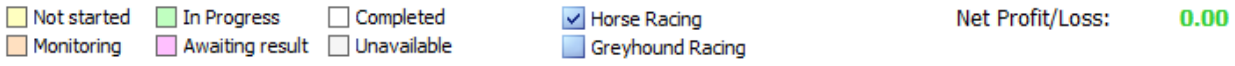
The Greyhound Racing checkbox is only activated when the betting system is LIVE as greyhound races cannot be operated in test mode.

To activate the betting criteria and allow betting on Greyhound Racing, ensure that the Greyhound Racing checkbox is ticked.

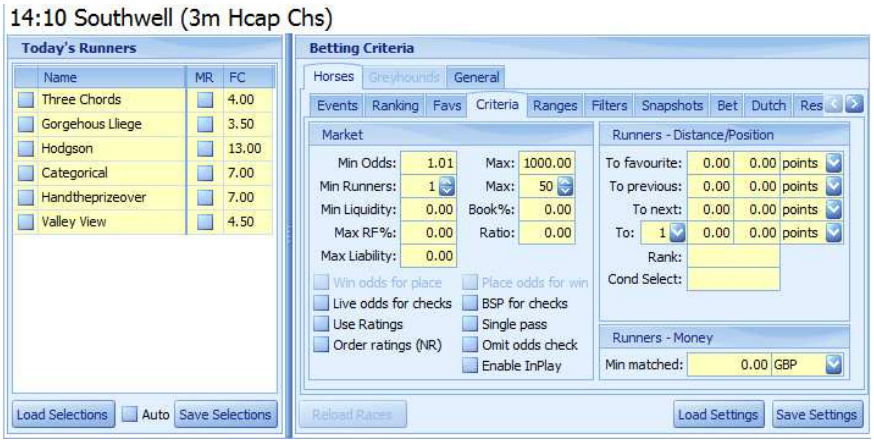
1.4.1.5 Profit/Loss

The profit/loss indicator shows the profit (or loss) made on that particular betting system from the races currently listed on the Race Grid.

When betting cycles are in operation (see section 1.6.3.7), the profit/loss indicator changes to show both the total profit (or loss) and the current cycle profit (or loss):



1.5 The Betting Criteria Area



The betting criteria area is used to set the criteria under which bets will be placed.

The betting criteria are separated into three individual tabs – one for Horses, one for Greyhounds and one for General settings.

The area is divided into three sub-areas:

1.5.1 The Race Title

A brief description of the race (including start time, course and race description).

1.5.2 The Runners Grid

A grid containing the runners for the current race.

Used to make manual selections, the grid also contains a number of filter criteria (see section 4.2.4.2)

1.5.2.1 Resizing the runners grid and betting criteria

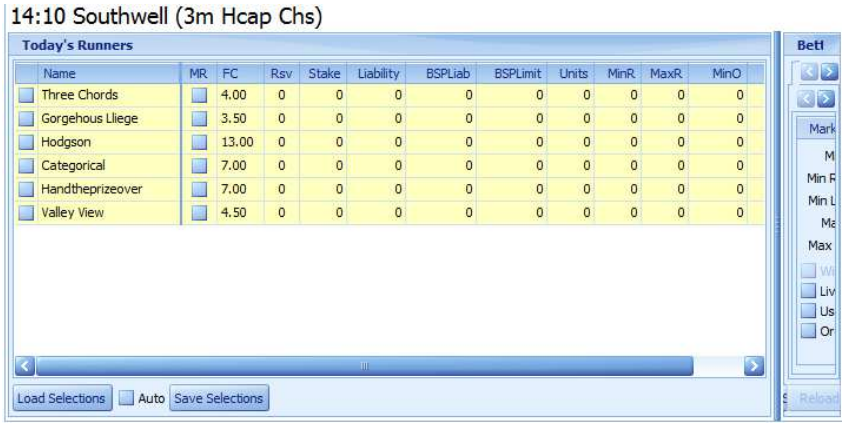
To facilitate entering details into the runners grid, you can alter the size of the grid by two separate methods:

1.5.2.1.1 Dragging the separator bar

Between the runners grid and the betting criteria, there is a vertical bar with a sizing grip. If you click, hold and drag that bar, you can resize the runners grid and betting criteria area.

1.5.2.1.2 Double clicking on the runners grid title bar

If you double click on the runners grid title bar (where it says Today's Runners), then the grid will be maximised.

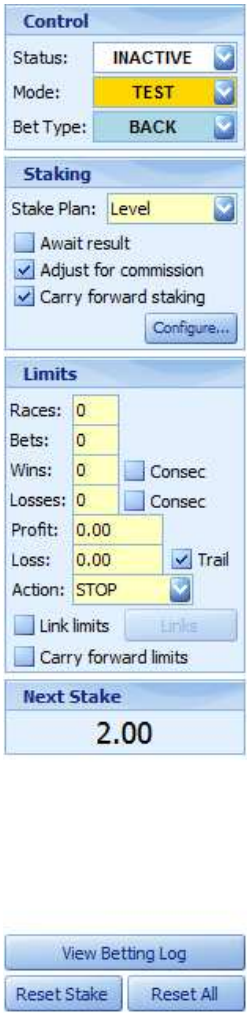


You can quickly return the grid to its normal size by clicking once on the vertical separator bar.

1.5.3 The Betting Criteria Tabs

A set of tabs that allow various elements of the betting criteria to be defined (see sections 2 and 3)

1.6 The Control Area



1.6.1 Control

This area is used to control the particular betting tab.

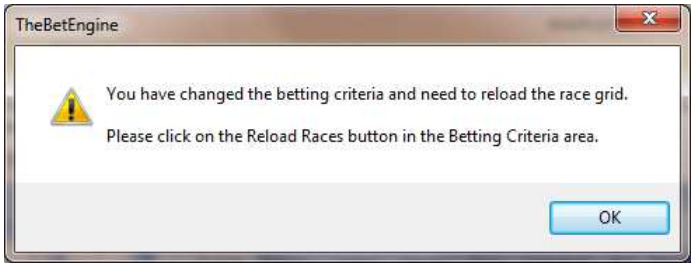
1.6.1.1 Status

The status can be set to one of three values:

ACTIVE — In ACTIVE mode, all betting criteria and parameters are locked in and betting is activated.

When ACTIVE mode is selected, the staking plan and stop loss are disabled, the panel containing the betting criteria and list of runners disappears, and the race grid fills the gap – this is to prevent the criteria being manipulated whilst bets are being placed.

Note – if you have made changes to the Events tab (see Betting Criteria) which requires the race grid to be reloaded, and you have not yet reloaded the races, then when you attempt to set the status to active, a dialog box will appear prompting you to reload the race grid first:



INACTIVE — In INACTIVE mode, all betting criteria and parameters are activated and can be altered. Betting is disabled in INACTIVE mode.

When INACTIVE mode is selected, the staking plan and stop loss are enabled, the race grid reduces in size and the betting criteria are revealed.

The betting criteria and parameters can only be set in INACTIVE mode; once the application is placed into ACTIVE mode, the criteria and parameters become locked-in and cannot be manipulated.

STOPPED — When the target profit, or the stop loss, is reached, the status changes to STOPPED and no more betting takes place.

1.6.1.2 Mode

The mode can be set to either LIVE or TEST.

In LIVE mode, real bets are placed on Betfair and the results are determined by the current setting of the *Results Source* (see The Betting Criteria)

In TEST mode, all bets are simulated. In order to simulate the outcome of a particular bet, TheBetEngine needs to determine the winner – either by inferring the winner by examining the last matched odds on the Betfair

market (which is only possible for markets that go In Play) or by monitoring the results published by the Betfair Results Service.

IMPORTANT NOTICE
DO NOT use TheBetEngine solely in TEST mode for an extended period of time. Betfair do not take kindly to supplying data to accounts that do not place real bets, so they will suspend your account citing "a commercial profile" – i.e. they believe that you are recording the odds data and potentially supplying the information to other people.

1.6.1.3 Bet Type

The bet type can be set to either BACK, LAY or SYSTEM.

When set to SYSTEM, the type of bet is automatically determined by the movement of the runners themselves (for example, you can set the betting system to place back bets on runners that have shortened in the odds, or lay bets on runners that have lengthened).

1.6.2 Staking

TheBetEngine comes with a number of built-in staking plans for both backing and laying. Refer to section 8, *Staking and Staking Plans* for an overview of the staking plans available.

1.6.2.1 Stake Plan

You can select the required staking plan from the staking plan dropdown box.

To tailor the staking plan to your needs, click on the *Configure* button. The staking plan dialog box will then be displayed allowing you to set up a virtual bank and adjust the parameters on any of the in-built staking plans.

Different dialog boxes are displayed depending on whether your betting tab is set up for Back bets or for Lay bets (see section 8 *Staking and Staking Plans*).

Note:
If only a small number of staking plans is shown in the dropdown list, then it will be because you have not yet enabled recovery staking. See section 1.2.2.3.1 *Enable recovery staking plans*.)

1.6.2.2 Await result

This is only activated when a non-recovery staking plan has been selected.

Normally when a non-recovery staking plan is in operation, TheBetEngine does not need to wait for the outcome of a race before placing any additional bets. However, in certain circumstances (for example, if you were betting at 100% liability), you may actually want to wait for the result before placing any further bets.

Ticking the Await results checkbox will result in TheBetEngine waiting for the outcome of a bet before betting is activated once more.

1.6.2.3 Adjust for commission

Betfair charges commission on each winning bet. The default commission is 5%, although this can be discounted depending on the amount of money that you spend on your betting activities. The current level of discount is shown in the User Account Information area.

If you tick the *Adjust for commission* checkbox, then TheBetEngine will automatically increase your stake to account for the commission that you would pay on a winning bet.

For example:
Let's say that you are placing a £5 lay bet on a horse with odds of 2.0. If the horse loses the race, then your payout would be £5 minus any commission. If you had a commission level of 5%, then your payout would only be £4.75.

However, if *Adjust for commission* is checked, the stake is adjusted to be £5.26 giving you a payout, after commission, of exactly £5.00 if the horse loses.

1.6.2.4 Carry forward staking

At the end of the racing day, you may be in a losing position on any given betting tab. By clicking on the *Carry forward staking* checkbox, any losses incurred will be carried forward to the next betting day, and you will effectively pick up from where you left off. This is essential when you are running individual betting tabs against different staking plans.

1.6.3 Limits

The limits area is used to define target profit and/or stop losses that would apply to your daily betting.

1.6.3.1 Races

Use this setting to stop betting after bets have been matched on a specified number of **races**. Once the target has been reached, the appropriate action (see 1.6.3.7) is taken.

Set the entry to zero to disable the setting.

1.6.3.2 Bets

Use this setting to stop betting after a specified number of **bets** have been placed. Once the target has been reached, the appropriate action (see 1.6.3.7) is taken.

Set the entry to zero to disable the setting.

1.6.3.3 Wins

Use this setting to stop betting when the specified number of winning **races** has been detected. For example, for stop at a winner (SAW) systems, set the entry to 1. Once the target has been reached, the appropriate action (see 1.6.3.7) is taken.

Set the entry to zero to disable the setting.

Ticking the *Consec* checkbox, means that betting will be stopped when the specified number of consecutive winning **races** has been detected.

1.6.3.4 Losses

Use this setting to stop betting when the specified number of losing **races** has been detected. Once the target has been reached, the appropriate action (see 1.6.3.7) is taken.

Set the entry to zero to disable the setting.

Ticking the *Consec* checkbox, means that betting will be stopped when the specified number of consecutive losing **races** has been detected.

1.6.3.5 Profit

Use this entry to set a profit target for the day's betting. Once the target has been reached, the appropriate action (see 1.6.3.7) is taken.

Set the entry to zero to disable the profit target – in which case betting will continue regardless of the profit made.

1.6.3.6 Loss

Use this entry to apply a stop loss position to your daily betting. Your required stop loss should be entered as a negative number indicating the amount of money that you are prepared to lose before betting is stopped.

Once the target has been reached, the appropriate action (see 1.6.3.7) is taken.

Set the entry to zero to disable the stop loss – in which case betting will continue regardless of the loss made.

1.6.3.7 Trail

Click on this checkbox to activate a trailing stop loss. In this case, the loss is measured relative to the highest profit point reached during the day's betting, thereby reducing the overall loss incurred.

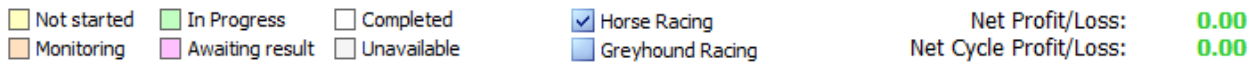
When the checkbox is not ticked, the stop loss position is calculated as a straight loss (i.e. it is measured as a loss relative to an opening profit position of zero).

1.6.3.8 Action

This entry is used to determine what action should be taken when a limit position is reached.

STOP Betting is suspended and the *Status* is updated to STOPPED.

RESET All stakes and counts/targets are reset to their default values and another cycle of betting is initiated. A Cycle Profit/Loss indicator appears at the bottom of the race area, so that you can see your overall profit/loss on the betting system as well as the profit/loss incurred on this betting cycle.



SWITCH If the current mode is LIVE, then the mode is updated to TEST and betting continues.
Note: it is possible to get the system to automatically revert to LIVE mode at the start of the next session by ticking the *Reset SWITCH systems to live* option (see section 1.2.2.1.24).

1.6.3.9 Link limits

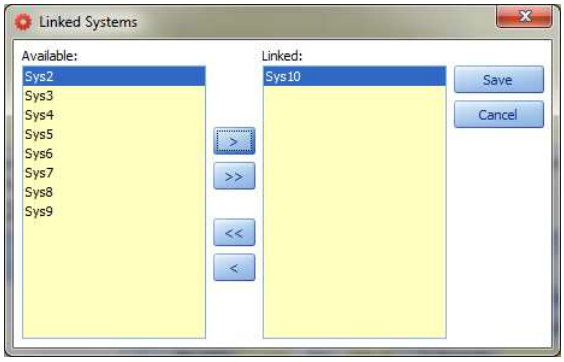
By linking the limits of more than one system, you can effectively tie the performance of those systems together. When a result is received, the current session counters (bets, wins, losses, winning run, losing run, profit, loss) are combined with the session counters of the linked systems, before being checked against the specified limits.

For example:
You decide to link systems 1 and 2. System 1 has currently lost £18 and system 2 has won £6. System 1 is set with a stop loss of £20.

A £4 bet is placed on system 1 and loses.

Under normal circumstances, a £4 loss on system 1 would result in the stop loss being activated as the loss is now £22. However, as system 1 is linked to system 2, the combined profit/loss is calculated before being compared to the limits – so, in this case, the combined profit/loss is only £-16 (£-22 + £6) so the stop loss is not activated and betting continues.

To enable the linking of systems, you need to tick the *Link limits* checkbox. This enables the associated *Links* button. When you click on the button a dialog box is displayed:



Available systems are listed on the left hand side and linked systems are listed on the right hand side. To move specific systems between the boxes, highlight the required system and click on the movement buttons:

Moves the selected item from Available to Linked

Moves all items from Available to Linked (i.e. clears the Available list)

Moves all items from Linked to Available (i.e. clears the Linked list)

Moves the selected item from Linked to Available

When the required set of linked systems has been defined, click on the *Save* button to save the criteria.

1.6.3.10 Carry forward limits

TheBetEngine keeps a running counts of the number of wins, losses, etc (see 1.2.2.6.4) for use when evaluating the specified limits.

At the end of the racing day, TheBetEngine will reset those counts back to zero. If you want the limit counts to continue into the next session, then this option should be ticked.

1.6.4 Next Stake

This displays the value of the next stake to be used and is updated automatically depending on the staking plan in operation.

When the exact stake cannot be determined in advance (for example, where the stake depends on the odds of the particular selection) then “TBD” will be displayed instead.

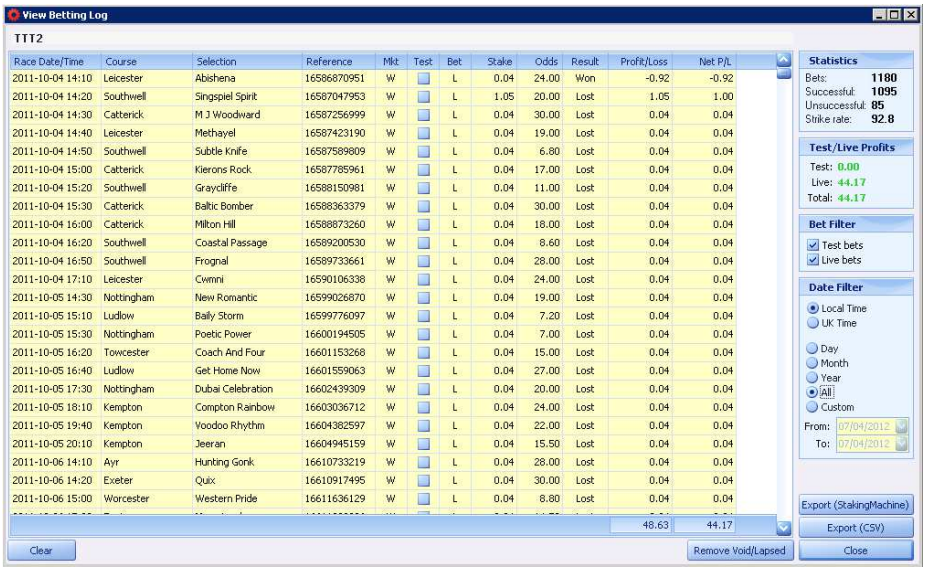
1.6.5 Virtual Bank

This displays the current value of the virtual bank associated with this betting tab.

To set up a virtual bank, click on the *Configure* button in the Staking section.

1.6.6 View Betting Log

Click on this button to display a list of bets placed from this particular betting tab:



1.6.6.1 Bet Filter

This allows you to choose what sort of bets are shown in the grid. You can select test bets, live bets or both. The grid will update automatically when the selection is made.

Note – if both test bets and live bets are un-ticked, then both become ticked automatically.

1.6.6.2 Date Filter

You can adjust what is displayed by clicking on the *Filter* options:

Day	Only bets placed today will be shown in the grid.
Month	Only bets placed this month will be shown in the grid.
Year	Only bets placed this month will be shown in the grid.
All	All bets placed on this betting tab will be displayed.
Custom	Only bets placed between the dates specified in the From/To date boxes are shown in the grid. **Note: The date entered into the From date box only is remembered between sessions.**

If a bet is shown without a Profit/Loss entry, then this indicates that the bet was unmatched on Betfair.

1.6.6.3 Retrieve By

You can choose to show results for a particular betting system (Tab Name) or for all bets placed on that particular betting tab (Tab Number).

You can split a betting system over multiple tabs by giving them all the same name. This is useful when you have systems where you may need to run sequences of bets per course, or where you might want to separate out races to ensure that there is sufficient time between them for results to be determined. When you retrieve the betting results by Tab Name – this brings back all results that have been placed by that particular system, thereby allowing all results to be collated together.

1.6.6.4 Clear

To clear the grid, click on the Clear button. A confirmation dialog box is displayed. Click on Yes to complete the action, or click on No to cancel the operation.

Note – this marks the associated records on the database as deleted – so they no longer appear in either the betting log or the calculation of the overall profit/loss associated with that betting system.

1.6.6.5 Remove Void/Lapsed

To remove all unmatched bets from the betting log, click on the Remove Void/Lapsed button. . A confirmation dialog box is displayed. Click on Yes to complete the action, or click on No to cancel the operation.

Note – this marks the associated records on the database as deleted – so they no longer appear in either the betting log or the calculation of the overall profit/loss associated with that betting system.

1.6.6.6 Export (StakingMachine)

You can export the bets currently displayed on the grid by clicking on the Export (StakingMachine) button. You will be prompted to enter a filename for the resulting file, then click on Save to export the data.

This produces a file that can be loaded into a program called The Staking Machine (TSM) which can be used to determine the best staking plans for use with a particular system. You can get The Staking Machine from http://www.thestakingmachine.com

1.6.6.7 Export (CSV)

You can export the bets currently displayed on the grid by clicking on the *Export (CSV)* button. You will be prompted to enter a filename for the resulting file, then click on Save to export the data.

1.6.7 Reset Stake

To reset the stake to the default stake associated with the current staking plan, click on the Reset Stake button.

If this particular betting tab is currently in a recovery situation, you will be prompted to confirm that you want to reset the recovery and reset the stake.

A confirmation dialog box is displayed asking you whether you want to also reset the session counters (see section 1.2.2.6.4). Click on Yes to reset the counters, or No to reset the stake only.

1.6.8 Reset All

If you want to reset all betting criteria and staking parameters, for the current betting system, to the default position then you can click on the Reset All button.

When you click on the button, a dialog box is displayed to confirm that you want to perform the reset.

Click on Yes to reset all the betting criteria and staking parameters; or click on No to abandon the proposed changes.

2 Betting Criteria for Horses

The betting criteria are grouped into a set of individual tabs, controlling:

- Events – the events (race type, distance, etc) that bets should be placed on;
- Ranking – the criteria used to determine any particular selection;
- Favs – the criteria to be applied to automatically ranked selections;
- Criteria – the betting criteria to be applied to any bets;
- Ranges – odds ranges to be applied to certain runners in the race;
- Filters – horse-related flags (course winner, etc) to be used as additional filters;
- Snapshots – the detection of Steamers/Drifters in the race;
- Bet – the criteria to be used for actually placing the bets in the race;
- Results – the method of determining the result of any given race.
- Custom – the plugins that allow further selection or filtering of selections for any given race.

Let's look at each of the individual tabs, and settings, in turn.

2.1 Events

The events tab is used to filter the races on which betting will take place.

Changing any entries on the *Events* tab will result in the *Reload Races* button being activated. This allows the race grid to be reloaded with the races that meet the new filter settings.

If an attempt is made to put a betting system live when the *Reload Races* button is activated will result in a dialog box being displayed and the activation prevented. This is to ensure that the race grid is showing the correct set of races before the system is allowed to become ACTIVE.

2.1.1 Countries

By default the program loads in only UK races. However, you can select what races you want to load for this particular betting tab. The choice is UK (United Kingdom), IRE (Ireland), USA (America), RSA (South Africa), AUS (Australia), NZL (New Zealand) and the United Arab Emirates (UAE).

2.1.2 Course Types

You can filter the races by the type of course the races are being run on. You can select between Flat, Jumps (National Hunt), AW (All Weather) or any combination.

Note – this applies to UK and IRE racing only.

2.1.3 Market Types

This allows you to select which markets you wish to load. Select between Win and Place markets. For E/W betting, you will need to load both!

2.1.4 Race Type

TheBetEngine comes with two methods of selecting by race type:

1. A quick selection for handicap or non-handicap races (UK/IRE racing only).
2. A full selection by individual race type.

2.1.4.1 Race Type – Handicap/Non-Handicap

These filters apply to UK/IRE racing only.

You can select just handicap races by ticking the Hcap checkbox.

Conversely, you can select just non-handicap races by ticking the Non-Hcap checkbox.

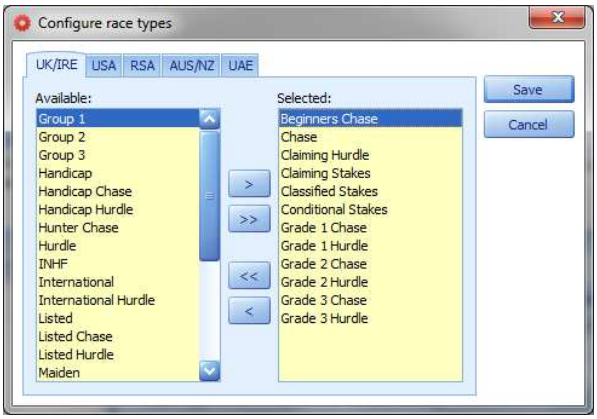
If both of the checkboxes are ticked (or both are unticked) then both types of races will be considered.

Note:
Ticking either of the Hcap/Non-Hcap checkboxes disables filtering the full filtering by race type for UK/IRE racing (see below).

2.1.4.2 Race Type – Full filtering

It is possible to define a set of race types to further filter the race selections. By default, all race types are included, but it is possible to define a subset by clicking on the *Configure* button.

When the *Configure* button is clicked, a race type selection dialog box is displayed.



Available distances are listed on the left hand side and selected race types are listed on the right hand side. To move specific distances between the boxes, highlight the required race types and click on the movement buttons:

>	Moves the selected item from Available to Selected
>>	Moves all items from Available to Selected (i.e. clears the Available list)
<<	Moves all items from Selected to Available (i.e. clears the Selected list)
<	Moves the selected item from Selected to Available

When the required set of race types has been defined, click on the *Save* button to save the filter criteria.

If a filtered list has been applied, then the status changes to Selected to indicate that only specific race types are included.

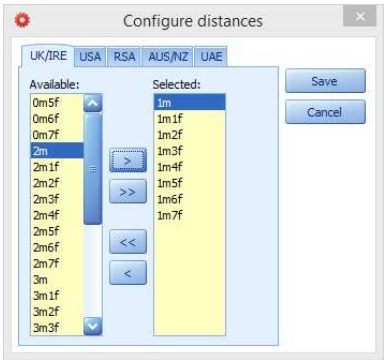
Separate tabs are provided for each country.

Note:
For UK/IRE races, filtering by the full race type is only activated if the Hcap/Non-Hcap checkboxes are either both ticked or both unticked.

2.1.5 Race Distance

It is possible to define a set of race distances to further filter the race selections. By default, all race distances are included, but it is possible to define a subset by clicking on the *Configure* button.

When the *Configure* button is clicked, a race distance selection dialog box is displayed.



Available distances are listed on the left hand side and selected distances are listed on the right hand side. To move specific distances between the boxes, highlight the required distances and click on the movement buttons:

Moves the selected item from Available to Selected

Moves all items from Available to Selected (i.e. clears the Available list)

Moves all items from Selected to Available (i.e. clears the Selected list)

Moves the selected item from Selected to Available

When the required set of race distances has been defined, click on the *Save* button to save the filter criteria.

If a filtered list has been applied, then the status changes to Selected to indicate that only specific race distances are included.

Separate tabs are provided for each country.

2.1.6 Course

You can filter the races by individual race courses. By default all courses (for both UK and IRE) are included, but it is possible to define a subset by clicking on the *Configure* button.

When the *Configure* button is clicked, a course selection dialog box is displayed.

Available courses are listed on the left hand side and selected courses are listed on the right hand side. To move specific courses between the boxes, highlight the required courses and click on the movement buttons:

Moves the selected item from Available to Selected

Moves all items from Available to Selected (i.e. clears the Available list)

Moves all items from Selected to Available (i.e. clears the Selected list)

Moves the selected item from Selected to Available

When the required set of courses has been defined, click on the *Save* button to save the filter criteria.

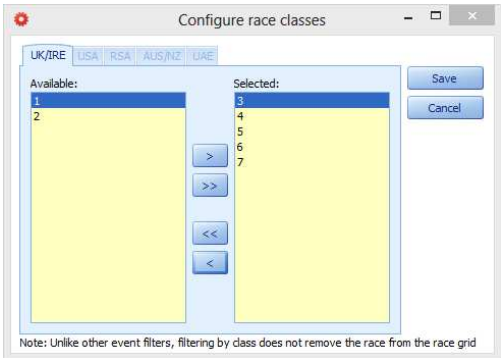
If a filtered list has been applied, then the status changes to Selected to indicate that only specific courses are included.

Separate tabs are provided for each country.

2.1.7 Race Class

For UK racing, you can filter the races by individual race class. By default all classes are included, but it is possible to define a subset by clicking on the *Configure* button.

When the *Configure* button is clicked, a class selection dialog box is displayed.



Separate tabs are provided for each country, but only the UK is activated as race classes are only loaded for UK races at this time.

Available classes are listed on the left hand side and selected classes are listed on the right hand side. To move specific classes between the boxes, highlight the required classes and click on the movement buttons:

Moves the selected item from Available to Selected

Moves all items from Available to Selected (i.e. clears the Available list)

Moves all items from Selected to Available (i.e. clears the Selected list)

Moves the selected item from Selected to Available

When the required set of classes has been defined, click on the *Save* button to save the filter criteria.

If a filtered list has been applied, then the status changes to Selected to indicate that only specific classes are included.

Note:
Race classes are not treated in the same way as the rest of the Event filters. As the information about the class of a race is not provided by Betfair, it is loaded from an external source. This information is loaded at the same time as the horse filters (see section 2.6). As such, when filtering on Race Class, races that do not match the specified classes are not removed from the Race grid. Instead a commentary message saying “Invalid race class” will be displayed when the race is being processed.

2.1.8 No. of Places

For place markets, it is possible to apply a further filter based on the number of places that Betfair will pay out on in that market, by entering the appropriate values into the *Min places* and *Max places* selection boxes.

For example:
If you wanted to select only those place markets that offer 3 or more winners, then you would set the *Min places* box to 3 and the *Max places* box to 5.

This option is only activated if place markets are loaded.

2.1.9 Reload Races

When any of the race filtering criteria are changed, the *Reload Races* button becomes active. Clicking on the *Reload Races* button will clear and then update the Races grid with races that meet the newly defined criteria.

Note:
Clicking on *Reload Races* clears out any manual selections that have been entered and you will need to re-enter them, either by hand or from a selection file.

2.2 Ranking

The ranking tab is used to determine how selections are made – are they hand-picked, or are they automatically determined by their ranking in the odds.

The rankings are generally determined by the odds on Betfair (either Back or Lay odds, depending on the type of bet selected for this betting tab). However, you can use the checkboxes to change the odds used for ranking:

Use live odds – takes the odds from trackside or the bookies

Use BSP odds – uses the projected BSP odds (if betting before the start of the race) or the actual BSP odds (if betting InPlay).

Win odds for place – uses the odds for the Win market when betting on Place markets.

Place odds for win – uses the odds on the Place market when betting on the Win markets.

When Use live odds is ticked, the Live Odds options box becomes activated:

Note: If *Use live odds* and *Use BSP odds* are both ticked, then *Use live odds* will take precedence and the BSP odds will be ignored.

The lowest odds are given a ranking of 1, the second lowest odds a ranking of 2, etc. For example, if the runners had odds of 3.5, 3.6, 5.0 and 6.0 then the ranking values would be 1, 2, 3 and 4.

When two runners have the same odds, then they are both given the same ranking value and a gap is created in the ranking. For example, if runners had odds of 3.5, 3.5, 5.0 and 6.0 then the ranking values would be 1, 1, 3 and 4. However, it is possible to alter this behaviour by use of the *No gaps* option (see section 2.2.3.2). With *No gaps* enabled, the ranking would become 1, 1, 2, and 3.

2.2.1 Selection Type

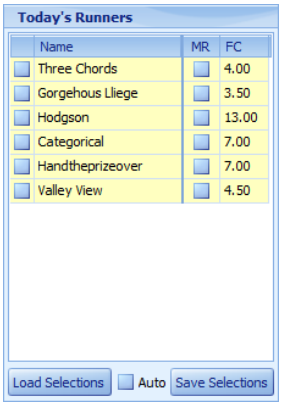
2.2.1.1 Automatic

When set to Automatic, the *Auto Sub-Type* group become activated and allow you to specify what criteria should be used for ranking purposes. The settings on the *Favs* tab are also activated, allowing you to specify which rankings should be selected automatically.

2.2.1.2 Manual

When set to Manual, the *Auto Sub-Type* group become inactive. The *Favs* tab is also disabled.

The list of runners, however, becomes activated:



This allows individual selections to be made, along with individual betting overrides to be applied to that selection (and only that selection). Manual selection is covered in more detail in section 3.

2.2.2 Auto Sub-Type

This entry controls the criteria used for ranking the runners.

Odds	Ranking is based on the current odds (either back or lay, depending on the bet type).
Index	Ranking is based on the order that the runners are listed on Betfair.
Matched	Ranking is based on the amount of money matched on the Betfair market for that particular runner. The most amount of money matched ranks 1.
FC Odds	Ranking is based on the forecast odds (which are downloaded about 05:45 UK time each morning from Sporting Life) and displayed in the Runners grid.

Note:
When the Auto Sub-Type is set to Index or Matched, then you are NOT ranking by odds and therefore the standard concept of favourite, 2nd favourite, etc has no meaning. All ranking-related functions, where you would expect to operate on horses ranked by odds, will no longer operate as expected as you are ranking the horses using a different method.

For example:
If you are ranking by matched, then checking the range to the next runner in a race has no meaning – in fact, it will check the odds range to the horse with the next largest matched funds on the exchange.

2.2.3 Ranking Options

A number of options can be chosen to further refine the ranking criteria:

2.2.3.1 Clear favs only

When ticked, bets will only be placed if there are no joint favourites in the race.

TheBetEngine determines how many clear favourites are required by looking at the other selection criteria.

For example:
If only the first favourite is selected, then only the first favourite needs to be a clear favourite.

If you are betting on the 4th fav, however, then all of the first 4 positions in the betting need to be clear favourites.

2.2.3.2 No gaps

When the *No gaps* checkbox is checked, a gap is not introduced in the ranking when joint favourites are detected (see earlier discussion).

Taking the previous example of runners with odds of 3.5, 3.5, 5.0 and 6.0, then the ranking values would be 1, 1, 2, 3 when the *No gaps* checkbox is checked.

2.2.3.3 Win odds for place

Normally selections will be ranked according to the odds available on that particular market. However, for place markets, it is possible to use the odds currently available on the win market for ranking purposes.

To enable this, click on the *Win odds for place* checkbox.

2.2.3.4 Place odds for win

Normally selections will be ranked according to the odds available on that particular market. However, for win markets, it is possible to use the odds currently available on the place market for ranking purposes.

To enable this, click on the *Place odds for win* checkbox.

2.2.3.5 Use live odds

When ticked, the current live trackside odds are used to rank the horses instead of the normal Betfair odds. The actual odds to be used are determined by the option selection in the *Live Odds* group (see section 2.2.4).

When selected, the *Live Odds* group becomes active.

Live odds are only applicable to UK and IRE racing.

2.2.3.6 Use BSP odds

When ticked, the BSP odds to be used for ranking purposes depend on whether you are betting before the race or InPlay.

BSP odds are not actually determined until AFTER the race has started, so if betting before the start of the race, TheBetEngine will use the **projected** BSP odds (these are an estimate of the likely BSP odds supplied by Betfair); if betting InPlay, TheBetEngine will use the **actual** BSP odds.

2.2.4 Live Odds

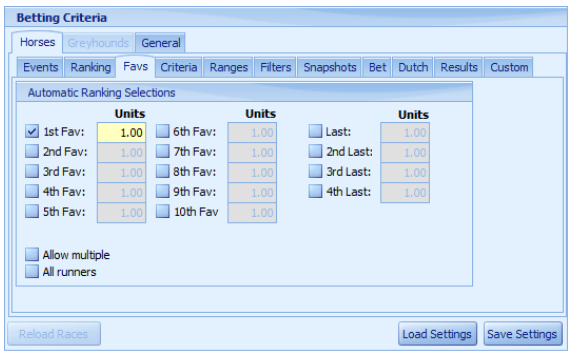
This entry controls the sort of live odds that TheBetEngine attempts to retrieve from trackside:

On Course (SL)	These are the current trackside odds for each runner.
First Show (SL)	The opening trackside odds for each runner (note – these are not the forecast prices!).
Bookie (SL)	These are the current odds offered by the bookies according to Sporting Life.
Bookie (OC)	These are the current odds offered by the bookies on OddsChecker. The odds retrieved will be the average odds offered by the major bookmakers.

Live odds are only applicable to UK and IRE racing.

Note:
The most accurate live odds are the Bookie (OC) odds, followed by the On-Course (SL) odds. The Bookie (SL) odds appear to be delayed and may not be quite as up to date.

2.3 Favs



2.3.1 Automatic Ranking

When the *Selection Type* is set to Automatic, then the settings on the *Favs* tab become activated.

2.3.1.1 Favourites

There are checkboxes relating directly to the first 10 favourites in the race.

To select a given favourite, ensure that the corresponding checkbox is ticked.

There are also 4 check boxes covering the last 4 horses in the ranking – this allows you to make selections at the back end of the field without knowing the number of horses in the race.

For example:
To bet on the 2nd last horse in the ranking, regardless of the number of runners in the race, just select the *2nd Last* check box.

2.3.1.2 Units

You can specify how many betting units should be applied to bets on each of the favourites. 1 betting unit is equivalent to the default stake (or current stake if in the middle of a staking sequence).

Different units can be applied to each favourite. The default no. of units is 1.

For example:
If betting on the 1st and 4th favourites, it would be possible to bet at 1 unit for the 1st favourite and 0.5 units for the 4th favourite, by entering 1 in the units column for the 1st favourite and 0.5 in the units column for the 4th favourite.

2.3.1.3 Allow multiple

If you want to select more than 1 ranked favourite, then ensure the *Allow multiple* checkbox is selected.

2.3.1.4 All runners

If *All runners* is ticked, then all runners in the race are considered – regardless of the setting of the automatic ranking value.

If not ticked, then only runners in the selected automatic ranking values would be considered for betting purposes.

When ticked, the individual selection of rankings is disabled.

For example:
You might want to lay all horses who are between odds of 1.01 and 1.99 in a race; ticking *All runners* will ensure that every horse in the race is considered and checked against the betting criteria.

2.4 Criteria

The Criteria tab is used to further refine the conditions under which bets will be placed. There are a number of filters that can be applied:

2.4.1 Market

2.4.1.1 Min/Max Odds

These two entries determine the range of allowable odds values that a selection must have in order to become a potential bet.

By default, TheBetEngine will use the current best Betfair odds (either BACK or LAY depending on the *Bet Type*) when checking the specified odds range.

It is possible to change the odds used through use of some of the check boxes described below.

Note, however, that you will then be checking the desired odds range against a different set of odds to those with which you will be betting – so do not be surprised if bets are placed outside of the specified range.

2.4.1.2 Min/Max Runners

These two entries determine the minimum and maximum number of runners in the race in order for a bet to be considered.

2.4.1.3 Min Liquidity

Use this entry to set a minimum limit for the amount of available money on the market (the market liquidity). By setting a sensible value you can delay your bets until a certain amount of money has been placed on the market, thereby avoiding poor odds generated by poorly formed market conditions.

Setting the entry to zero will allow bets to be placed regardless of the market conditions.

2.4.1.4 Book %

The % book value of a market is calculated and compared to the specified entry.

If you are back betting, then this entry specifies the MAXIMUM book value of the market for the race to qualify.

If you are lay betting, then this entry specifies the MINIMUM book value of the market for the race to qualify.

The *Book %* can be set anywhere from 0 to 200. Setting the entry to zero disables this function.

2.4.1.5 Max RF%

When a runner is withdrawn from a race, Betfair applies a reduction factor to the odds of any winning bets. Favourites attract bigger reduction factors than non-favourites.

This entry allows you to specify a maximum reduction factor that you are prepared to tolerate in order for bets to be placed. If the total reduction factor for all withdrawn horses exceeds the specified amount, then no bets will be placed.

To turn off this filter, set the entry to zero.

2.4.1.6 Ratio

Where there are concerns that you might not be dealing with a well-formed market, then you can enter a filter based on the ratio between the current lay odds and the current back odds.

The ratio is calculated as (lay odds – back odds) / (back odds) and expressed as a percentage.

For example:
If the lay odds are 4.2 and the back odds are 4.0, then the calculated ratio is (4.2 – 4.0) / 4.0 which is 0.05. Expressed as a percentage, this is 5%.

If the ratio between the lay and the back odds exceeds the specified amount, then no bets will be placed.

To turn off this filter, set the entry to zero.

2.4.1.7 Max Liability

Another precautionary filter is the max liability filter. This can be used to ensure that large bets (i.e. larger than the specified liability) cannot be placed.

If you are betting on the win market, but using the odds from the place market for ranking and checking, then you do not actually know at what odds any bets will be placed (as the min/max odds filter would check the odds from the place market). To ensure that overly large bets are not placed using the (unknown) win odds, you can set the maximum liability filter.

To turn off this filter, set the entry to zero.

2.4.1.8 Win odds for place

Note: This modifies the odds used for checking the odds range.

Sometimes when working with place markets, you want to check the odds on the win market rather than the place market in order to make your selections. Tick this checkbox to activate that option.

2.4.1.9 Place odds for win

Note: This modifies the odds used for checking the odds range.

Sometimes when working with win markets, you want to check the odds on the place market rather than the win market in order to make your selections. Tick this checkbox to activate that option.

2.4.1.10 Live odds for checks

Note: This modifies the odds used for checking the odds range.

When ticked, TheBetEngine will attempt to get the current live odds (as dictated by the *Live Odds* settings, see section 2.2.4) and will use those odds for all odds-related checks.

If the live odds are not available, then the program can fall back to using the Betfair odds or suspend betting. The action taken is dependent upon the action specified under *Settings* (see section 1.2.2.2.5).

2.4.1.11 BSP for checks

Note: This modifies the odds used for checking the odds range.

When ticked, TheBetEngine will use the **projected** BSP odds for all odds-related checks.

If used in conjunction with Enable InPlay (see section), then TheBetEngine will use the **actual** BSP odds for all odds-related checks (as soon as the **actual** BSP odds are published)

If the market does not support BSP, then the current Betfair odds are used instead.

2.4.1.12 Single pass

Under normal circumstances, TheBetEngine will monitor the betting criteria right up to the start of the race. However, if you want to make only a single check of the betting criteria (i.e. only bet if the criteria are met on the very first check), then tick the *Single pass* checkbox.

2.4.1.13 Omit odds check

In certain circumstances (for example, when using a multi-range plugin – see section 2.11), you may want to ignore the odds range specified. By ticking the *Omit odds check* option, the odds range will not be checked as part of the criteria.

2.4.1.14 Enable InPlay

Ticking this option will make TheBetEngine wait until the market goes InPlay before placing any bets.

This can be used in conjunction with the *BSP for checks* option (see section 2.4.1.11) to enable the market to be filtered on the actual BSP odds, immediately the race turns InPlay. Bets can then be placed based on the actual BSP odds as opposed to the projected BSP odds.

2.4.1.15 Use Ratings

When operating in Manual mode, TheBetEngine supports the use of “ratings” – where the runners in a race are given a manual ranking or rating. In effect the runners are manually numbered sequentially, with the sequence starting at 1. The rating is entered into the Rating column on the Runners grid.

Future version of TheBetEngine will support automatic selection of runners based on their rating value, but in the current release, ratings are used purely as supporting information (see next section for an example of how they can be used).

These ratings will only be taken into consideration by TheBetEngine if the *Use Ratings* option is ticked.

This entry is only activated when manual selections are enabled.

2.4.1.16 Order ratings (NR)

When using ratings, it is important to determine what should happen to any selections if there is a non-runner in the race.

Any non-runner will cause the ratings to be re-ordered automatically.

With the *Order Ratings (NR)* option un-ticked, any current selections will remain unchanged after the reordering of the ratings.

With the *Order Ratings (NR)* option ticked, the current selection will change to reflect the new ratings.

Let's look at an example:
Imagine you have a race with 5 runners. The runners are numbered with ratings of 1,2,3,4,5.

Horse A rated 1; Horse B rated 2; Horse C rated 3; Horse D rated 4 and Horse E rated 5.

Your selection is Horse C (currently rated 3).

Now imagine that Horse B becomes a non-runner.

After re-ordering the runners become:

Horse A rated 1; Horse C rated 2; Horse D rated 3; Horse E rated 4

With *Order Ratings (NR)* unticked, your selection (Horse C) remains unchanged.

With *Order Ratings (NR)* ticked, your selection changes to Horse D. This is because Horse D is now ranked 3.

This entry is only activated when manual selections are enabled.

2.4.2 Runners – Distance/Position

2.4.2.1 Distance To Favourite

You can use this entry to determine the minimum and maximum acceptable odds difference to the 1st favourite in the race. The distance can be specified in terms of points or ticks. Ticks are the odds increments specified by Betfair – a full list of which is provided in Appendix A.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

2.4.2.2 Distance to Previous

This entry specifies the minimum and maximum acceptable odds difference to the previous runner in the ranking. The distance can be specified in terms of points or ticks.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

2.4.2.3 Distance to Next

Use this entry to specify the minimum and maximum acceptable odds difference to the next runner in the ranking. The distance can be specified in terms of points or ticks.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

2.4.2.4 Distance to Specific

Use this entry to specify the minimum and maximum acceptable odds difference to the specified runner in the ranking. The distance can be specified in terms of points or ticks.

Set the ranking against which you want to measure the odds difference in the first dropdown box, and set the required distance in the associated text box.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

2.4.2.5 Rank

You can use this entry to ensure that a selected runner has a ranking equal to a specified value, or falls within a specified list.

Acceptable rankings are separated by commas, and may be supplied as single figures (e.g. 3), ranges (e.g. 1-3) or an * (indicating all remaining rankings).

For example:
A ranking of 1, 3-4, 6, * would mean that a runner must rank either 1, 3, 4, 6, 7, 8… in order to pass this filter.

A ranking of 1-3 would mean that the runner must fall within the top 3 in the rankings in order to qualify as a selection.

Clear the entry to disable the filter.

This entry is only activated when manual selections are enabled.

2.4.2.6 Cond Select

The Cond Select (conditional selection) entry allows you to specify ranked selections **in addition** to any manual selections made via the runners grid.

Acceptable rankings are separated by commas, and may be supplied as single figures (e.g. 3), ranges (e.g. 1-3) or an * (indicating all remaining rankings).

For example:
If you want to bet on the 1st and 2nd fav in the race, in addition to any manually selected horses, then you should specify 1,2 (or 1-2) in the Cond Select box.

This entry is only activated when manual selections are enabled.

2.4.3 Runners – Money

2.4.3.1 Min matched

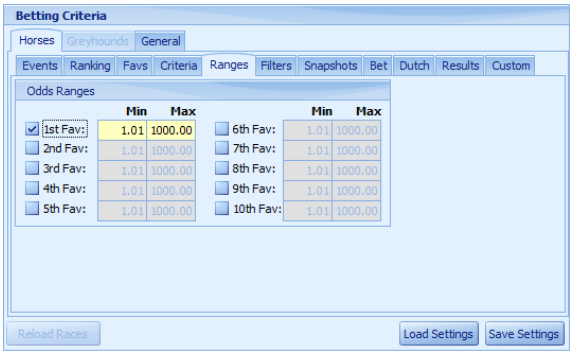
This entry allows you to specify the minimum amount of money that must have been matched on the Betfair market for the specified race. If the minimum matched amount has not been reached, then no bets will be placed.

The minimum value can be expressed as a monetary value (in GBP) or as a % of the money matched on the overall market (when the dropdown box is set to %).

The market is monitored right up to the off, thereby allowing bets to be delayed until there is sufficient liquidity within the market.

When set to zero, this entry is ignored as a filter.

2.5 Ranges

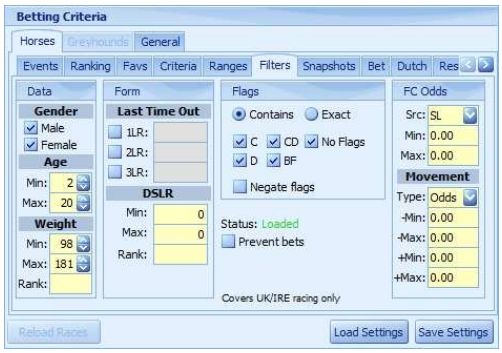


The Ranges tab is used to specify odds ranges for particular runners in a race. For a bet to be placed, **ALL** of the specified ranges must be met:

2.5.1 Min/Max Odds

To activate the odds range for a given runner, first ensure that the relevant checkbox is ticked. Once ticked, the odds can be entered in the *Min* and *Max* boxes.

2.6 Filters



The Filters tab is used to set additional filters which are applied before betting:

2.6.1 Data - Gender

You can explicitly specify the gender of the horses that you wish to consider for betting purposes. Multiple selections are allowed.

If no selections are made, TheBetEngine automatically considers all gender entries to be ticked.

2.6.2 Data – Age

Use this filter to set the minimum and maximum acceptable ages for the horses you want to bet on.

For example, if you want to bet on all horses that are aged 7 or over, set the Min to 7 and the Max to 20.

2.6.3 Data – Weight

This filter can be used to select horses based either on their published weight or on their weight ranking.

You can enter the *Min* and *Max* allowable weights (they default to a min of 98 pounds and a max of 181 pounds), or you can enter a ranking to the *Rank* box.

Acceptable rankings are separated by commas, and may be supplied as single figures (e.g. 3), ranges (e.g. 1-3) or an * (indicating all remaining rankings).

For example:
A ranking of 1, 3-4, 6, * would mean that a runner must have a weight rank of either 1, 3, 4, 6, 7, 8… in order to pass this filter.

A ranking of 1-3 would mean that the runner must fall within the top 3 in the rankings in order to qualify as a selection.

Clear the entry to disable the filter.

2.6.4 Form – Last Time Out

You can filter horses based on the result of their previous races. Options are available for the last three races.

To activate the check on a particular race, first activate it by ticking the relevant check box.

Results can be separated by commas or supplied as a single value (e.g. 1) or range (e.g. 1-3).

You can specify a particular position through the use of:

- 1-9 – horse finished in 1st thru to 9th place
- 0 (zero) – horse finished outside the top 9
- -1 – horse failed to finish the race (for whatever reason)
- P – horse was pulled up
- F – horse fell
- U – horse unseated its rider
- R – horse refused or ran out

Clear the entry and un-tick the check box to disable the filter.

2.6.5 Form – DSLR (Days Since Last Run)

You can specify the min and max number of days since the horse last ran by entering the relevant values in to the *Min* and *Max* boxes.

Set the values to zero to disable the filter.

You can also select based on the DSLR ranking by entering a valid rank or ranking range into the *Rank* field. Allowable rankings can be entered as a single value (e.g. 1) or a range (e.g. 1-3).

Horses are ranked in ascending order of their DSLR value – horses with no published DSLR are ranked at the end of the list.

2.6.6 Flags

These entries relate to the flags shown against horses on typical race cards:

Course	The horse has won at this course before.
Distance	The horse has won at this distance before.
Course/Distance	The horse has previously won at race at this distance at this course.
Beaten Favourite	The horse lost a previous race where it started the race as favourite.
No Flags	The horse has no flags on the race card.

Multiple selections are allowed.

You can specify an exact match (*Exact*) or an inexact match (*Contains*), and you can also choose to *Negate* your selections.

If you want to include ALL horses, then ensure that the match is set to Contains and ALL the flag check boxes are ticked.

Examples:
If you want to select horses if they are Course winners, then tick Contains and only tick the *C* checkbox. All other checkboxes should be un-ticked.

If you want to select horses if they are a Distance winner and a Beaten Favourite, then tick *Exact* and then tick the *D* and *BF* checkboxes.

If you want to select all horses unless they are a Beaten Favourite, then tick *Contains*, tick the *BF* checkbox and then tick the *Negate* checkbox.

2.6.7 FC Odds

The forecast odds used by TheBetEngine are taken from two different sources:

1. Sporting Life – these reflect the forecast odds that were on the site at 05:45 (UK time). The forecast odds are not updated throughout the day, so if changes are made to The Sporting Life web site, then these changes will not be reflected within TheBetEngine.
2. Racing Post – these reflect the forecast odds that were displayed on the site at 09:30 (UK time) – as this is the first time that the odds are available to non-Racing Post club members. The forecast odds are not updated throughout the day, so if changes are made to the Racing Post web site, then these changes will not be reflected within TheBetEngine.

You can select the desired source for the forecast odds using the *Src* dropdown box.

You can also set the mix/max value for the forecast odds. If your selected horse falls outside of the specified range, then no bets will be placed.

2.6.8 FC Odds Mvt

You can further refine betting based on the movement of the selected horse against the forecast odds.

Odds movement can be specified as either an *Odds* value or a *%* value.

To calculate the movement, TheBetEngine subtracts the forecast odds from the current Betfair odds, so if the forecast odds were 4.0 and the current Betfair odds are 3.0, then the movement is -1.0. If the movement type is set to %, then this figure is translated to a % figure – in this case, -1.0 divided by 4.0 or -25%.

You can set the min/max values for the allowed movement in odds for both a negative and a positive movement. **All entries should be entered as positive values, even if you are specifying negative movement.**

Use a value of 0 for that entry to be ignored.

If your horse falls outside of the specified movement range, then no bets will be placed.

For example:
To specify that a bet should be placed only if there has been a negative movement in odds of 50% or greater, then set the movement type to *%*, then set the *–Min* value to 50.0. The *–Max* value can be set to 0 to ensure that no maximum movement is set.

2.6.9 Prevent bets if specific data not available

For some systems, particular horse information is critical to the system. For others, it may be a nice additional filter.

If the information is critical to the betting system, and the information is not available, then you can prevent betting by ensuring that the *Prevent bets if specific data not available* checkbox is ticked.

If the checkbox is not ticked, and the horse information is not available, then TheBetEngine will ignore those particular filters (i.e. the horse information is treated as an optional filter).

2.6.10 Status

When TheBetEngine is first started it attempts to load the horse information. If the information is not available, then TheBetEngine will make a further attempt to load the horse information about 1 hour before the start of the first race.

If the information is not available, then the status will show Not Loaded. When the information has been successfully loaded, the status is updated to Loaded.

If the horse information has not been loaded, then you can force TheBetEngine to attempt to load the data by clicking on the Not Loaded status message.

As the horse information is gathered from a number of sources, it is possible that data will not be available on any given day.

Note – horse information is available for UK/IRE races only.

2.7 Snapshots

The snapshot functionality allows you to process runners that have shortened in odds (Steamers) and those that have lengthened in odds (Drifters) over a given period of time.

Initially the Snapshot tab looks predominantly greyed-out – the only active elements are the checkboxes in the title bars of the Steamers and Drifters group boxes.

Clicking on either of the checkboxes, activates that element and the overall snapshot functionality.

2.7.1 Snapshot 1

This section allows you to specify the time and type of the first snapshot to be taken.

2.7.1.1 Odds

You can select to take either the current back or lay odds as the first snapshot.

Future enhancements will allow you to take one of two forecasted starting prices as the value of the first snapshot.

2.7.1.2 Adj

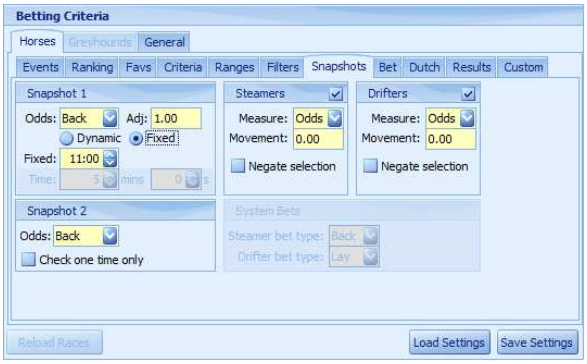
This setting allows you to adjust the odds value taken by multiplying it by an adjustment factor. To adjust the odds by 10%, you should enter 1.10.

The entry defaults to 1.0

2.7.1.3 Dynamic / Fixed

When set to Dynamic, the Time functions become activated and TheBetEngine will take the first snapshot at a specified time before the start of the race.

When set to Fixed, TheBetEngine will take the first snapshot of ALL races at a specified time.



2.7.1.3.1 Fixed

Specify the time at which you want the first snapshot to be taken. Snapshots will be taken for all races at this time.

2.7.1.3.2 Time

You can use these entries to specify exactly when the first set of odds are recorded in relation to the scheduled start time of the race. Set the time in minutes and seconds in the two available boxes.

2.7.2 Snapshot 2

The second snapshot is taken each time the betting system is processed – i.e. from the time specified as the earliest time to bet (see section 2.8.1.1) up until the actual start of the race.

2.7.2.1 Odds

You can select to take either the current back or lay odds as the second snapshot.

2.7.2.2 Check one time only

When ticked, only one attempt is made to take the second snapshot. If the snapshot does not fulfil the betting criteria then no bets are placed.

However, if this entry is un-ticked, a snapshot is taken each time the odds are checked, thereby allowing the betting criteria are evaluated on an on-going basis – right up until the start of the race.

2.7.3 Steamers

This section allows you to specify the betting criteria for runners that have steamed (shortened in odds between the two snapshots).

Note: Snapshot odds are always taken from Betfair.

2.7.3.1 Measure

The measure is used to determine how the degree of movement is calculated. Two options are available:

Odds	Movement is calculated as the straight difference between the current odds and the odds recorded at the first snapshot.
%	Movement is calculated as the % difference between the current odds and the odds recorded at

the first snapshot. For example, if a horse had odds of 51 at the first snapshot and 26 at the second snapshot, then the % movement would be 50% (this is calculated as if the odds were fractional odds, so 50/1 and 25/1)

2.7.3.2 Movement

Use this entry to determine how much movement needs to have been detected before a selection is classified as a Steamer.

2.7.3.3 Negate Selection

Sometimes you want to ensure that Steamers are deliberately not considered as bets. To achieve this, tick the Negate selection checkbox. This way any qualifying selections that have been detected as Steamers are automatically deselected.

2.7.4 Drifters

This section allows you to specify the betting criteria for runners that have drifted (lengthened in odds between the two snapshots).

Note: Snapshot odds are always taken from Betfair.

2.7.4.1 Measure

The measure is used to determine how the degree of movement is calculated. Two options are available:

Odds	Movement is calculated as the straight difference between the current odds and the odds recorded at the first snapshot.
%	Movement is calculated as the % difference between the current odds and the odds recorded at the first snapshot. For example, if a horse had odds of 26 at the first snapshot and 51 at the second snapshot, then the % movement would be 100% (this is calculated as if the odds were fractional odds, so 25/1 and 50/1)

2.7.4.2 Movement

Use this entry to determine how much movement needs to have been detected before a selection is classified as a Drifter.

2.7.4.3 Negate Selection

Sometimes you want to ensure that Drifters are deliberately not considered as bets. To achieve this, tick the Negate selection checkbox. This way any qualifying selections that have been detected as Drifters are automatically deselected.

2.7.5 System Bets

When the overall Bet Type is set to SYSTEM, the System Bets tab becomes activated.

Under System betting, the type of bet placed is determined entirely by the detected movement in odds/book value. Under system betting you can set the type of bet to be placed depending on whether a Steamer or Drifter has been detected.

2.7.5.1 Steamer bet type

This sets the type of bet to be placed when a Steamer is detected. You can select either BACK or LAY.

2.7.5.2 Drifter bet type

This sets the type of bet to be placed when a Drifter is detected. You can select either BACK or LAY.

2.8 Bet

2.8.1 General

This section sets the general parameters that apply to the placing of bets.

2.8.1.1 Bet Time

These entries specify the earliest time at which a bet can be placed on a race. The time is measured as a number of minutes and seconds to the scheduled off – the maximum allowable time difference being 59 minutes and 59 seconds.

Note – this is the earliest time a bet can be placed. The program will continue to check betting conditions right up until the race is actually started and bets will only be placed when all the relevant conditions have been met.

As a further refinement, if *Use live odds for checks* or *Use LP* has been ticked and the *Bet Time* is set to 0 mins 0 secs, then the program will use the current race status to determine the best time to place the bets. There are a number of statuses (live positions) for a race:

- Going Down (GD) – the runners are going to the start line;
- At The Post (ATP) – the runners are lining up at the start line;
- Going Behind (GB) – the runners are being loaded into the stalls (for Flat races only).
- Under Orders (UO) – the runners are waiting for the off (for NH races only).

The current race status is displayed on the race grid if *Use live odds* is ticked.

The trigger points for betting can be set via the Settings menu (see section 1.2.2.2.4).

By default, the program will wait until the status has reached At The Post (for National Hunt races) or Going Behind (for Flat and All Weather races) before placing any bets.

Note: The Live Position indicator is taken from an external site and is not guaranteed to be 100% accurate. There is no guarantee that all of the positions will be displayed for any given race, so please treat with a degree of caution.

2.8.1.2 Use Odds

You can fine-tune the odds to be used for betting purposes by setting the *Use Odds* option.

These settings relate to the current odds offered by Betfair (for Back bets, these will relate to the Backing odds; for Lay bets, these will relate to the laying odds).

You can select from:

BSP Select BSP to bet with Betfair Starting Prices.

When selected, the entries in the BSP Betting group are evaluated at bet time.

Notes:
BSP bets can only be placed before the start of the race.
Not all markets offer Betfair Starting Prices. For these markets, TheBetEngine will automatically revert to using the best odds currently available.

Best — Use the best odds currently available.

2nd — Use the 2nd best odds currently available.

3rd — Use the 3rd best odds currently available.

Exact — When set to Exact you can type into the accompanying text box, the odds at which you wish to place the bets.

Sure — When set to Sure you can increase the chances of getting matched by widening the odds at which bets are placed. Enter the number of ticks to widen the bet into the accompanying text box. Back bets will be placed x ticks lower; Lay bets will be placed at x ticks higher (where x is the number of ticks entered).

Profit — When set to Profit you can attempt to take a little extra profit by moving the odds at which bets are placed. Enter the number of ticks into the accompanying text box. Back bets will be placed x ticks higher; Lay bets will be placed x ticks lower (where x is the number of ticks entered).

ABSP — Select ABSP is you want to bet InPlay using the actual BSP prices (once published)

Note:

1. Setting the odds to 2nd or 3rd increases the chances of getting matched first time as you will be requesting odds that are less than the best currently available, and Betfair will always match you at the best odds available at the time.
2. For staking plans that use the odds to calculate the stake, the calculation will be slightly off when you select 2nd or 3rd best odds. This is because Betfair may not actually match at the odds requested, instead it may match at better odds.
3. Settings the odds to Profit decreases the chances of getting matched first time as you will be requesting odds that are not currently available. The aim is to get matched in the general movement of the market in the run up to the off, thereby securing a few ticks of extra profit.

2.8.1.3 Unmatched

If a bet remains unmatched at the start of a race, then you can select what you want to happen to that bet. You can select from:

Cancel — When selected, any unmatched bets are cancelled at the off.
This is the default option.

Keep — Any unmatched bets are carried in play (if the market supports in play betting) in the hope that they might get matched.

BSP — When ticked, TheBetEngine will place bets on the exchange in a manner that will allow them to be converted to BSP bets if they remain unmatched when the race starts. For races that do not support BSP, then this setting is ignored. **Note: if laying, Betfair will cancel the bet and not convert it to BSP if the liability of the bet is less than the Betfair minimum.**

If the betting tab is in TEST mode, the *Unmatched* setting is ignored.

If *Enable InPlay* is ticked (see 2.4.1.14) then you are placing your bets InPlay and the *Unmatched* setting is ignored.

2.8.1.4 Use LP

When selected, TheBetEngine will use the live trackside position to determine when to place its bets (see section 2.8.1.1).

It can be used to delay betting when not actually using live odds, as bets will not be placed until the live trackside indicator reaches the desired trigger point.

Note – you do not need to select this option when using live odds as the live trackside position is used by default.

2.8.1.5 Reverse Prices

In markets where there is low liquidity, it is sometimes useful to be able to Back at Lay prices, and Lay at Back prices. Click on the *Reverse Prices* checkbox to activate this function.

Note: this setting works in conjunction with the *Use Odds* option. If you set *Use Odds* to 2 and *Reverse Prices* is ticked, then if you attempt to place a Back bet, it will be placed with odds that equate to the 2nd best Lay odds on offer.

2.8.1.6 Group

When ticked, ALL selections must pass the criteria or no bets will be placed.

When un-ticked, ANY selections that pass the betting criteria will leads to bets being placed.

Note – you can use the *Group* function in conjunction with Dutch Staking to ensure that a dutch bet is placed only if all selections pass the betting criteria.

2.8.1.7 Bet on Joint Favs

If joint favourites are detected, then you can use this checkbox to determine if you want to allow bets to be placed or not.

Ensure the checkbox is ticked to enable betting to take place.

Note – using *Bet on Joint Favs*, in conjunction with *No gaps* on the ranking tab, can allow you to fine-tune your betting.

2.8.1.8 Split Stake (JF)

If you have selected to bet on joint favourites (see section 2.8.1.7), then you adjust the stakes placed on any joint or co-favourites.

If the *Split Stake (JF)* checkbox is ticked, the current stake is split evenly between the joint/co-favourites.

If the *Split Stake (JF)* checkbox is not ticked, the current stake is applied to all of the joint/co-favourites (so no splitting takes place).

2.8.2 No. of Bets

This group of settings is used to filter/restrict the number of bets placed.

2.8.2.1 Min/Max Bets

If you want to restrict betting to only those occasions where the number of selections falls within a specified range, then you can set the Min/Max number of selections that you want to filter on.

When dutch betting (see section 2.9) with a potentially unknown number of selections, you can use the *Min/Max bets* filter to allow/prevent betting depending on the number of bets that would be placed.

The default settings are Min: 1 and Max: 50

For example:
If you set the *Min/Max* to 2 and 3 respectively, then bets will only be placed if the number of selections is 2 or 3. If the number of selections is 1 or greater than 3, then no bets will be placed.

2.8.2.2 Max %

Use this setting to prevent bets from being placed on this particular race if the number of selections exceeds a specified % of the field.

The default setting is 100%, thereby allowing you to bet on the entire field if you so desire.

For example:
If you are betting in races with 8 runners and you only want to bet if the number of selections is 4 or less, then set the Max % to 50. If the number of selections is 5 or greater than bets will not be placed as the number of selections would make up at least 62.5% of the field.

2.8.2.3 Stop after

With manual betting systems, TheBetEngine monitors the betting criteria right up until the race starts, enabling selections to become bets as and when they meet the criteria.

You can tell TheBetEngine to stop processing selections after the first x bets have been identified by setting the *Stop after* option.

If *Stop after* is set to zero, then it is ignored.

For example:
Imagine you manually selected a number of horses in a race, but only wanted to bet on one of them if they were the current favourite. If *Stop after* is set to zero, then TheBetEngine might place more than one bet if a second horse suddenly became the favourite. However, with *Stop after* is set to 1, no further monitoring would take place after the first horse was detected as a bet, thereby ensuring that only a single bet was placed.

2.8.3 E/W Betting

This allows you to determine what proportion of your stake should be applied to each part of an each-way bet.

To activate E/W betting, both the Win and Place markets need to be loaded (see section 2.1.3), and the checkbox in the top right hand corner of the grouping box needs to be ticked.

Use the entries to enter a % value that should be applied to the Win portion of the bet, and another % to be applied to the Place portion of the bet.

Both entries can be set to any value between 1% and 100%. If the value of the stake on the Win market falls below 0.01 then no bets will be placed (either on the win market or the place market).

If you wish to place E/W bets, you need to ensure that both Win and Place markets are loaded into the Race grid (see section 2.1.3).

You can enter a figure in the *Odds Limit* field. This has the following effect:

1. For back bets, if the odds on the **win** market are **less** than the odds limit specified, then the place element of the E/W bet will not be placed.
2. For lay bets, if the odds on the **win** market are **greater** than the odds limit specified, then the place element of the E/W bet will not be placed.

Note: Both markets need to be displayed on the race grid, but you only need to make your manual selection against the Win market – the Place portion of the bet will be placed by TheBetEngine automatically.

2.8.4 BSP Betting

This section contains parameters that are applied against any bets placed at Betfair Starting Prices (BSP).

BSP bets are bets placed before a race starts but is not matched until after the start of the race, when the Betfair starting prices are known.

BSP best are only activated when the *Use Odds* setting (see section 0) is set to BSP.

Note – this does not apply to bets that are converted to BSP bets if they remain unmatched at the start of a race (see section 2.8.1.3)

2.8.4.1 Odds limit

You can use this entry to specify the odds limit that applies to the impending BSP bet.

For back bets, the odds limit is the minimum acceptable odds. If the BSP is greater than the specified value, then the bet will be placed and is guaranteed to be matched. If the BSP is equal to the specified value, then the bet will be placed but is not guaranteed to be matched (this depends on the money available within the market).

For lay bets, the odds limit is the maximum acceptable odds. If the BSP is less than the specified value, then the bet will be placed and is guaranteed to be matched. If the BSP is equal to the specified value, then the bet will be placed but is not guaranteed to be matched (this depends on the money available within the market).

The matching rules for BSP bets are set by Betfair.

2.8.4.2 Liability

Lay betting at BSP could leave you with an unlimited liability (as the BSP is not actually known until the race starts).

As a protective measure, TheBetEngine asks you to specify a liability for all BSP bets. The default is set to the minimum liability accepted by Betfair for BSP betting.

All BSP lay bets will be placed with the specified liability unless:

1. The liability is overridden in the Runners grid (see section 5.2.4).
   OR
2. *BSP for checks* is ticked on the *Criteria* tab. In this case, TheBetEngine uses the projected BSP value (Betfair's current guess at what the BSP is likely to be) to calculate the liability.

Use the options below to dictate what should happen if the stake/liability of the bet falls outside of the accepted range:

2.8.4.3 Below min

If the stake/liability of the BSP bets falls below the minimum allowed by Betfair, then you can select to either discard the bet or adjust the stake/liability to the minimum acceptable level. The default is to discard the bet.

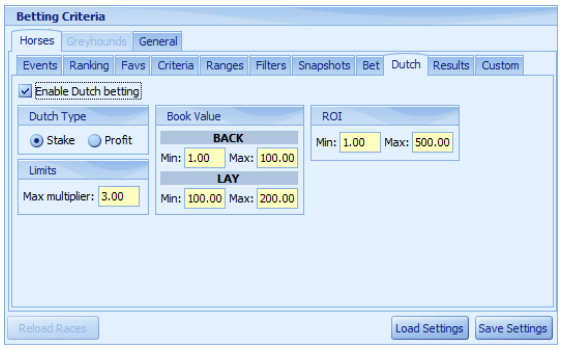
2.8.4.4 Above defined liability

If the liability of BSP lay bet exceeds the liability specified in the *Liability* box, then you can select to discard the bet, adjust the liability to the stated value, or explicitly allow the bet to be placed (note – in effect this last option removes the protection imposed by the *Liability* setting.

2.9 Dutch

Dutch betting involves placing bets on more than one selection in any given race, either to a defined stake or to a defined profit for back bets; or to a defined liability or to a defined profit for lay bets.

To enable the dutch betting options, tick the checkbox on the top left hand corner of the tab.



2.9.1.1 Stake/Profit

For back bets, you can now choose whether to dutch to a fixed stake or a fixed profit:

Stake — When dutching to a fixed stake, TheBetEngine uses the odds of the current selections to determine the value of the stakes to be applied. The total value of the stakes will add up to the default stake that you have set for the staking plan.

Note: With recovery staking in operation, dutch betting to a fixed stake will not necessarily result in the recovery of any losses (as the recovery is used to determine the stake value only).

Profit — When dutching to a fixed profit, TheBetEngine will calculate the required stakes in order to give the defined profit if any of the selections win the race. The profit is determined by the value given to the default stake that you have set for the staking plan.

For lay bets, you can choose whether to dutch to a fixed stake or a fixed liability:

Stake — When dutching to a fixed stake, TheBetEngine will calculate the required stakes in order to give the defined profit if all of the selections lose the race. The profit is determined by the value given to the default stake that you have set for the staking plan.

Liability — When dutching to a fixed liability, TheBetEngine uses the odds of the current selections to determine the value of the stakes to be applied. The total liability (i.e. the potential loss if one of the selections wins) will equal the default stake that you have set for the staking plan.

2.9.1.2 Max multiplier

When dutching to a target profit, the stakes involved can become extremely large, depending on the odds on offer. To prevent excessively large stakes from being used, you can set the max multiplier.

The max multiplier takes the target profit and multiplies it by the specified value – this gives a maximum acceptable total stake that can be used in the dutch bets. If the calculated total stake exceeds the maximum acceptable total stake, then no bets are placed.

For example:
If the target profit was set at £50 and the max multiplier was set to 3.0, then the maximum acceptable total stake would equal £150. If the total stake exceeded £150, then no bets would be placed.

2.9.1.3 Book Value

The book value equates to the likely probability of your dutch bets generating a positive result. It is calculated as the sum of (100 / odds), so if you had three selections with odds of 3.0, 5.2 and 6.5 then the calculated book value would be:

(100 / 3.0) + (100 / 5.2) + (100 / 6.5) = 67.95

For a back bet to yield a positive result, the book value should be less than 100.

If lay betting on the entire field then the book value must be greater than 100.

You can set the *Min* and *Max* book values for both back bets and lay bets or set the values to zero if you want to ignore them.

2.9.1.4 ROI

When dutch betting, TheBetEngine will only place bets if the outcome is capable of generating a profit.

When backing, you can specify the minimum and maximum Return On Investment (ROI) that you are willing to accept before bets are placed by entering the required % return into the *Min* and *Max* text boxes.

If you do not want to set a minimum ROI, then set the *Min* value to zero.

If you do not want to set a maximum ROI, then set the *Max* value to zero.

The ROI is ignored for lay bets.

2.10 Results

Note: If betting live, then the most accurate results are obtained by setting the *Results* source to Betfair (Settled Market). This is recommended for live operation.

If the inferred winner and the published winner of the race are different, then the result will be displayed in red on the Race grid.

The Results tab is used to determine exactly how the winner for a particular race is determined. There are two options:

2.10.1 Betfair (Matched Odds/RSS)

In TEST mode, the winner of any given race cannot be determined by looking at the settled market. Instead, TheBetEngine can use two different methods to determine the winner of the race:

2.10.1.1 Matched Odds

This method can only be used on races that go In Play, as the winner is inferred from the last matched price reported by Betfair at the end of the race. In most cases, the winner is the runner with the lowest last matched price.

However, it should be recognised that this method is not 100% accurate and false results can be obtained in races that are very close or are subject to a stewards' enquiry.

The benefit of this method is that results can be determined very quickly (in fact, as soon as the race has been completed), allowing betting to continue at the earliest opportunity.

2.10.1.2 RSS

This method determines the winner by analysing the output of the Betfair Results Service.

The downside is that this method is slower than using the matched odds; however, determining the winner from the Results Service can be used with events that do not go In Play (for example, US Racing).

If a result is not received within the time specified in Settings/General (see section 1.2.2.1.19) then TheBetEngine will disregard the current bets and move on to the next race. This is to prevent TheBetEngine from becoming stuck waiting for a result that never gets published.

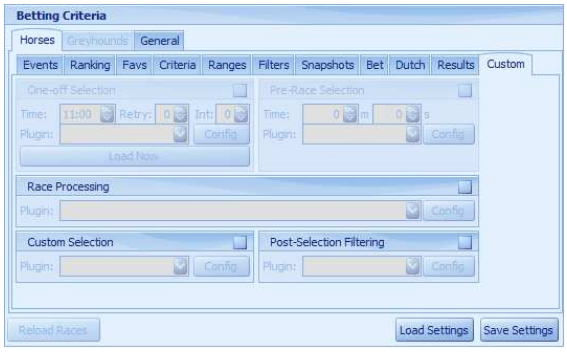
2.10.2 Betfair (Settled Market)

Whilst slower, this method is 100% accurate as the winner is only determined when the betting market has been settled by Betfair.

As this method depends on examining the results of bets placed on the live market, this method can only be used when the program is in LIVE mode.

If you are running in TEST mode with the *Results* source set to Betfair (Settled Market) then TheBetEngine will use Matched Odds/RSS instead.

2.11 Custom



The Custom tab allows you to use TheBetEngine plugins – specifically designed elements of custom processing – in order to either further filter the current selections, or to determine selections according to some pre-defined criteria.

2.11.1 One-off Selection

The *On-Off Selection* plugin is designed to determine selections from an external source at a pre-defined time. This may include downloading selections from an external source.

For example:
You could use a plugin to retrieve selections from a tipster who provides tips at a set point each day.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

You can select the time at which the plug-in will be activated through the time setting (or click on Load Now to load the run the plugin immediately)

Any on-off selection plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

2.11.2 Pre-Race Selection

The *Pre-Race Selection* plugin is designed to determine selections (generally from an external source) in the immediate run up to the scheduled start of a race.

For example:
You could use a plugin to retrieve selections from a tipster that only published selections in the run-up to each race.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any pre-race selection plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

2.11.3 Race Processing

The *Race Processing* plugin is designed to determine selections by applying further betting criteria against each of the runners in the race.

For example:
You could use a plugin to allow multiple odds ranges to be selected (make sure you tick the Omit odds range check option on the Criteria tab!) or to check that only a certain number of runners had odds below a certain value.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any race processing plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

2.11.4 Custom Selection

The *Custom Selection* plugin is designed to create a set of custom selections.

For example:
You could create your own mechanism for determining selections, package it into a *Custom Selection* plugin, and then provide the plugin without anyone being able to determine your selection method.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any custom selection plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

2.11.5 Post-Selection Filtering

The *Post-Selection Filtering* plugin is designed to apply further checks to the selections that have been identified by the standard selection criteria.

For example:
You could use a plugin to determine the selection with the lowest back odds, or check that the maximum combined odds of your selections do not exceed a set value.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any post-selection filtering plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

3 Betting Criteria for Greyhounds

The betting criteria are grouped into a set of individual tabs, controlling:

- Events – the events (race type, distance, etc) that bets should be placed on;
- Ranking – the criteria used to determine any particular selection;
- Criteria – the betting criteria to be applied to any bets;
- Ranges – odds ranges to be applied to certain runners in the race;
- Snapshots – the detection of Steamers/Drifters in the race;
- Bet – the criteria to be used for actually placing the bets in the race;
- Results – the method of determining the result of any given race.

Let's look at each of the individual tabs, and settings, in turn.

3.1 Events

The events tab is used to filter the races on which betting will take place.

Changing any entries on the *Events* tab will result in the *Reload Races* button being activated. This allows the race grid to be reloaded with the races that meet the new filter settings.

If an attempt is made to put a betting system live when the *Reload Races* button is activated will result in a dialog box being displayed and the activation prevented. This is to ensure that the race grid is showing the correct set of races before the system is allowed to become ACTIVE.

3.1.1 Countries

Greyhound races in the UK are the only option available at this time.

3.1.2 Course Types

This option has not yet been implemented.

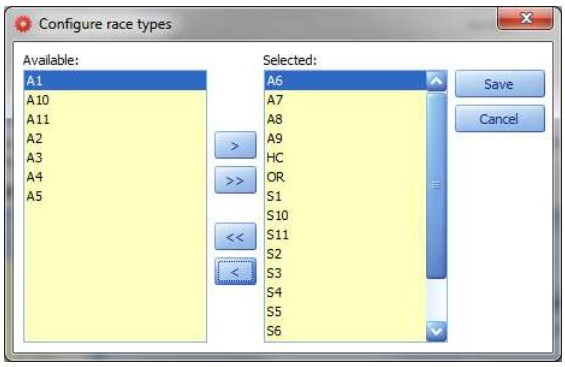
3.1.3 Market Types

This allows you to select which markets you wish to load. Select between Win and Place markets. For E/W betting, you will need to load both!

3.1.4 Race Type

It is possible to define a set of race types to further filter the race selections. By default, all race types are included, but it is possible to define a subset by clicking on the *Configure* button.

When the *Configure* button is clicked, a race type selection dialog box is displayed.



Available distances are listed on the left hand side and selected race types are listed on the right hand side. To move specific distances between the boxes, highlight the required race types and click on the movement buttons:

> Moves the selected item from Available to Selected

>> Moves all items from Available to Selected (i.e. clears the Available list)

<< Moves all items from Selected to Available (i.e. clears the Selected list)

< Moves the selected item from Selected to Available

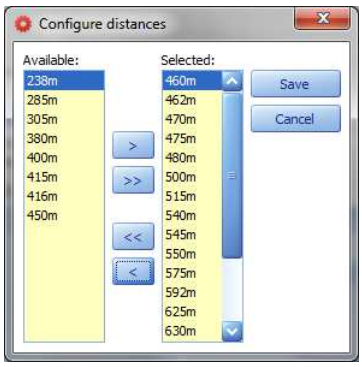
When the required set of race types has been defined, click on the *Save* button to save the filter criteria.

If a filtered list has been applied, then the status changes to Selected to indicate that only specific race types are included.

3.1.5 Race Distance

It is possible to define a set of race distances to further filter the race selections. By default, all race distances are included, but it is possible to define a subset by clicking on the *Configure* button.

When the *Configure* button is clicked, a race distance selection dialog box is displayed.



Available distances are listed on the left hand side and selected distances are listed on the right hand side. To move specific distances between the boxes, highlight the required distances and click on the movement buttons:

> Moves the selected item from Available to Selected

>> Moves all items from Available to Selected (i.e. clears the Available list)

<< Moves all items from Selected to Available (i.e. clears the Selected list)

< Moves the selected item from Selected to Available

When the required set of race distances has been defined, click on the *Save* button to save the filter criteria.

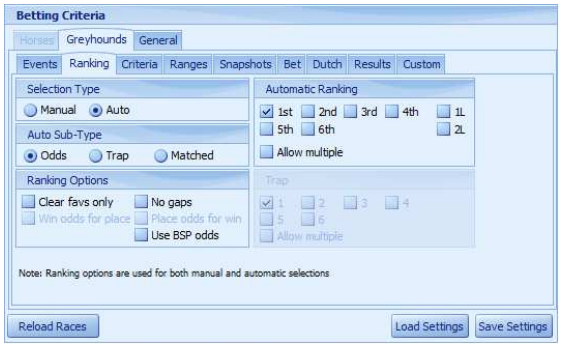
If a filtered list has been applied, then the status changes to Selected to indicate that only specific race distances are included.

3.1.6 Race Times

You can choose to filter greyhound races by time.

To enable the filter, tick the checkbox in the title bar of the Race Times group box, then enter the required start time and end time into the two text boxes. Only those races that fall within the two specified times will be included in the race grid.

3.2 Ranking



The ranking tab is used to determine how selections are made – are they hand-picked, or are they automatically determined by their ranking in the odds.

The rankings are generally determined by the odds on Betfair (either Back or Lay odds, depending on the type of bet selected for this betting tab).

The lowest odds are given a ranking of 1, the second lowest odds a ranking of 2, etc. For example, if the runners had odds of 3.5, 3.6, 5.0 and 6.0 then the ranking values would be 1, 2, 3 and 4.

When two runners have the same odds, then they are both given the same ranking value and a gap is created in the ranking. For example, if runners had odds of 3.5, 3.5, 5.0 and 6.0 then the ranking values would be 1, 1, 3 and 4.

3.2.1 Selection Type

3.2.1.1 Automatic

When set to Automatic, the *Automatic Ranking* and *Auto Sub-Type* groups become activated and allow you to specify which rankings should be selected automatically.

3.2.1.2 Manual

When set to Manual, the *Automatic Ranking* and *Auto Sub-Type* groups become inactive.

The list of runners becomes activated:

This allows individual selections to be made, along with individual betting overrides to be applied to that selection (and only that selection). Manual selection is covered in more detail in section 0.

3.2.2 Automatic Ranking

When the *Selection Type* is set to Automatic, and the *Auto Sub-Type* is set to Odds, then the *Automatic Ranking* checkboxes become activated. There are checkboxes relating directly to the first 6 favourites in the race.

To select a given favourite, ensure that the corresponding checkbox is ticked.

You can also select the last ranked and the second last ranked via the 1L and 2L checkboxes (this is useful where there may be joint favs, and you still want to select the last/2nd last ranked dogs).

If you want to select more than 1 ranked favourite, then ensure the *Allow multiple* checkbox is selected.

3.2.3 Trap

When the *Selection Type* is set to Automatic, and the *Auto Sub-Type* is set to Trap, then the *Trap* checkboxes become activated. There are checkboxes relating directly to the 6 traps in the race.

To select a given trap, ensure that the corresponding checkbox is ticked.

If you want to select more than 1 trap, then ensure the *Allow multiple* checkbox is selected.

3.2.4 Auto Sub-Type

This entry controls the criteria used for ranking the runners.

Odds	Ranking is based on the current odds (either back or lay, depending on the bet type).
Trap	Ranking is based on the trap number of a given runner.
Matched	Ranking is based on the amount of money matched on the Betfair market for that particular runner. The most amount of money matched ranks 1.

Note:
When the Auto Sub-Type is set to Trap or Matched, then you are NOT ranking by odds and therefore the standard concept of favourite, 2nd favourite, etc has no meaning. All ranking-related functions, where you would expect to operate on dogs ranked by odds, will no longer operate as expected as you are ranking the dogs using a different method.

For example:
If you are ranking by trap, then checking the range to the next runner in a race has no meaning – in fact, it will check the odds range to the dog in the next trap.

3.2.5 Ranking Options

A number of options can be chosen to further refine the ranking criteria:

3.2.5.1 Clear favs only

When ticked, bets will only be placed if there are no joint favourites (regardless of ranking) in the race. For example, odds of 3.5, 4.5, 4.5 and 5.0 will result in no bets being placed; whereas odds of 3.5, 4.3, 4.5 and 5.0 would result in potential bets as the favourites are clearly separated.

3.2.5.2 No gaps

When the *No gaps* checkbox is checked, a gap is not introduced in the ranking when joint favourites are detected (see earlier discussion).

Taking the previous example of runners with odds of 3.5, 3.5, 5.0 and 6.0, then the ranking values would be 1, 1, 2, 3 when the *No gaps* checkbox is checked.

3.2.5.3 Win odds for place

Sometimes when working with place markets, you want to check the odds on the win market rather than the place market in order to make your selections. Tick this checkbox to activate that option.

3.2.5.4 Place odds for win

Sometimes when working with win markets, you want to check the odds on the place market rather than the win market in order to make your selections. Tick this checkbox to activate that option.

3.3 Criteria

The Criteria tab is used to further refine the conditions under which bets will be placed. There are a number of filters that can be applied:

3.3.1 Market

3.3.1.1 Min/Max Odds

These two entries determine the range of allowable odds values that a selection must have in order to become a potential bet.

3.3.1.2 Min/Max Runners

These two entries determine the minimum and maximum number of runners in the race in order for a bet to be considered.

3.3.1.3 Min Liquidity

Use this entry to set a minimum limit for the amount of available money on the market (the market liquidity). By setting a sensible value you can delay your bets until a certain amount of money has been placed on the market, thereby avoiding poor odds generated by poorly formed market conditions.

Setting the entry to zero will allow bets to be placed regardless of the market conditions.

3.3.1.4 Book %

The % book value of a market is calculated and compared to the specified entry.

If you are back betting, then this entry specifies the MINIMUM book value of the market for the race to qualify.

If you are lay betting, then this entry specifies the MAXIMUM book value of the market for the race to qualify.

The *Book %* can be set anywhere from 0 to 200. Setting the entry to zero disables this function.

3.3.1.5 Ratio

Where there are concerns that you might not be dealing with a well-formed market, then you can enter a filter based on the ratio between the current lay odds and the current back odds.

The ratio is calculated as (lay odds – back odds) / (back odds) and expressed as a percentage.

For example:
If the lay odds are 4.2 and the back odds are 4.0, then the calculated ratio is (4.2 – 4.0) / 4.0 which is 0.05. Expressed as a percentage, this is 5%.

If the ratio between the lay and the back odds exceeds the specified amount, then no bets will be placed.

To turn off this filter, set the entry to zero.

3.3.1.6 Max Liability

Another precautionary filter is the max liability filter. This can be used to ensure that large bets (i.e. larger than the specified liability) cannot be placed.

If you are betting on the win market, but using the odds from the place market for ranking and checking, then you do not actually know at what odds any bets will be placed (as the min/max odds filter would check the odds from the place market). To ensure that overly large bets are not placed using the (unknown) win odds, you can set the maximum liability filter.

To turn off this filter, set the entry to zero.

3.3.1.7 Win odds for place

Note: This modifies the odds used for checking the odds range.

Sometimes when working with place markets, you want to check the odds on the win market rather than the place market in order to make your selections. Tick this checkbox to activate that option.

3.3.1.8 Place odds for win

Note: This modifies the odds used for checking the odds range.

Sometimes when working with win markets, you want to check the odds on the place market rather than the win market in order to make your selections. Tick this checkbox to activate that option.

3.3.1.9 BSP for checks

Note: This modifies the odds used for checking the odds range.

When ticked, TheBetEngine will use the **projected** BSP odds for all odds-related checks.

If the market does not support BSP, then the current Betfair odds are used instead.

3.3.1.10 Single pass

Under normal circumstances, TheBetEngine will monitor the betting criteria right up to the start of the race. However, if you want to make only a single check of the betting criteria (i.e. only bet if the criteria are met on the very first check), then tick the *Single pass* checkbox.

3.3.1.11 Omit odds check

In certain circumstances (for example, when using a multi-range plugin – see section 3.9), you may want to ignore the odds range specified. By ticking the *Omit odds check* option, the odds range will not be checked as part of the criteria.

3.3.1.12 Use Ratings

When operating in Manual mode, TheBetEngine supports the use of “ratings” – where the runners in a race are given a manual ranking or rating. In effect the runners are manually numbered sequentially, with the sequence starting at 1. The rating is entered into the Rating column on the Runners grid.

Future version of TheBetEngine will support automatic selection of runners based on their rating value, but in the current release, ratings are used purely as supporting information (see next section for an example of how they can be used).

These ratings will only be taken into consideration by TheBetEngine if the *Use Ratings* option is ticked.

This entry is only activated when manual selections are enabled.

3.3.1.13 Order ratings (NR)

When using ratings, it is important to determine what should happen to any selections if there is a non-runner in the race.

Any non-runner will cause the ratings to be re-ordered automatically.

With the *Order Ratings (NR)* option un-ticked, any current selections will remain unchanged after the reordering of the ratings.

With the *Order Ratings (NR)* option ticked, the current selection will change to reflect the new ratings.

Let's look at an example:
Imagine you have a race where runners are numbered with ratings of 1,2,3,4,5,6.

Dog A rated 1; Dog B rated 2; Dog C rated 3; Dog D rated 4, Dog E rated 5 and Dog F rated 6.

Your selection is Dog C (currently rated 3).

Now imagine that Dog B becomes a non-runner.

After re-ordering the runners become:

Dog A rated 1; Dog C rated 2; Dog D rated 3; Dog E rated 4 and Dog F rated 5.

With *Order Ratings (NR)* un-ticked, your selection (Dog C) remains unchanged.

With *Order Ratings (NR)* ticked, your selection changes to Dog D. This is because Dog D is now ranked 3.

This entry is only activated when manual selections are enabled.

3.3.2 Runners – Distance/Position

3.3.2.1 Distance To Favourite

You can use this entry to determine the minimum and maximum acceptable odds difference to the 1st favourite in the race. The distance can be specified in terms of points or ticks. Ticks are the odds increments specified by Betfair – a full list of which is provided in Appendix A.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

3.3.2.2 Distance to Previous

This entry specifies the minimum and maximum acceptable odds difference to the previous runner in the ranking. The distance can be specified in terms of points or ticks.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

3.3.2.3 Distance to Next

Use this entry to specify the minimum and maximum acceptable odds difference to the next runner in the ranking. The distance can be specified in terms of points or ticks.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

3.3.2.4 Distance to Specific

Use this entry to specify the minimum and maximum acceptable odds difference to the specified runner in the ranking. The distance can be specified in terms of points or ticks.

Set the ranking against which you want to measure the odds difference in the first dropdown box, and set the required distance in the associated text box.

When set to zero, this entry is ignored as a filter.

Note: Enter the minimum distance in the left hand box and the maximum distance in the right hand box.

3.3.2.5 Rank

You can use this entry to ensure that a selected runner has a ranking equal to a specified value, or falls within a specified list.

Acceptable rankings are separated by commas, and may be supplied as single figures (e.g. 3), ranges (e.g. 1-3) or an * (indicating all remaining rankings).

For example:
A ranking of 1, 3-4, 6, * would mean that a runner must rank either 1, 3, 4, 6, 7, 8… in order to pass this filter.

A ranking of 1-3 would mean that the runner must fall within the top 3 in the rankings in order to qualify as a selection.

Clear the entry to disable the filter.

This entry is only activated when manual selections are enabled.

3.3.2.6 Cond Select

The Cond Select (conditional selection) entry allows you to specify ranked selections **in addition** to any manual selections made via the runners grid.

Acceptable rankings are separated by commas, and may be supplied as single figures (e.g. 3), ranges (e.g. 1-3) or an * (indicating all remaining rankings).

For example:
If you want to bet on the 1st and 2nd fav in the race, in addition to any manually selected horses, then you should specify 1,2 (or 1-2) in the Cond Select box.

This entry is only activated when manual selections are enabled.

3.3.3 Runners – Money

3.3.3.1 Min matched

This entry allows you to specify the minimum amount of money that must have been matched on the Betfair market for the specified race. If the minimum matched amount has not been reached, then no bets will be placed.

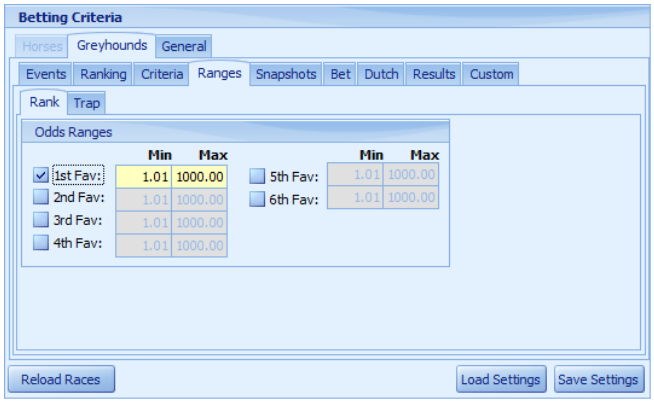
The market is monitored right up to the off, thereby allowing bets to be delayed until there is sufficient liquidity within the market.

When set to zero, this entry is ignored as a filter.

3.4 Ranges

The Ranges tab is used to specify odds ranges for particular runners in a race or odds ranges for particular traps in a race.

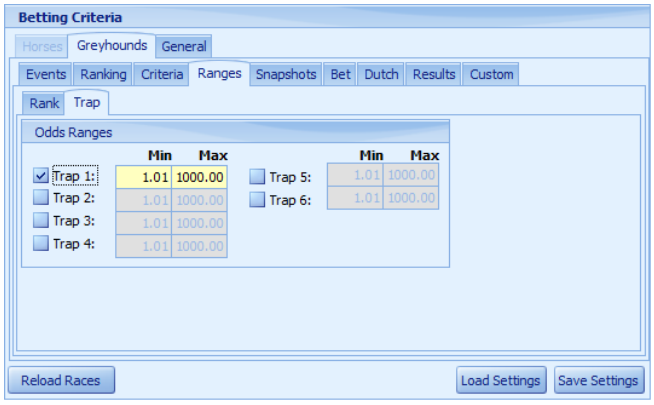
3.4.1 Ranges by Rank



3.4.1.1 Min/Max Odds

To activate the odds range for a given runner, first ensure that the relevant checkbox is ticked. Once ticked, the odds can be entered in the *Min* and *Max* boxes.

3.4.2 Ranges by Trap

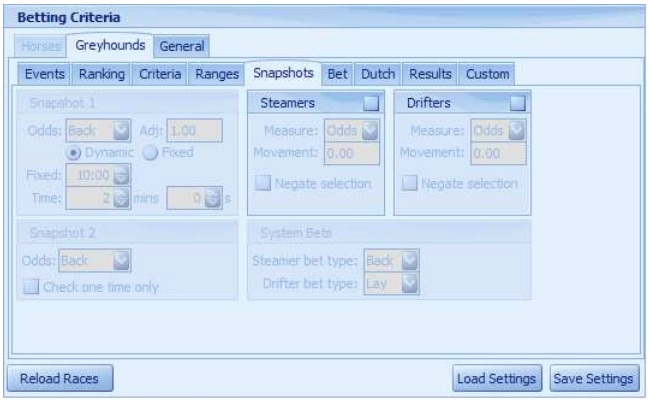


3.4.2.1 Min/Max Odds

To activate the odds range for a given trap, first ensure that the relevant checkbox is ticked. Once ticked, the odds can be entered in the *Min* and *Max* boxes.

3.5 Snapshots

The snapshot functionality allows you to process runners that have shortened in odds (Steamers) and those that have lengthened in odds (Drifters) over a given period of time.



Initially the Snapshot tab looks predominantly greyed-out – the only active elements are the checkboxes in the title bars of the Steamers and Drifters group boxes.

Clicking on either of the checkboxes, activates that element and the overall snapshot functionality.

3.5.1 Snapshot 1

This section allows you to specify the time and type of the first snapshot to be taken.

3.5.1.1 Odds

You can select to take either the current back or lay odds as the first snapshot.

Future enhancements will allow you to take one of two forecasted starting prices as the value of the first snapshot.

3.5.1.2 Adj

This setting allows you to adjust the odds value taken by multiplying it by an adjustment factor. To adjust the odds by 10%, you should enter 1.10.

The entry defaults to 1.0

This will be especially useful, when the forecasted starting prices are implemented in a future release, as you can effectively adjust the forecasted values to take into account the typical difference in odds between bookmaker odds and Betfair odds.

3.5.1.3 Dynamic / Fixed

When set to Dynamic, the Time functions become activated and TheBetEngine will take the first snapshot at a specified time before the start of the race.

When set to Fixed, TheBetEngine will take the first snapshot of ALL races at a specified time.

3.5.1.3.1 Fixed

Specify the time at which you want the first snapshot to be taken. Snapshots will be taken for all races at this time.

3.5.1.3.2 Time

You can use these entries to specify exactly when the first set of odds are recorded in relation to the scheduled start time of the race. Set the time in minutes and seconds in the two available boxes.

3.5.2 Snapshot 2

The second snapshot is taken each time the betting system is processed – i.e. from the time specified as the earliest time to bet (see section 2.8.1.1) up until the actual start of the race.

3.5.2.1 Odds

You can select to take either the current back or lay odds as the second snapshot.

3.5.2.2 Check one time only

When ticked, only one attempt is made to take the second snapshot. If the snapshot does not fulfil the betting criteria then no bets are placed.

However, if this entry is un-ticked, a snapshot is taken each time the odds are checked, thereby allowing the betting criteria are evaluated on an ongoing basis – right up until the start of the race.

3.5.3 Steamers

This section allows you to specify the betting criteria for runners that have steamed (shortened in odds between the two snapshots).

Note: Snapshot odds are always taken from Betfair.

3.5.3.1 Measure

The measure is used to determine how the degree of movement is calculated. Two options are available:

Odds	Movement is calculated as the straight difference between the current odds and the odds recorded at the first snapshot.
%	Movement is calculated as the % difference between the current odds and the odds recorded at the first snapshot. For example, if a horse had odds of 51 at the first snapshot and 26 at the second snapshot, then the % movement would be 50% (this is calculated as if the odds were fractional odds, so 50/1 and 25/1)

3.5.3.2 Movement

Use this entry to determine how much movement needs to have been detected before a selection is classified as a Steamer.

3.5.3.3 Negate Selection

Sometimes you want to ensure that Steamers are deliberately not considered as bets. To achieve this, tick the Negate selection checkbox. This way any qualifying selections that have been detected as Steamers are automatically deselected.

3.5.4 Drifters

This section allows you to specify the betting criteria for runners that have drifted (lengthened in odds between the two snapshots).

Note: Snapshot odds are always taken from Betfair.

3.5.4.1 Measure

The measure is used to determine how the degree of movement is calculated. Two options are available:

Odds	Movement is calculated as the straight difference between the current odds and the odds recorded at the first snapshot.
%	Movement is calculated as the % difference between the current odds and the odds recorded at the first snapshot. For example, if a horse had odds of 26 at the first snapshot and 51 at the second snapshot, then the % movement would be 100% (this is calculated as if the odds were fractional odds, so 25/1 and 50/1)

3.5.4.2 Movement

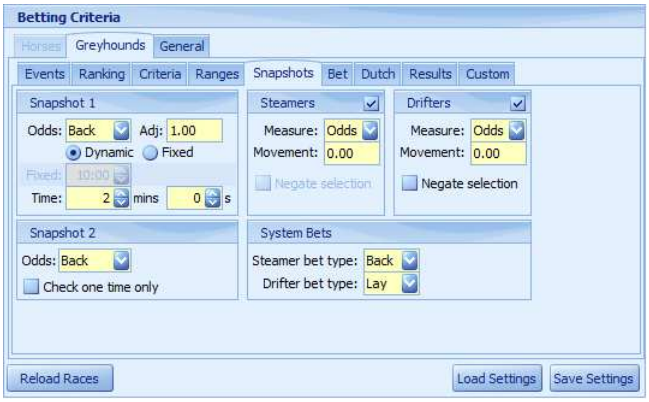
Use this entry to determine how much movement needs to have been detected before a selection is classified as a Drifter.

3.5.4.3 Negate Selection

Sometimes you want to ensure that Drifters are deliberately not considered as bets. To achieve this, tick the Negate selection checkbox. This way any qualifying selections that have been detected as Drifters are automatically deselected.

3.5.5 System Bets

When the overall Bet Type is set to SYSTEM, the System Bets tab becomes activated.



Under System betting, the type of bet placed is determined entirely by the detected movement in odds/book value. Under system betting you can set the type of bet to be placed depending on whether a Steamer or Drifter has been detected.

3.5.5.1 Steamer bet type

This sets the type of bet to be placed when a Steamer is detected. You can select either BACK or LAY.

3.5.5.2 Drifter bet type

This sets the type of bet to be placed when a Drifter is detected. You can select either BACK or LAY.

3.6 Bet

3.6.1 General

This section sets the general parameters that apply to the placing of bets.

3.6.1.1 Bet Time

These entries specify the earliest time at which a bet can be placed on a race. The time is measured as a number of minutes and seconds to the scheduled off – the maximum allowable time difference being 59 minutes and 59 seconds.

Note – this is the earliest time a bet can be placed. The program will continue to check betting conditions right up until the race is actually started and bets will only be placed when all the relevant conditions have been met.

3.6.1.2 Use Odds

You can fine-tune the odds to be used for betting purposes by setting the *Use Odds* option.

These settings relate to the current odds offered by Betfair (for Back bets, these will relate to the Backing odds; for Lay bets, these will relate to the laying odds).

You can select from:

BSP Select BSP to bet with Betfair Starting Prices.

BSP bets can only be placed before the start of a race. If Enable InPlay is ticked (see 2.4.1.14), then bets will be placed after the start of the race and therefore the BSP setting is ignored and Best odds are used instead.

Best Use the best odds currently available.

2nd Use the 2nd best odds currently available.

3rd Use the 3rd best odds currently available.

Exact When set to exact you can type into the accompanying text box, the odds at which you wish to place the bets.

Sure When set to Sure you can increase the chances of getting matched by widening the odds at which bets are placed. Enter the number of ticks to widen the bet into the accompanying text box. Back bets will be placed x ticks lower; Lay bets will be placed at x ticks higher (where x is the number of ticks entered).

Profit When set to Profit you can attempt to take a little extra profit by moving the odds at which bets are placed. Enter the number of ticks into the accompanying text box. Back bets will be placed x ticks higher; Lay bets will be placed x ticks lower (where x is the number of ticks entered).

Note:

- Setting the odds to 2nd or 3rd increases the chances of getting matched first time as you will be requesting odds that are less than the best currently available, and Betfair will always match you at the best odds available at the time.
- For staking plans that use the odds to calculate the stake, the calculation will be slightly off when you select 2nd or 3rd best odds. This is because Betfair may not actually match at the odds requested, instead it may match at better odds.

3.6.1.3 Unmatched

If a bet remains unmatched at the start of a race, then you can select what you want to happen to that bet. You can select from:

Cancel When selected, any unmatched bets are cancelled at the off.
This is the default option.

Keep Any unmatched bets are carried in play (if the market supports in play betting) in the hope that they might get matched.

BSP When ticked, TheBetEngine will place bets on the exchange in a manner that will allow them to be converted to BSP bets if they remain unmatched when the race starts. For races that do not support BSP, then this setting is ignored.

If the betting tab is in TEST mode, the *Unmatched* setting is ignored.

3.6.1.4 Reverse Prices

In markets where there is low liquidity, it is sometimes useful to be able to Back at Lay prices, and Lay at Back prices. Click on the *Reverse Prices* checkbox to activate this function.

Note: this setting works in conjunction with the *Use Odds* option. If you set *Use Odds* to 2 and *Reverse Prices* is ticked, then if you attempt to place a Back bet, it will be placed with odds that equate to the 2nd best Lay odds on offer.

3.6.1.5 Group

When ticked, ALL selections must pass the criteria or no bets will be placed.

When un-ticked, ANY selections that pass the betting criteria will leads to bets being placed.

Note – you can use the *Group* function in conjunction with Dutch Staking to ensure that a dutch bet is placed only if all selections pass the betting criteria.

3.6.1.6 Bet on Joint Favs

If joint favourites are detected, then you can use this checkbox to determine if you want to allow bets to be placed or not.

Ensure the checkbox is ticked to enable betting to take place.

Note – using Bet on Joint Favs, in conjunction with Allow joint favs on the ranking tab, can allow you to fine-tune your betting.

3.6.1.7 Split Stake (JF)

If you have selected to bet on joint favourites (see section 2.8.1.7), then you adjust the stakes placed on any joint or co-favourites.

If the *Split Stake (JF)* checkbox is ticked, the current stake is split evenly between the joint/co-favourites.

If the *Split Stake (JF)* checkbox is not ticked, the current stake is applied to all of the joint/co-favourites (so no splitting takes place).

3.6.2 No. of Bets

This group of settings is used to filter/restrict the number of bets placed.

3.6.2.1 Min/Max Bets

If you want to restrict betting to only those occasions where the number of selections falls within a specified range, then you can set the Min/Max number of selections that you want to filter on.

When dutch betting (see section 3.6.4) with a potentially unknown number of selections, you can use the *Min/Max bets* filter to allow/prevent betting depending on the number of bets that would be placed.

The default settings are Min: 1 and Max: 50

For example:
If you set the *Min/Max* to 2 and 3 respectively, then bets will only be placed if the number of selections is 2 or 3. If the number of selections is 1 or greater than 3, then no bets will be placed.

3.6.2.2 Max %

Use this setting to prevent bets from being placed on this particular race if the number of selections exceeds a specified % of the field.

The default setting is 100%, thereby allowing you to bet on the entire field if you so desire.

For example:
If you are betting in races with 8 runners and you only want to bet if the number of selections is 4 or less, then set the Max % to 50. If the number of selections is 5 or greater than bets will not be placed as the number of selections would make up at least 62.5% of the field.

3.6.2.3 Stop after

With manual betting systems, TheBetEngine monitors the betting criteria right up until the race starts, enabling selections to become bets as and when they meet the criteria.

You can tell TheBetEngine to stop processing selections after the first x bets have been identified by setting the *Stop after* option.

If *Stop after* is set to zero, then it is ignored.

For example:
Imagine you manually selected a number of dogs in a race, but only wanted to bet on one of them if they were the current favourite. If *Stop after* is set to zero, then TheBetEngine might place more than one bet if a second dog suddenly became the favourite. However, with *Stop after* is set to 1, no further monitoring would take place after the first dog was detected as a bet, thereby ensuring that only a single bet was placed.

3.6.3 E/W Betting

This allows you to determine what proportion of your stake should be applied to each part of an each-way bet.

To activate E/W betting, both the Win and Place markets need to be loaded (see section 2.1.3), and the checkbox in the top right hand corner of the grouping box needs to be ticked.

Use the entries to enter a % value that should be applied to the Win portion of the bet, and another % to be applied to the Place portion of the bet.

Both entries can be set to any value between 1% and 100%. If the value of the stake on the Win market falls below 0.01 then no bets will be placed (either on the win market or the place market).

If you wish to place E/W bets, you need to ensure that both Win and Place markets are loaded into the Race grid (see section 3.1.3).

You can enter a figure in the *Odds Limit* field. This has the following effect:

1. For back bets, if the odds on the **win** market are **less** than the odds limit specified, then the place element of the E/W bet will not be placed.
2. For lay bets, if the odds on the **win** market are **greater** than the odds limit specified, then the place element of the E/W bet will not be placed.

Note: Both markets need to be displayed on the race grid, but you only need to make your manual selection against the Win market – the Place portion of the bet will be placed by TheBetEngine automatically.

3.6.4 BSP Betting

This section contains parameters that are applied against any bets placed at Betfair Starting Prices (BSP).

BSP bets are bets placed before a race starts but is not matched until after the start of the race, when the Betfair starting prices are known.

BSP best are only activated when the *Use Odds* setting (see section 3.6.1.2) is set to BSP.

Note – this does not apply to bets that are converted to BSP bets if they remain unmatched at the start of a race (see section 3.6.1.3)

3.6.4.1 Odds limit

You can use this entry to specify the odds limit that applies to the impending BSP bet.

For back bets, the odds limit is the minimum acceptable odds. If the BSP is greater than the specified value, then the bet will be placed and is guaranteed to be matched. If the BSP is equal to the specified value, then the bet will be placed but is not guaranteed to be matched (this depends on the money available within the market).

For lay bets, the odds limit is the maximum acceptable odds. If the BSP is less than the specified value, then the bet will be placed and is guaranteed to be matched. If the BSP is equal to the specified value, then the bet will be placed but is not guaranteed to be matched (this depends on the money available within the market).

The matching rules for BSP bets are set by Betfair.

3.6.4.2 Liability

Lay betting at BSP could leave you with an unlimited liability (as the BSP is not actually known until the race starts).

As a protective measure, TheBetEngine asks you to specify a liability for all BSP bets. The default is set to the minimum liability accepted by Betfair for BSP betting.

All BSP lay bets will be placed with the specified liability unless:

3. The liability is overridden in the Runners grid (see section 5.2.4).
   OR
4. *BSP for checks* is ticked on the *Criteria* tab. In this case, TheBetEngine uses the projected BSP value (Betfair's current guess at what the BSP is likely to be) to calculate the liability.

Use the options below to dictate what should happen if the stake/liability of the bet falls outside of the accepted range:

3.6.4.3 Below min

If the stake/liability of the BSP bets falls below the minimum allowed by Betfair, then you can select to either discard the bet or adjust the stake/liability to the minimum acceptable level. The default is to discard the bet.

3.6.4.4 Above max liability

If the liability of BSP lay bet exceeds the liability specified in the *Liability* box, then you can select to discard the bet, adjust the liability to the stated value, or explicitly allow the bet to be placed (note – in effect this last option removes the protection imposed by the *Liability* setting.

3.7 Dutch

Dutch betting involves placing bets on more than one selection in any given race, either to a defined stake or to a defined profit for back bets; or to a defined liability or to a defined profit for lay bets.

To enable the dutch betting options, tick the checkbox on the top left hand corner of the tab.

3.7.1.1 Stake/Profit

For back bets, you can now choose whether to dutch to a fixed stake or a fixed profit:

Stake — When dutching to a fixed stake, TheBetEngine uses the odds of the current selections to determine the value of the stakes to be applied. The total value of the stakes will add up to the default stake that you have set for the staking plan.

Note: With recovery staking in operation, dutch betting to a fixed stake will not necessarily result in the recovery of any losses (as the recovery is used to determine the stake value only).

Profit — When dutching to a fixed profit, TheBetEngine will calculate the required stakes in order to give the defined profit if any of the selections win the race. The profit is determined by the value given to the default stake that you have set for the staking plan.

For lay bets, you can choose whether to dutch to a fixed stake or a fixed liability:

Stake — When dutching to a fixed stake, TheBetEngine will calculate the required stakes in order to give the defined profit if all of the selections lose the race. The profit is determined by the value given to the default stake that you have set for the staking plan.

Liability — When dutching to a fixed liability, TheBetEngine uses the odds of the current selections to determine the value of the stakes to be applied. The total liability (i.e. the potential loss if one of the selections wins) will equal the default stake that you have set for the staking plan.

3.7.1.2 Max multiplier

When dutching to a target profit, the stakes involved can become extremely large, depending on the odds on offer. To prevent excessively large stakes from being used, you can set the max multiplier.

The max multiplier takes the target profit and multiplies it by the specified value – this gives a maximum acceptable total stake that can be used in the dutch bets. If the calculated total stake exceeds the maximum acceptable total stake, then no bets are placed.

For example:
If the target profit was set at £50 and the max multiplier was set to 3.0, then the maximum acceptable total stake would equal £150. If the total stake exceeded £150, then no bets would be placed.

3.7.1.3 Book Value

The book value equates to the likely probability of your dutch bets generating a positive result. It is calculated as the sum of (100 / odds), so if you had three selections with odds of 3.0, 5.2 and 6.5 then the calculated book value would be:

(100 / 3.0) + (100 / 5.2) + (100 / 6.5) = 67.95

For a back bet to yield a positive result, the book value should be less than 100.

If lay betting on the entire field then the book value must be greater than 100.

You can set the *Min* and *Max* book values for both back bets and lay bets or set the values to zero if you want to ignore them.

3.7.1.4 ROI

When dutch betting, TheBetEngine will only place bets if the outcome is capable of generating a profit.

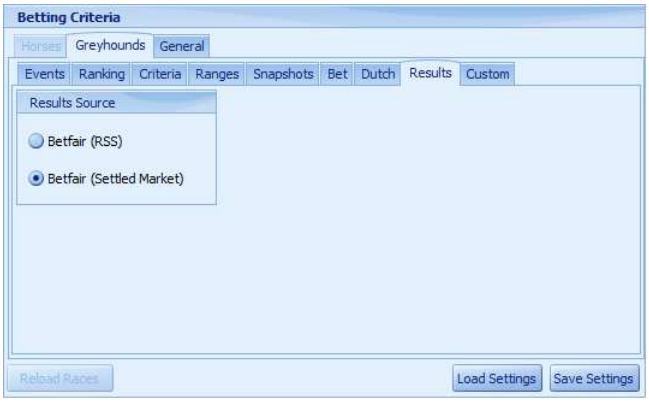
When backing, you can specify the minimum and maximum Return On Investment (ROI) that you are willing to accept before bets are placed by entering the required % return into the *Min* and *Max* text boxes.

If you do not want to set a minimum ROI, then set the *Min* value to zero.

If you do not want to set a maximum ROI, then set the *Max* value to zero.

The ROI is ignored for lay bets.

3.8 Results



Note: If betting live, then the most accurate results are obtained by setting the *Results* source to Betfair (Settled Market). This is recommended for live operation.

If the initial published winner and the final published winner of the race are different, then the result will be displayed in red on the Race grid.

The Results tab is used to determine exactly how the winner for a particular race is determined. There are two options:

3.8.1 Betfair (RSS)

This method determines the winner by analysing the output of the Betfair Results Service.

If a result is not received within the time specified in Settings/General (see section 1.2.2.1.19) then TheBetEngine will disregard the current bets and move on to the next race. This is to prevent TheBetEngine from becoming stuck waiting for a result that never gets published.

Note: Unfortunately it has been known for the results to be published incorrectly (and subsequently corrected). TheBetEngine does it's best to guard against this, but there will be times when a race is settled wrongly due to the wrong result being published.

If Enable fast dog results is enabled in Settings/General, then TheBetEngine will use an alternative source for the dog results. These results are published much quicker than the Betfair Results Service, so use of the fast dog results is recommended if you are not using the Settled Market.

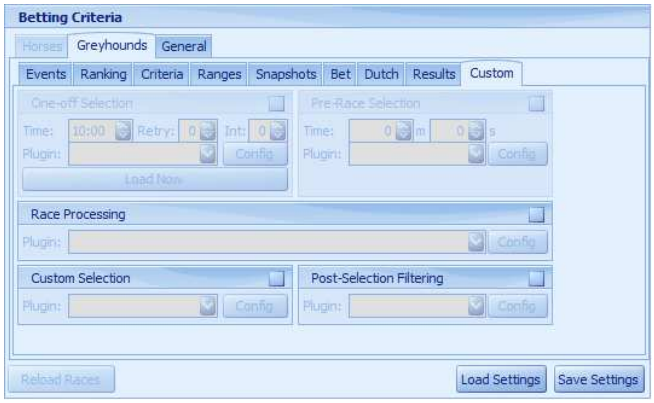
3.8.2 Betfair (Settled Market)

Whilst slower, this method is 100% accurate as the winner is only determined when the betting market has been settled by Betfair.

As this method depends on examining the results of bets placed on the live market, this method can only be used when the program is in LIVE mode.

If you are running in TEST mode with the *Results* source set to Betfair (Settled Market) then TheBetEngine will use Betfair (RSS) instead.

3.9 Custom



The Custom tab allows you to use TheBetEngine plugins – specifically designed elements of custom processing – in order to either further filter the current selections, or to determine selections according to some pre-defined criteria.

3.9.1 One-off Selection

The *On-Off Selection* plugin is designed to determine selections from an external source at a pre-defined time. This may include downloading selections from an external source.

For example:
You could use a plugin to retrieve selections from a tipster who provides tips at a set point each day.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

You can select the time at which the plug-in will be activated through the time setting (or click on Load Now to load the run the plugin immediately)

Any on-off selection plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

3.9.2 Pre-Race Selection

The *Pre-Race Selection* plugin is designed to determine selections (generally from an external source) in the immediate run up to the scheduled start of a race.

For example:
You could use a plugin to retrieve selections from a tipster that only published selections in the run-up to each race.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any pre-race selection plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

3.9.3 Race Processing

The *Race Processing* plugin is designed to determine selections by applying further betting criteria against each of the runners in the race.

For example:
You could use a plugin to allow multiple odds ranges to be selected (make sure you tick the Omit odds range check option on the Criteria tab!) or to check that only a certain number of runners had odds below a certain value.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any race processing plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

3.9.4 Custom Selection

The *Custom Selection* plugin is designed to create a set of custom selections.

For example:
You could create your own mechanism for determining selections, package it into a *Custom Selection* plugin, and then provide the plugin without anyone being able to determine your selection method.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any custom selection plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

3.9.5 Post-Selection Filtering

The *Post-Selection Filtering* plugin is designed to apply further checks to the selections that have been identified by the standard selection criteria.

For example:
You could use a plugin to determine the selection with the lowest back odds, or check that the maximum combined odds of your selections do not exceed a set value.

To enable, click on the check box in the title bar. To disable, un-tick the check box.

The plugin will be enabled before each race – you can specify the time in terms of minutes/seconds before the start of the race in the time setting.

Any post-selection filtering plugins that have been installed will appear in the dropdown list box. Select the required plugin and then click on *Config* (if enabled) to enter any required parameters.

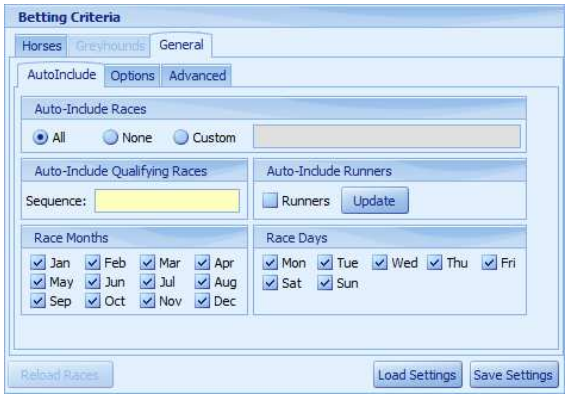
4 General Betting Criteria

This selection contains options that relate to the betting system as a whole.

It is split into two sections:

- Auto-Include
- Options

4.1 Auto-Include



4.1.1 Auto-Include Races

You can determine whether races in the race grid are automatically included through use of the Auto-Include functionality:

All — When set to All, all of the races in the race grid are automatically included for betting purposes when the races are loaded.

This setting should be used for most automatic betting systems.

None — When set to None, no races in the race grid are automatically included for betting purposes when the races are loaded. Instead you have to manually select which races to include.

This setting should be used for most manual betting systems, where selections are made by hand.

Custom — When set to custom, you can specify which races are to be included for betting purposes.

You specify the required races in the text box, which is activated when *Custom* is selected.

To specify the required races, just enter the race numbers separated by commas. For example, 1,2,3 would include just the first three races loaded into the grid.

You can specify a range of races by separating two numbers by a dash. For example, 4-7 would automatically include races 4, 5, 6, and 7 in the race grid.

Finally, you can specify all remaining races by entering an asterisk (*). For example, 1,3,5,* would include races 1, 3, 5, 6, 7, 8….right through to the last race in the grid.

For example:
Entering 1, 3, 5-8, 12, * into the text box would result in races 1, 3, 5, 6, 7, 8, 12…right through to the last race in the grid.

4.1.2 Auto-Include Qualifying Races

This function can be used to determine what to do when a qualifying race is detected. For example, you could use it to prevent betting on the first 4 races and start betting on the 5th race.

This is achieved by specifying a series of stake multipliers in the Sequence box. These stake multipliers are entered as decimal numbers separated by the pipe (|) character.

For example:
If you want to bet on the first 6 qualifying races with a single unit stake, then you would enter the sequence as:

1|1|1|1|1|1

To prevent betting on any given qualifying race, set the entry to zero.

For example:
If you want to prevent betting on the first 2 qualifying races and then bet on the next 4 qualifying races, you would enter the sequence as:

0|0|1|1|1|1

If there finite number of entries in the sequence then TheBetEngine will only bet on that number of qualifying races. However, if you want to continue betting after the end of the defined sequence, then you should end the sequence with an asterisk (*). TheBetEngine will then use the previous stake multiplier for all further bets.

For example:
If you want to prevent betting on the first 2 qualifying races and then bet on all remaining qualifying races, then you would enter the sequence as:

0|0|1|*

Finally, you may enter any stake multiple in the sequence.

For example:
If you want to bet using single unit stake on the first qualifying race, a 2.5 unit stake on the second qualifying race and then 5 units on all remaining races, you would enter the sequence as:

1|2.5|5|*

4.1.3 Auto-Include Runners

You can choose to automatically select all runners in each race by ticking the Runners checkbox.

When TBE loads the races and runners, it will automatically select all runners in each race.

If the races have already been loaded, you can use the Update button to select all of the runners in the current races.

4.1.4 Race Days

For systems that automatically include races (see section 4.1.1), you can control the days on which the auto-inclusion takes place.

Auto-inclusion is disabled for all days that are not ticked.

4.1.5 Race Months

For systems that automatically include races (see section 4.1.1), you can control the months on which the auto-inclusion takes place.

Auto-inclusion is disabled for all months that are not ticked.

4.2 Options

4.2.1 Horse Numbering

By default, UK/IRE races do not display their saddlecloth numbers. You can change this behaviour by ticking the *Display horse numbers* option.

If you want to horses to be sorted by horse number in the Runners grid, then you should tick *Sort by horse numbers*.

4.2.2 Matching (Back Bets)

To maximise the chances of back bets being matched, you can tick the *Maximise chances* checkbox. This places all back bets with odds of 1.01 and leaves Betfair to match the bets at the best odds available.

When not ticked, bets are fired in at the odds specified in the Betting Criteria settings – see 0.

You can disable this feature for below minimum stake bets by ticking the *Below Min Disable* checkbox.

4.2.3 Skip Races

Sometimes you want to skip a number of races depending on the outcome of the previous race.

To skip races after a Win, set the On Win option. Set the value to zero to disable this function.

To skip races after a Loss, set the On Loss option. Set the value to zero to disable this function.

4.2.4 Selection File

4.2.4.1 File Prefix

By default, TheBetEngine will take the name of the current betting tab, append the current date and use that as the default name when saving or loading selection files.

You can override this behaviour by entering the required file prefix into the text box. TheBetEngine will still append the current date when creating the default name.

This can be useful for re-using selection files with different betting criteria.

For example:
If your betting system was called TopThreeRatedNoDutch, then the default name for the selection file would be TopThreeRatedNoDutch_yyyyddmm.csv

However, imagine that you wanted to re-use the TopThreeRated file (in use on another system, say), then you could enter TopThreeRated into the File Prefix box. TheBetEngine would then use TopThreeRated_yyyymmdd.csv as the default name of the selection file.

4.2.4.2 Adjust Times

When the *Adjust Times* checkbox is ticked, any race that starts before 11:00 will be automatically adjusted by+12 hours (this enables the use of selection files where the time format is not given in 24 hour time).

For example:
With the *Adjust Times* checkbox ticked, a race time of 8:45 would be converted to 20:45; however, a race time of 11:30 would remain as 11:30.

4.2.4.3 Duplicates

The *Duplicates* option alters the way that duplicate selections in a selection file are handled.

With the *Duplicates* checkbox un-ticked, then duplicate selections are effectively ignored and any overrides applied will be taken from the last entry in the file.

For example:
If the selection file contained two entries for horse A – one with no override on the odds range; the other with an overridden odds range – then the overrides from the last entry would be used).

With the *Duplicates* checkbox ticked, then duplicate selections are treated differently. The main overrides are still derived from the last entry in the file, but the number of units for the bet is increased automatically.

For example:
If the selection file contained two entries for horse A – both with no override on the no. of units to be used for betting – then the number of units would bet set to 2 (i.e. 1 unit each for both of the bets).

If the selection file contained two entries for horse B – one with the no. of units set to 2 and the other with the number of units set to 3 – then the number of units would be set to 5 (i.e. the sum of 2 + 3).

Duplicates are ignored when dutch betting is enabled.

4.2.5 Auto-Activation

By default, TheBetEngine will never reactivate manual tabs – as they generally require selections to be entered by hand.

However, when the *Auto* checkbox under the Runners grid is ticked (see section 5.6), TheBetEngine will automatically load any saved selections from file. You may want to auto-activate the tab when the selections have been loaded.

By ticking the Activate manual tab checkbox, TheBetEngine will automatically set the tab to active when the tab is loaded.

This can be useful in two main circumstances:

1. You want to auto-load selections from file and activate the tab automatically (especially in the case of power failure)
2. You are using a plugin that automatically makes its selections by processing a number of manual selections, or all manual selections when used with *Auto-Include Runners* (see section 4.1.2).

4.2.6 Auto-Hide

It is possible to remove deselected races from the race grid via the race grid context menu (see section 1.4.1.1.2).

With *Auto-Hide* ticked, deselected races are automatically hidden from view when the betting tab is set to ACTIVE (unless there are no selected races – in which case, all races will remain on display).

When the betting tab is set to INACTIVE, then all of the races will be displayed once more.

Note:
If you are using a custom plug-in to download selections, then the automatic hiding of deselected races will take place only once the selections have been downloaded successfully.

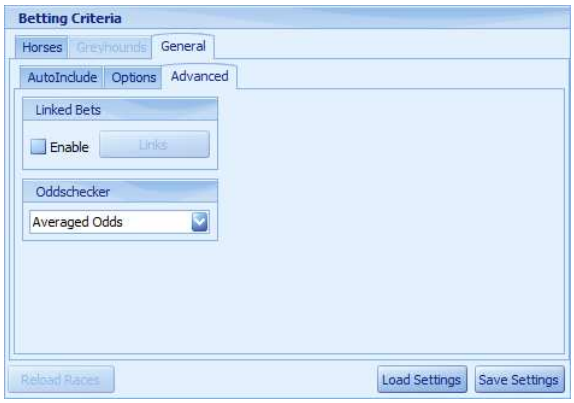
4.2.7 Skip InPlay

When betting InPlay, it is sometime undesirable to monitor the whole of the race for qualifying bets. You can tell TheBetEngine to stop monitoring the race at a specified time by setting the Skip InPlay option.

Just enter the point after which TheBetEngine should no longer place bets – this is specified as the number of seconds after the off.

Note:
TheBetEngine must have been monitoring the start of the race in order for this to work as the start time can only be recorded if TheBetEngine is actively monitoring the race.

4.3 Advanced

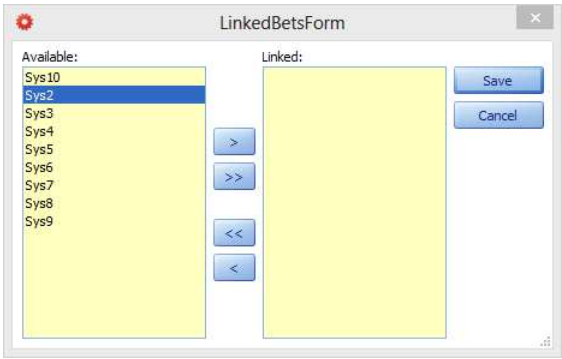


4.3.1 Linked Bets

Whilst the default mode for TheBetEngine is for all betting tabs to operate totally independently of each other, the *Linked Bets* functionality allows you to tie the betting of one tab to another tab.

If a bet is placed on a given selection on one tab, then it will not appear as a bet (regardless of whether it qualifies) on a linked tab.

When *Linked Bets* is enabled, the Links button becomes active. When you click on the Links button, a dialog box appears:



Available betting tabs are listed on the left hand side and linked betting tabs are listed on the right hand side. To move specific tabs between the boxes, highlight the required tabs and click on the movement buttons:

Moves the selected item from Available to Linked

Moves all items from Available to Linked (i.e. clears the Available list)

Moves all items from Linked to Available (i.e. clears the Linked list)

Moves the selected item from Linked to Available

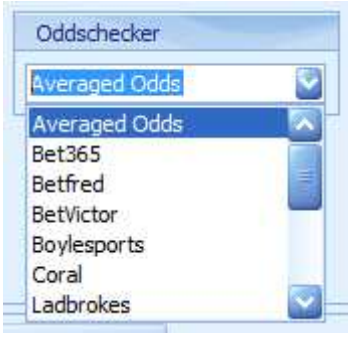
Note:
For linked tabs to work correctly, both sides of the link must be established. So, for example, if you want to

link betting tabs 1 and 2, then you set up the required links on both of the betting tabs, i.e. betting tab 1 must be set up to link to betting tab 2; and betting tab 2 must be set up to link to betting tab 1.

4.3.2 Oddschecker

By default when using Oddschecker for gathering the live odds, TheBetEngine will average the odds offered by the major bookies.

However, you can fine-tune this to provide the odds from a single bookie – just select the desired bookie from the dropdown list.



5 Manual Selections

If you want to enter selections into TheBetEngine manually, then you need to ensure that the betting tab is set up for manual operation.

To do this, go to the Ranking tab and set the Selection Type to Manual.

When the Selection Type is set to Manual, the runners' grid becomes activated:

This grid allows you to select individual runners to be considered as potential bets, as well as specifying particular criteria that may be applied to those runners.

Non-Runners are shown greyed out on the grid.

5.1 Defaults

With no overrides selected, three columns are displayed:

5.1.1 Selected

You can then select individual runners by clicking the checkbox next to the runner's name.

To select/deselect all the runners, you can click on the header (blank square) above the checkboxes.

5.1.2 Must run (MR)

The MR column on the racing grid is used to flag runners that must run in the race in order for a bet to be placed.

To flag a runner as Must Run, click on the checkbox in the MR column next to the runner's name.

5.1.3 Forecasted Prices (FC)

This is a display only field (it cannot be overwritten) and shows the early forecast prices for the selection.

5.2 Overrides

When the *Enable Overrides* checkbox is ticked under *Settings* (on the *General* tab), and additional set of criteria become available. These criteria are considered against the specified runner when the betting criteria are being evaluated. These criteria take precedence over the general betting criteria specified for the particular betting system – hence the term, *Overrides*.

15:20 Kempton (1m2f Hcap)

Today's Runners

Name	MR	FC	Rsv	Stake	Liability	BSPLiab	BSPLimit	Units	MinR	MaxR	MinO	MaxO
Flamborough Breeze		3.25	0	0	0	0	0	0	0	0	0	0
Gaelic Silver		5.50	0	0	0	0	0	0	0	0	0	0
Tadabeer		34.00	0	0	0	0	0	0	0	0	0	0
Flying Trader		5.00	0	0	0	0	0	0	0	0	0	0
Princess Icicle		6.00	0	0	0	0	0	0	0	0	0	0
Turned To Gold		67.00	0	0	0	0	0	0	0	0	0	0
Ashkalara		26.00	0	0	0	0	0	0	0	0	0	0
Rosselli		21.00	0	0	0	0	0	0	0	0	0	0
Any Given Dream		13.00	0	0	0	0	0	0	0	0	0	0
Super Duplex		7.00	0	0	0	0	0	0	0	0	0	0

Load Selections | Auto | Save Selections

5.2.1 Reserve (Rsv)

Reserve selections are selections that get promoted to actual selections if any of the current selections becomes a non-runner. Specify the order of the reserves to be promoted by numbering the required reserve selections from 1 upwards.

When a selected horse becomes a non-runner, the first reserve (the selection with a reserve of 1) is promoted to an actual selection, and the remaining reserve selections are renumbered accordingly.

5.2.2 Stake

If you want to specify a specific stake to be used for a bet on this selection, enter the required stake in the *Stake* column.

5.2.3 Liability

If you are using a liability staking plan and you want to override the particular liability for a selection, enter the required liability into the Liability column.

5.2.4 BSPLiability

If you are placing a BSP lay bet, you can set the liability to be used for this particular bet in the BSPLiab column. . This overrides the value specified in the *BSP Options* on the *Bet* tab.

Note: BSP bets are only placed if the *Use Odds* setting on the *Bet* tab is set to BSP, or the *UseO* override is set to a value of -1.

5.2.5 BSPLimit

If you are placing a BSP bet, then you can use the BSPLimit column to override the odds limit that is placed on the bet. This overrides the value specified in the *BSP Options* on the *Bet* tab.

For back bets, the BSP bet will only be matched if the odds are greater than or equal to the specified value.

For lay bets, the BSP bet will only be matched if the odds are less than or equal to the specified value.

Note: BSP bets are only placed if the *Use Odds* setting on the *Bet* tab is set to BSP, or the *UseO* override is set to a value of -1.

5.2.6 Units

Sometimes, rather than specifying a specific stake, you actually want to bet in terms of units. Enter the number of units required for the bet in the *Units* column – TheBetEngine will then multiply the default stake by the number of specified units in order to determine the stake to be used.

5.2.7 Minimum/Maximum Runners (MinR/MaxR)

If you want to prevent a bet from taking place unless there are at least a specified number of runners in the race, enter the required minimum number of runners into the *MinR* column.

If you want to prevent a bet from taking place is the number of runners exceeds a certain number, then you can enter the required maximum number of runners into the *MaxR* column.

5.2.8 Minimum/Maximum Odds (MinO/MaxO)

Entering a value into the *MinO* column ensure that a bet is only made if the current odds are greater than or equal to the specified odds.

Entering a value into the *MaxO* column ensure that a bet is only made if the current odds are less than or equal to the specified odds.

5.3 Advanced Overrides

When the *Enable advanced overrides* checkbox is ticked under *Settings* (on the *General* tab), even more criteria become available. These criteria are considered against the specified runner when the betting criteria are being evaluated. These criteria take precedence over the general betting criteria specified for the particular betting system.

15:20 Kempton (1m2f Hcap)

Today's Runners

Name	MR	FC	Rsv	Stake	Liability	BSPLiab	BSPLimit	Units	MinR	MaxR	MinO	MaxO	Live	UseO	Rev	Rating	Rank	MinW	MaxW	MinP	MaxP	CSel	Sub
Flamborough Breeze		3.25	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Gaelic Silver		5.50	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Tadabeer		34.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Flying Trader		5.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Princess Icicle		6.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Turned To Gold		67.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Ashkalara		26.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Rosselli		21.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Any Given Dream		13.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		
Super Duplex		7.00	0	0	0	0	0	0	0	0	0	0		0		0		0	0	0	0		

Load Selections | Auto | Save Selections

5.3.1 Live

This override is not currently implemented and should be left un-ticked.

5.3.2 UseO

If you want to change the odds used for betting on a particular selection, then you can enter it via the UseO column.

The column can contain the following values:

-1	BSP
0	Use the Use Odds setting on the Bet tab
1	Best Odds
2	2nd Best Odds
3	3rd Best Odds

5.3.3 Rev

This override is not currently implemented and should be left un-ticked.

5.3.4 Rating

This override is not currently implemented and should be left as zero.

5.3.5 Rank

If you want to make a selection only if it has a certain ranking (e.g. 1st fav, 3rd fav, etc) then you can enter the required ranking here. The ranking may be entered as a single value, a list, or a range, as per the standard *Rank* feature (see section 2.4.2.5)

5.3.6 MinW/MaxW

If you are betting on the place market and you want to make a selection only if the odds on the win market are within a certain range, then you can enter the required values into the *MinW/MaxW* columns.

5.3.7 MinP/MaxP

If you are betting on the win market and you want to make a selection only if the odds on the place market are within a certain range, then you can enter the required values into the *MinP/MaxP* columns.

5.3.8 CSel

The CSel (Conditional Selection) column is used to denote a potential selection – a potential selection that will only become a full selection if it is ranked as specified in the column. The ranking may be entered as a single value, a list, or a range, as per the standard *Cond Select* feature (see section 2.4.2.6)

The selection should NOT contain a tick in the *Included* column.

5.3.9 Sub

This override is not currently implemented and should be left blank.

5.4 Loading selections

To load some previously saved selections, click on the Load Selections button. A dialog box will appear and you will be prompted to select the selection file to be loaded.

If the file is not located in the current folder, then you can use the dialog box to navigate to the required folder before selecting the file.

TheBetEngine will remember the last folder used and will open that folder the next time you go to load a file.

5.4.1 Loading multiple selection files into a single betting tab

If you want to load another selection file into the same betting tab, but **not** overwrite the existing selections, then you should hold down the SHIFT key whilst you click on the Load button.

5.5 Saving selections

Once you have made your selections, you can save the selections to a file by clicking on the Save Selections button. A dialog box will be displayed so you can enter the filename for the saved file. By default, the filename will be set to the name of the current betting tab.

By default, TheBetEngine will save the selection file in the Selections folder. If you want to change the folder, you can use the dialog box to navigate to the required folder before saving the file.

TheBetEngine will remember the last folder used and will open that folder the next time to go to save a file.

5.6 Auto-Save/Load

You can select to automatically save the selections to a file by clicking on the Auto checkbox. In this case, the selections will be saved to a file (with the filename set to the name of the current betting tab) once the status is changed to ACTIVE.

If the Auto checkbox is ticked, then the next time the program starts up, it will look for a selections file and attempt to load it automatically. This is useful when you want to restart the program, but do not want to repeat the selection process.

When combined with the auto-activation of manual tabs (see section 4.2.4.2), this allows you to automatically reload and activate individual manual betting systems.

6 E/W Betting

When you wish to place E/W bets, you need to ensure that both Win and Place markets are loaded (i.e. ensure that the Win and Place checkboxes are ticked on the Events tab).

E/W betting is enabled on the *Bet* tab (see sections 2.8.3 and 3.6.3).

Note:
You can change the relative proportions of the stake applied to both the Win and Place markets by setting a % value in the relevant text boxes. Entries can vary between 1% and 100% on each market. If the stake on the Win market falls below 0.01 then no bets will be placed (either on the Win market or the Place market).

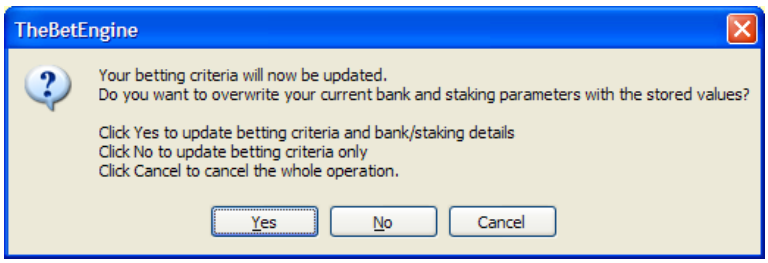
Both markets will be displayed on the race grid, but you only need to make your manual selection against the Win market – the Place portion of the bet will be placed by TheBetEngine automatically.

7 Loading and Saving Betting Criteria

7.1 Loading betting criteria

You can load some previously saved betting criteria by clicking on the Load Settings button. This will display a dialog box where you can specify the file to be loaded.

When the betting criteria file has been selected, another dialog box will appear:



Clicking on the Yes button will overwrite the current settings for staking plan, virtual bank, stake and recovery cycle information with the values saved in the betting criteria file.

Clicking on the No button will only update the betting criteria, leaving the staking plan, virtual bank, stake and recovery information untouched.

Clicking on Cancel returns you to the file selection dialog box.

For example:
You can set up betting criteria associated with a specific race course and then only load those criteria when races are being held at that particular course. By loading up the staking information, you can effectively pick up where you left off when you were betting on this course previously.

7.2 Saving betting criteria

Once your betting criteria have been set-up, you can choose to save them to a file.

Click on the Save Settings button to open up a dialog box where you can specify the name of the file that you wish to save.

By default, the betting criteria are saved using a filename that corresponds to the current betting system tab name, although you can specify a different name if required.

In addition to the betting criteria, the current staking plan, virtual bank, stake and recovery cycle information is also saved.

8 Staking and Staking Plans

TheBetEngine comes with a number of in-built staking plans to allow you to get the most out of your betting activities.

Separate staking plans are provided for both Back bets and for Lay bets.

To configure any of the staking plans, click on the Configure button in the Staking area. A configuration dialog box appears (one for Back bets; one for Lay bets) which allows you to set a virtual bank and to fine-tune the parameters associated with each staking plan.

8.1 Virtual Bank

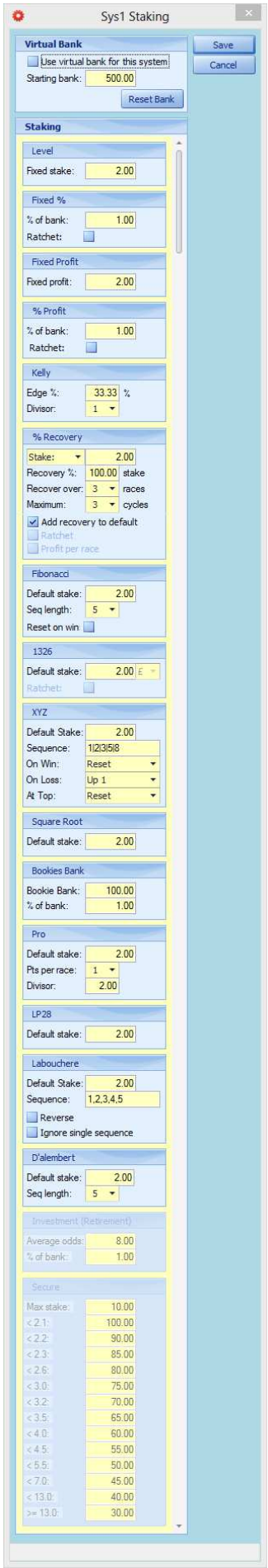
It is possible to measure the success of a given betting system through the use of a virtual bank. With a virtual bank, all profit/losses are recorded against the virtual bank and the bank balance is updated accordingly.

A virtual bank can be operated in both LIVE and TEST modes.

To set-up a virtual bank, click on the *Use virtual bank for this system* checkbox and enter a value in the *Starting bank* box. The virtual bank will be set-up when the *Save* button is clicked.

To reset a virtual bank, enter the required reset value into the *Starting bank* box and click on the *Reset Bank* button. You will be prompted to confirm that you wish to reset the bank. The bank will be updated when you exit the dialog box.

8.2 Staking Plans for Back Bets



8.2.1 Level

All bets are placed using the same stake.

To set-up the stake, enter a value into the *Fixed stake* box.

8.2.2 Fixed %

All bets are placed as a % of the current bank.

If operating with a virtual bank, then the % is taken against that bank. If no virtual bank is in operation, then the % is taken against the current balance on the Betfair user account.

If *Ratchet* is ticked then the current stake is retained on a loss and the stake only increases if the bank increases.

Enter the % required in to the *Fixed %* box.

8.2.3 Fixed Profit

All bets are placed with a stake that will generate the required level of profit. As such, the stake will be wholly dependent upon the odds of the selected runner and, thus, the stake will appear as TBD in the *Next Stake* box as it can only be determined at the time the bet is placed.

Enter the required profit into the *Fixed profit* box.

8.2.4 % Profit

All bets are placed with a stake that will generate a profit that is equivalent to the specified % of the bank.

If operating with a virtual bank, then the % is taken against that bank. If no virtual bank is in operation, then the % is taken against the current balance on the Betfair user account.

The stake will be wholly dependent upon the odds of the selected runner and, thus, the stake will appear as TBD in the *Next Stake* box as it can only be determined at the time the bet is placed.

If *Ratchet* is ticked then the current stake is retained on a loss and the stake only increases if the bank increases.

Enter the required profit as a % of the bank into the *% profit* box.

8.2.5 Kelly

The Kelly staking plan is a complex plan which divides opinion within the betting community. The plan is based around the concept of value bets – where your ability to estimate the probability of a successful bet is better than the bookmakers.

TheBetEngine calculates the stake required for a particular bet, based on the value of the "edge" that you calculate that you have over the bookmaker.

In certain cases, the stakes calculated by the Kelly method can be quite high, so a general divisor can be specified to scale back the stakes to a more sensible size.

Stakes are calculated against the current value of the bank, or the current virtual bank (if one is in operation).

You can specify the following values:

Edge	Specify the % edge that you have over a bookmaker's estimates.
Divisor	Enter the scaling divisor to be used to scale back the size of the bets and prevent stakes from getting too large.

8.2.6 Secure

The Secure staking plan is a specific-example of a banded staking plan, where the value of the stake placed depends entirely on the odds of the selection.

In the secure plan, the odds bands are fixed, but you can adjust the staking levels against each band.

You can specify the following values:

Max Stake	Effectively the default stake. This is the stake that will be used if 100% of the stake is applied to the bet.
Stake %	The % of the max stake to be applied if the odds of the selection are **less than** the specified odds limit. The % that can be entered is limited to 100%.

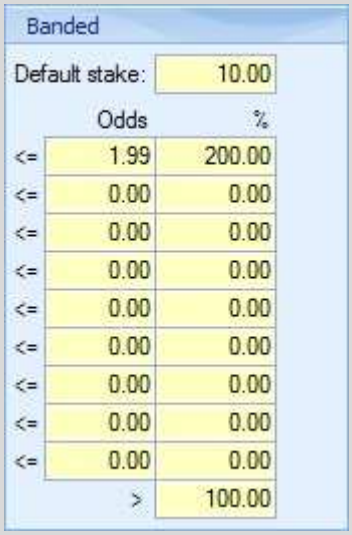
8.2.7 Banded

The Banded staking plan is a plan where the value of the stake placed depends entirely on the odds of the selection.

You can specify the following values:

Default Stake	This is the stake that will be used if 100% of the stake is applied to the bet.
Odds Limit	Set the upper bounds of the odds for which a specific stake will be applied.
Stake %	The % of the max stake to be applied if the odds of the selection are **less than or equal to** the specified odds limit. The % can be entered up to a maximum of 1000%

For example:
If I wanted to set up a plan where all odds-on selections were bet at twice the normal stake, then I could enter the following:



8.2.8 % Recovery

The % Recovery plan aims to recover the loss associated with a losing bet over a number of follow-on bets (and, if necessary, over a number of cycles).

You can specify the following items:

Stake Type	There are three options: Stake – enter the default stake into the box. % Bank – enter the default stake as the required % of the bank into the box. Profit – enter the required profit into the box.
Recovery %	Use this entry to determine how much of the loss that you wish to recover. The entry should be entered as a % figure.
Recover over X races	Choose the number of races over which the recovery will take place.
Maximum cycles	If a further losing bet is detected whilst recovering from a previous bet, then you can opt to start a new cycle of recovery. Use this entry to specify the maximum number of recovery cycles that you wish to undertake before the stake is reset to the default. **Note: you are specifying recovery cycles, so set this value to 1 less than the maximum number of consecutive losses that you want to tolerate.**
Add recovery to default stake	If this entry is ticked, the recovery stake is increased by the value of the stake type. This ensure that any recovery will cover the full losses and make a profit on a winning bet.
Ratchet	When using a stake type of % Bank, the stake will increase on a win and decrease on a loss. To prevent the stake from decreasing, tick the Ratchet checkbox.
Profit per race	When using a stake type of Profit you can aim for a profit per race. By ticking this checkbox, any recovery will take the profit per race into account when calculating the recovery stakes.

For example:
A bet is placed at odds of 3.0 and a default stake of £2.00. The bet is a losing bet and therefore the staking plan enters recovery mode.

Recovery is set at 2 races and 2 cycles, so the next stake is calculated as £2.00 (the loss from the original bet) divided by 2 (the number of recovery races), giving a revised stake of £1.00.

The bet is placed at odds of 2.5 and is successful. TheBetEngine now treats £1.00 of the original loss (£2.00 divided by 2) as being recovered, leaving £1.00 still to be recovered. The stake for the next bet is, therefore, £1.00.

The next bet is placed at odds of 3.0 and is successful. The full £2.00 has been recovered. Recovery mode is exited and the next bet is placed using the default stake.

Note:
The % Recovery plan is designed for systems that place a single bet per race (or multiple bets when dutching is enabled). If you use this plan on a system where multiple bets are placed per race and dutching is not enabled, then there will be no guarantee that you will ever fully recover your losses.

8.2.9 Fibonacci

Fibonacci staking is based on a sequence of points (1, 2, 3, 5, 8, 13) where the next element in the sequence is equal to the sum of the previous two elements.

The default stake is multiplied by the current sequence entry to determine the stake to be used.

On a losing bet, the entry is moved up one in the sequence (i.e. if it was 1, it would become 2; if it was 5, it would become 8).

On a winning bet, the entry is moved down two in the sequence (i.e. if it was 8, it would become 3).

You can specify the following items:

Default stake	Enter the initial stake required into the *Default stake* box.
Seq length	Enter the required length of the Fibonacci sequence into the *Seq length* box. **Note – a long sequence can cause the stake to be rapidly inflated, so the maximum sequence length that can be specified is 9.**
Reset on win	If this entry is checked, the sequence is reset to the beginning when a winning bet occurs.

8.2.10 1326

This staking plan uses a fixed sequence of 1, 3, 2, 6 points.

The default stake is multiplied by the current sequence entry to determine the stake to be used.

On a losing bet, the entry is moved up one in the sequence; on a winning bet, the sequence is reset to the beginning.

Enter the initial stake required into the *Default stake* box.

8.2.11 XYZ

The XYZ staking plan is a more sophisticated sequence plan where you can specify the exact sequence to be used, and also determine what should happen on a winning and a losing bet.

You can specify the following items:

Default stake	Enter the initial stake required into the *Default stake* box.
Sequence	Enter the required points sequence as a series of numbers separated by the | symbol (for example: 1 | 3 | 5 | 7 | 9 | 11). Numbers may also be entered as decimals (for example, 1.5 | 2.5 | 3.5 | 4.5). The default stake is multiplied by the current entry in the sequence to determine the stake to be used on the next bet.
On win	Select the action to be taken when a winning bet is detected. The options are:

No Change	The current entry in the sequence remains the same.
Up 1	The current entry is moved up the sequence by 1 notch.
Up 2	The current entry is moved up the sequence by 2 notches.
Up 3	The current entry is moved up the sequence by 3 notches.
Down 1	The current entry is moved down the sequence by 1 notch.
Down 2	The current entry is moved down the sequence by 2 notches.
Down 3	The current entry is moved down the sequence by 3 notches.
Reset	The current entry is reset to the beginning of the sequence.

On loss	Select the action to be taken when a winning bet is detected. The options are the same as for *On win*.
At top	Select the action to be taken when the end of the betting sequence is reached. The

options are:

Reset	The current entry is reset to the beginning of the sequence.
Down 1	The current entry is moved down the sequence by 1 notch.
Down 2	The current entry is moved down the sequence by 2 notches.
Down 3	The current entry is moved down the sequence by 3 notches.
No Reset	The current entry in the sequence remains the same.

8.2.12 Square Root

This staking plan is designed to increase your profits during a winning run and minimise losses during a losing run.

Whenever the cumulative profit is greater than zero, the square root of the cumulative profit is added to your initial stake.

If the cumulative profit less than or equal to zero, then stakes are always placed at the default stake level.

For example, if your default stake is £5 and your cumulative profit is £64, the new calculated stake is the square root of 64 which is 8 plus the initial stake of 5, which equals £13.00.

To set-up the stake, enter a value into the *Default stake* box.

8.2.13 Bookie Bank

This staking plan is based around the concept of a virtual bank held by a bookie and bets are placed using a fixed % of that bank.

When a race is lost, the losses are added to the bookie bank, thus increasing the stakes used to effect a recovery. The stakes will remain inflated until all the losses are recovered, at which point the stakes will return to the original level.

You can specify the following values:

Bookie bank	Enter the value of the “bookie bank” into the *Bookie bank* box.
% of bank	Enter the % of the “bookie bank” that you want to use as your default stake.

For example:
Starting with a bookie bank of £100 and a fixed % of 10%, the first bet will be placed with a stake of £10.

If the race was a losing race, then the losses of £10 are added to the bookie bank, resulting in a bank of £110. The new stake is now 10% of £110, or £11.

Once all the losses are recovered, stakes return to 10% of the original £100 bookie bank (£10).

8.2.14 Pro

The Pro staking plan is an aggressive staking plan that aims to make a specified number of points profit per race. As a losing sequence mounts, so does the value of the stake, as it aims to recover all losses, plus required profit per race.

In order to scale back the required stakes, you need to specify a divisor. The divisor is linked to the odds that you must achieve in order to make an overall profit. If you believe that most winners will be at odds of 2/1 (3.0) or better, then you can set the divisor to 3. Provided that the winners in the sequence average odds of 2/1 or better you will end up making the desired profit over the lifetime of the plan.

You can specify the following values:

Default stake	Enter the initial stake required.
Pts per race	Enter the number of points profit you want to achieve per race.
Divisor	Enter the value of the scaling divisor

8.2.15 LP28

The LP28 staking plan is a long priced sequence based staking plan with 28 multiples in the sequence (the actual sequence is 1111111111222222333344455667).

After a loss, the staking plan goes up 1 place in the sequence.

After a win, the sequence restarts again.

If there are 28 losses the sequence restarts.

To set-up the stake, enter a value into the *Default stake* box.

8.2.16 Labouchere

The Labouchere (or Cancellation) staking plan is based around an initial sequence of multipliers.

You start by betting the sum of the first and last number in specified sequence.

If you win, cross out the first and last numbers from the sequence.

If you lose, add the last bet made to the end of the sequence.

You can also select to run a Reverse Labouchere staking plan, in which case the actions are reversed, so a win results in the sequence being extended and a loss results in the cancellation of the first and last elements of the sequence.

You can specify the following values:

Default stake	Enter the value of the default stake.
Sequence	Enter the required sequence of multipliers separated by commas. For example: 1,2,3,4
Reverse	Tick the Reserve checkbox if you want the staking plan to be treated as a Reverse Labouchere.
Ignore single sequence	When ticked the sequence is reset if the sequence becomes a single entry after the first and last elements are cancelled.

For example (Labouchere):
With a specified sequence of 1, 2, 3, 4 and a default stake of £1.

Bet 1: Bet is placed with a stake of £5 (£1 * (1+4)).

Bet 1 is successful, so the sequence is reduced to 2, 3.

Bet 2: Bet is placed with a stake of £5 (£1 * (2+3)).

Bet 2 is unsuccessful, so the sequence is extended and becomes 2, 3, 5.

Bet 3: Bet is placed with a stake of £7 (£1 * (2+5)).

Bet 3 is successful, so the sequence is reduced to 3.

Bet 4: Bet is placed with a stake of £3 (£1 * 3).

Bet 4 is successful and the sequence is completed.

8.2.17 D'alembert

The D'alembert staking plan is built around a sequence of increasing multipliers. For example, 1,2,3,4,5

After a losing race, you move up 1 unit in the sequence.

After a winning race, you move down 1 unit in the sequence.

You can specify the following values:

Default stake	Enter the value of the default stake.
Sequence length	Enter the length of the required multiplier sequence. TheBetEngine will then automatically generate the sequence of multipliers to be used. The maximum allowable sequence length is 20.

For example:
Specifying a length of 7, would result is a sequence of 1,2,3,4,5,6,7

8.2.18 Investment (Retirement)

This plan has not yet been implemented.

8.2.19 Secure

This plan has not yet been implemented.

8.3 Staking Plans for Lay Bets

8.3.1 Level

All bets are placed using the same stake.

To set-up the stake, enter a value into the *Fixed stake* box.

8.3.2 Fixed Liability

All bets are placed using the same liability, i.e. instead of specifying the stake to be used, you specify the maximum loss instead. The required stake is then determined from the odds of the given selection.

Enter the maximum allowed loss for a single bet.

Note: If multiple selections are allowed, then each bet will be inherit the same maximum loss (the liability is not spread evenly across the bets) and, therefore, the maximum liability is increased as a whole.

To set-up the required liability, enter a value into the *Fixed liability* box.

8.3.3 Fixed %

All bets are placed as a % of the current bank.

If operating with a virtual bank, then the % is taken against that bank. If no virtual bank is in operation, then the % is taken against the current balance on the Betfair user account.

If *Ratchet* is ticked then the current stake is retained on a loss and the stake only increases if the bank increases.

Enter the % required in to the *% of bank* box.

8.3.4 % Liability

All bets are placed with a liability equal to a % of the current bank.

If operating with a virtual bank, then the % is taken against that bank. If no virtual bank is in operation, then the % is taken against the current balance on the Betfair user account.

If *Ratchet* is ticked then the current stake is retained on a loss and the stake only increases if the bank increases.

Enter the % required in to the *% of bank* box.

8.3.5 Mixed

This combines Level Staking and Fixed Liability Staking by having an odds cut-off point to separate the two staking plans.

Any selection with odds below the odds cut-off point would be bet on by using a fixed liability, whereas any selection with odds greater than (or equal to) the odds cut-off will be bet on using a fixed stake.

If *Reverse* is ticked, then selections below the odds cut-off will be bet on by using a fixed stake, whereas any selection above (or equal to) the odds cut-off will be bet on using a fixed liability.

8.3.6 Ratchet (Maria)

The Ratchet staking plan (sometimes known as the Maria staking plan) is a twist on the % of the bank plan, where different %'s are used for different odds ranges.

In the original Maria staking plan, the odds ranges and %'s were set as follows:

Prices below 3.5	Lay to 1% of the bank
Prices from 3.6 to 7.4	Lay to 0.6% of the bank
Prices from 7.5 to 11	Lay to 0.4% of the bank
Prices over 11	No bet

If making profits, the % of the bank is recalculated at the beginning of each betting day.

If the cumulative betting bank has decreased at the end of the betting day, the stakes are left alone. However, if the bank has fallen by 35% (i.e. the bank is now only 65% of its value), then the stakes are recalculated against the new bank. Note – the 35% drop is always calculated from the highest point of the bank.

In the Ratchet staking plan, the odds ranges, %'s applied and the reset point can all be modified to your own particular preferences.

You can specify the following items:

1st cutoff	Specify the *max odds* and the *bank %* for the first band of betting.
2nd cutoff	Specify the *max odds* and the *bank %* for the second band of betting.
3rd cutoff	The max odds are taken from the max odds specified on the Criteria page. No bets will be placed on selections that exceed the max odds specified in the *3rd cutoff*.
Reset %	Enter the point at which the stakes should be recalculated if the cumulative betting bank is decreasing. The value is specified as a % of the highest point of the bank, so in the original Maria staking this would be set to 65%.

8.3.7 Kelly

The Kelly staking plan for lay bets is based around a series of complex equations.

Once again, the plan is based around the concept of edge. In this case the calculation of the edge is a combination of the likely strike rate and the average odds (liability). In order to use this staking plan, you need to determine your edge and this is best done by finding an online lay Kelly calculator.

In certain cases, the stakes calculated by the Kelly method can be quite high, so a general divisor can be specified to scale back the stakes to a more sensible size.

Stakes are calculated against the current value of the bank, or the current virtual bank (if one is in operation).

You can specify the following values:

Edge	Specify the % edge that you have over a bookmaker's estimates.
Divisor	Enter the scaling divisor to be used to scale back the size of the bets and prevent stakes from getting too large.

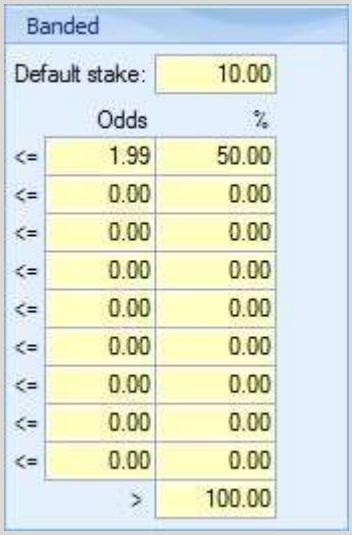
8.3.8 Banded

The Banded staking plan is a plan where the value of the stake placed depends entirely on the odds of the selection.

You can specify the following values:

Default Stake	This is the stake that will be used if 100% of the stake is applied to the bet.
Odds Limit	Set the upper bounds of the odds for which a specific stake will be applied.
Stake %	The % of the max stake to be applied if the odds of the selection are **less than or equal to** the specified odds limit. The % can be entered up to a maximum of 1000%

For example:
If I wanted to set up a plan where all odds-on selections were bet at half the normal stake, then I could enter the following:



Banded

Default stake: 10.00

	Odds	%
<=	1.99	50.00
<=	0.00	0.00
<=	0.00	0.00
<=	0.00	0.00
<=	0.00	0.00
<=	0.00	0.00
<=	0.00	0.00
<=	0.00	0.00
<=	0.00	0.00
>		100.00

8.3.9 Lay Formula

The Lay Formula staking plan is a gentle recovery plan.

On each losing bet (winning horse), the stake is increased by 1 unit.

An attempt is then made to recover the losses by decreasing the stake progressively over a number of bets.

To prevent the stake from rising out of control on a losing run, you can specify a maximum value for the stake.
Note – in this case, you are unlikely to fully recover the loss before the stake returns to the default value.

You can specify the following items:

Default stake	Enter the initial stake required into the *Default stake* box.
Max stake	Enter the maximum allowable stake into the *Max stake* box.
Recover over X races	Choose the number of races over which the recovery will take place.

8.3.10 Ladder

The Ladder is a standard loss recovery staking plan which aims to recover your losses over a set number of bets, whilst still making the profit expected from the initial bet.

The longer the ladder, the higher the stakes involved – so take extreme care when using this staking plan.

You can specify the following items:

Default stake	Enter the initial stake required into the *Default stake* box.
Reset after X bets	To limit your potential losses and keep your stakes under control, you can set a cut-off point for the ladder.

Max loss	This is an indicator of the maximum loss that you can make with this staking plan as defined by the current betting criteria. It cannot be altered directly – only by adjusting the betting criteria or staking parameters. The ladder staking plan can result in very high stakes and very high losses as the stakes are fully dependent upon the odds of the previous bet. If your maximum odds are high, then the potential loss on a single bet are high – and this is then compounded if you specify a long ladder length. TheBetEngine uses the odds filter set up for this particular betting system to give some indication of the maximum loss that could result from the use of this staking plan. To limit your losses (and the value of your stake), you can adjust the length of the ladder, or adjust the maximum odds that apply to your particular betting system.

For example:
A £2.00 bet is placed on a horse at odds of 3.5; the horse wins (a losing lay bet).

The second bet aims to recover the losses [£2.00 x (3.5 – 1) -> £5.00] plus make the £2.00 from the first race, so the stake is now £7.00.

The bet is placed at odds of 4.0 and the horse win (another losing bet).

The losses so far amount to £5.00 from the first race and £21.00 [£7.00 x (4.0 – 1) -> £21.00] from the second race. The third bet aims to recover the £26.00 losses from the first two bets plus make the £2.00 from the first race, so the new stake is now £28.00.

The bet is placed at odds of 2.5. The horse loses (a winning bet) resulting in a £28.00 payout and an overall profit of £2.00

8.3.11 % Recovery

The % Recovery plan aims to recover the loss associated with a losing bet over a number of follow-on bets (and, if necessary, over a number of cycles).

You can specify the following items:

Stake Type	There are two options: Stake – enter the default stake into the box. % Bank – enter the default stake as the required % of the bank into the box.
Recovery %	Use this entry to determine how much of the loss that you wish to recover. The entry should be entered as a % figure.
Recover over X races	Choose the number of races over which the recovery will take place.
Maximum X cycles	If a further losing bet is detected whilst recovering from a previous bet, then you can opt to start a new cycle of recovery. Use this entry to specify the maximum number of recovery cycles that you wish to undertake before the stake is reset to the default.
Recover initial profit	In addition to recovering the loss that was made on the losing bet, you can also opt to recover the lost profit (i.e. the original stake). This means that the default stake is added the calculated stake before a bet is placed.
Recover profit per race	If you want to recover the lost profit on a per race basis, ensure that both *Recover initial profit* and *Recover profit per race* are ticked.
Ratchet	When using a stake type of % Bank, the stake will increase on a win and decrease on a loss. To prevent the stake from decreasing, tick the Ratchet checkbox.

For example:
A bet is placed using the default stake of £2.00 on a horse with odds of 3.5; the horse wins (a losing lay bet).

Recovery is set to take place over 2 races and a maximum of 2 cycles.

The loss from the first race is £5.00 [£2.00 x (3.5 – 1) -> £5.00]. The recovery stake is set to £2.50 (the £5.00 loss divided by 2 races). If recover profit per race is ticked, then the initial stake is added to the recovery bet, giving a revised stake of £4.50.

The bet is placed on a horse at odds of 3.0. The horse loses (a winning bet). Half of the original loss has now been recovered, leaving £2.50 to be recovered from the next race. Once again, as recover profit per race is ticked, the initial stake is added to the recovery bet giving a revised stake of £4.50.

The bet is placed on a horse at odds of 2.0. The horse wins (a losing bet). The losses now amount to £4.50 from the last race, plus the £2.50 that was outstanding from the original loss. Cycle 2 is now initiated, so the overall loss is divided by the number of recovery races, giving a recovery stake of £3.50 (£7.00 divided by 2). Once again we add on the initial stake, giving a revised stake of £5.50.

The new bet is placed on a horse at odds of 3.0; the horse loses (a winning lay bet). Half of the loss has now been recovered, leaving £3.50 to recover in the next race. We add on the initial stake once more, giving a revised stake of £5.50.

The next bet is placed on a horse at odds of 2.0. The horse loses (another winning bet) recovering all outstanding losses.

Each winning race in the cycle results in a £2.00 profit for that race, so the overall profit from the recovery staking is £6.00 (there were 3 winning races in the sequence of 5 bets).

8.3.12 Fibonacci

Fibonacci staking is based on a sequence of points (1, 2, 3, 5, 8, 13) where the next element in the sequence is equal to the sum of the previous two elements.

The default stake is multiplied by the current sequence entry to determine the stake to be used.

On a losing bet, the entry is moved up one in the sequence (i.e. if it was 1, it would become 2; if it was 5, it would become 8).

On a winning bet, the sequence is reset to the beginning.

You can specify the following items:

Default stake	Enter the initial stake required into the *Default stake* box.
Seq length	Enter the required length of the Fibonacci sequence into the *Seq length* box. **Note – a long sequence can cause the stake to be rapidly inflated, so the maximum sequence length that can be specified is 9.**

8.3.13 1-4

In the 1-4 plan, you raise your stake by 1 unit after each losing lay (winning horse) up to a maximum of 4 units. The current stake is maintained until your loss is recovered.

The 1-4 staking plan is a gentle loss recovery plan, where you are always in control of your maximum stake.

Enter the initial stake into the *Default stake* box.

8.3.14 XYZ

The XYZ staking plan is a more sophisticated sequence plan where you can specify the exact sequence to be used, and also determine what should happen on a winning and a losing bet.

You can specify the following items:

Default stake	Enter the initial stake in to the *Default stake* box.

Sequence — Enter the required points sequence as a series of numbers separated by the | symbol (for example: 1 | 3 | 5 | 7 | 9 | 11).

Numbers may also be entered as decimals (for example, 1.5 | 2.5 | 3.5 | 4.5).

The default stake is multiplied by the current entry in the sequence to determine the stake to be used on the next bet.

On loss — Select the action to be taken when a winning bet is detected. The options are:

No Change	The current entry in the sequence remains the same.
Up 1	The current entry is moved up the sequence by 1 notch.
Up 2	The current entry is moved up the sequence by 2 notches.
Up 3	The current entry is moved up the sequence by 3 notches.
Down 1	The current entry is moved down the sequence by 1 notch.
Down 2	The current entry is moved down the sequence by 2 notches.
Down 3	The current entry is moved down the sequence by 3 notches.
Reset	The current entry is reset to the beginning of the sequence.

On win — Select the action to be taken when a losing bet is detected. The options are the same as for *On loss*.

At top — Select the action to be taken when the end of the betting sequence is reached. The options are:

Reset	The current entry is reset to the beginning of the sequence.
Down 1	The current entry is moved down the sequence by 1 notch.
Down 2	The current entry is moved down the sequence by 2 notches.
Down 3	The current entry is moved down the sequence by 3 notches.
No Reset	The current entry in the sequence remains the same.

8.3.15 Labouchere

The Labouchere (or Cancellation) staking plan is based around an initial sequence of multipliers.

You start by betting the sum of the first and last number in specified sequence.

If you win, cross out the first and last numbers from the sequence.

If you lose, add the last bet made to the end of the sequence.

You can also select to run a Reverse Labouchere staking plan, in which case the actions are reversed, so a win results in the sequence being extended and a loss results in the cancellation of the first and last elements of the sequence.

You can specify the following values:

Default stake — Enter the value of the default stake.

Sequence — Enter the required sequence of multipliers separated by commas. For example: 1,2,3,4

Reverse	Tick the Reserve checkbox if you want the staking plan to be treated as a Reverse Labouchere.
Ignore single sequence	When ticked the sequence is reset if the sequence becomes a single entry after the first and last elements are cancelled.

For example (Labouchere):
With a specified sequence of 1, 2, 3, 4 and a default stake of £1.

Bet 1: Bet is placed with a stake of £5 (£1 * (1+4)).

Bet 1 is successful, so the sequence is reduced to 2, 3.

Bet 2: Bet is placed with a stake of £5 (£1 * (2+3)).

Bet 2 is unsuccessful, so the sequence is extended and becomes 2, 3, 5.

Bet 3: Bet is placed with a stake of £7 (£1 * (2+5)).

Bet 3 is successful, so the sequence is reduced to 3.

Bet 4: Bet is placed with a stake of £3 (£1 * 3).

Bet 4 is successful and the sequence is completed.

8.3.16 HiPro86 SP4

The HiPro86 SP4 staking plan is a loss recovery plan that limits its losses before the stakes become excessive.

The plan operates in a two step fashion:

Step 1	After a loss, the loss is divided by 4 and one unit added to form the new stake. So, if the loss was £10, then the next stake would be £3.50. This stake is used for the next 4 bets (providing they are all winning bets) at which point the stake returns to its default value. However, if any of the next 4 bets is a losing bet, then the plan moves to Step 2.
Step 2	The cumulative loss is again divided by 4 and one unit added to form the new stake. This stake is used for the next 4 bets (providing they are all winning bets) at which point the stake returns to its default value. However, if any of the next 4 bets is a losing bet, then the loss is accepted and the stake returns to its default value.

You can specify the following items:

Default stake	Enter the initial stake in to the *Default stake* box.

For example:
With a default stake of £1.

Bet 1: Bet is placed with a stake of £1

Bet 1 is successful.

Bet 2: Bet is placed with a stake of £1

Bet 2 is unsuccessful and loses at odds of 4/1 (loss is £4)

Bet 3: Bet is placed with a stake of £2 (£4 loss / 4 + 1)

Bet 3 is unsuccessful and loses at odds of 4/1 (cumulative loss is now £12)

Bet 4: Bet is placed with a stake of £4 (£12 loss / 4 + 1)

Bet 4 is successful

Bet 5: Bet is placed with a stake of £4

Bet 5 is successful

Bet 6: Bet is placed with a stake of £4

Bet 6 is successful

Bet 7: Bet is placed with a stake of £4

Bet 7 is successful (the stake now reverts to its default value)

Bet 8: Bet is placed with a stake of £1

8.3.17 % Up Down

The % Up Down plan is a simple plan that allows you adjust the size of the stake by a set percentage on both a win and a loss. Enter a positive percentage figure to increase the stake; enter a negative percentage figure to decrease the stake.

The stake will not reduce any further than the default stake, so the default stake is also the minimum stake.

The percentage that you enter is measured against the default stake.

You can specify the following items:

Default stake	Enter the initial stake in to the *Default stake* box.
On Loss	Enter a value to increase or decrease the current stake after a losing race. A positive value increases the stake; a negative value decreases the stake.
On Win	Enter a value to increase or decrease the current stake after a winning race. A positive percentage increases the stake; a negative value decreases the stake.

For example:
With the default stake set to £10.00, the On Loss set to 100 and the On Win set to -20:

Bet 1: Bet is placed with a stake of £10

Bet 1 is unsuccessful

Bet 2: Bet is placed with a stake of £20 (i.e. stake is increased by 100% of £10)

Bet 2 is successful

Bet 3: Bet is placed with a stake of £18 (i.e. stake is decreased by 20% of £10)

Bet 3 is successful

Bet 4: Bet is placed with a stake of £16 (i.e. stake is decreased by 20% of £10)

Bet 4 is unsuccessful

Bet 5: Bet is placed with a stake of £26 (i.e. stake is increased by 100% of £10)

Bet 5 is successful

Bet 6: Bet 6 is placed with a stake of £24 (i.e. stake is decreased by 20% of £10)

8.4 Staking Plans for System Bets

8.4.1 Level

All bets are placed using the same stake.

To set-up the stake, enter a value into the *Fixed stake* box.

9 Appendix A – Betfair Odds

Tick	Odds	Tick	Odds	Tick	Odds	Tick	Odds	Tick	Odds	Tick	Odds	Tick	Odds
1	1.01	51	1.51	101	2.02	151	3.05	201	8.20	251	55.00	301	510.00
2	1.02	52	1.52	102	2.04	152	3.10	202	8.40	252	60.00	302	520.00
3	1.03	53	1.53	103	2.06	153	3.15	203	8.60	253	65.00	303	530.00
4	1.04	54	1.54	104	2.08	154	3.20	204	8.80	254	70.00	304	540.00
5	1.05	55	1.55	105	2.10	155	3.25	205	9.00	255	75.00	305	550.00
6	1.06	56	1.56	106	2.12	156	3.30	206	9.20	256	80.00	306	560.00
7	1.07	57	1.57	107	2.14	157	3.35	207	9.40	257	85.00	307	570.00
8	1.08	58	1.58	108	2.16	158	3.40	208	9.60	258	90.00	308	580.00
9	1.09	59	1.59	109	2.18	159	3.45	209	9.80	259	95.00	309	590.00
10	1.10	60	1.60	110	2.20	160	3.50	210	10.00	260	100.00	310	600.00
11	1.11	61	1.61	111	2.22	161	3.55	211	10.50	261	110.00	311	610.00
12	1.12	62	1.62	112	2.24	162	3.60	212	11.00	262	120.00	312	620.00
13	1.13	63	1.63	113	2.26	163	3.65	213	11.50	263	130.00	313	630.00
14	1.14	64	1.64	114	2.28	164	3.70	214	12.00	264	140.00	314	640.00
15	1.15	65	1.65	115	2.30	165	3.75	215	12.50	265	150.00	315	650.00
16	1.16	66	1.66	116	2.32	166	3.80	216	13.00	266	160.00	316	660.00
17	1.17	67	1.67	117	2.34	167	3.85	217	13.50	267	170.00	317	670.00
18	1.18	68	1.68	118	2.36	168	3.90	218	14.00	268	180.00	318	680.00
19	1.19	69	1.69	119	2.38	169	3.95	219	14.50	269	190.00	319	690.00
20	1.20	70	1.70	120	2.40	170	4.00	220	15.00	270	200.00	320	700.00
21	1.21	71	1.71	121	2.42	171	4.10	221	15.50	271	210.00	321	710.00
22	1.22	72	1.72	122	2.44	172	4.20	222	16.00	272	220.00	322	720.00
23	1.23	73	1.73	123	2.46	173	4.30	223	16.50	273	230.00	323	730.00
24	1.24	74	1.74	124	2.48	174	4.40	224	17.00	274	240.00	324	740.00
25	1.25	75	1.75	125	2.50	175	4.50	225	17.50	275	250.00	325	750.00
26	1.26	76	1.76	126	2.52	176	4.60	226	18.00	276	260.00	326	760.00
27	1.27	77	1.77	127	2.54	177	4.70	227	18.50	277	270.00	327	770.00
28	1.28	78	1.78	128	2.56	178	4.80	228	19.00	278	280.00	328	780.00
29	1.29	79	1.79	129	2.58	179	4.90	229	19.50	279	290.00	329	790.00
30	1.30	80	1.80	130	2.60	180	5.00	230	20.00	280	300.00	330	800.00
31	1.31	81	1.81	131	2.62	181	5.10	231	21.00	281	310.00	331	810.00
32	1.32	82	1.82	132	2.64	182	5.20	232	22.00	282	320.00	332	820.00
33	1.33	83	1.83	133	2.66	183	5.30	233	23.00	283	330.00	333	830.00
34	1.34	84	1.84	134	2.68	184	5.40	234	24.00	284	340.00	334	840.00
35	1.35	85	1.85	135	2.70	185	5.50	235	25.00	285	350.00	335	850.00
36	1.36	86	1.86	136	2.72	186	5.60	236	26.00	286	360.00	336	860.00
37	1.37	87	1.87	137	2.74	187	5.70	237	27.00	287	370.00	337	870.00
38	1.38	88	1.88	138	2.76	188	5.80	238	28.00	288	380.00	338	880.00
39	1.39	89	1.89	139	2.78	189	5.90	239	29.00	289	390.00	339	890.00
40	1.40	90	1.90	140	2.80	190	6.00	240	30.00	290	400.00	340	900.00
41	1.41	91	1.91	141	2.82	191	6.20	241	32.00	291	410.00	341	910.00
42	1.42	92	1.92	142	2.84	192	6.40	242	34.00	292	420.00	342	920.00
43	1.43	93	1.93	143	2.86	193	6.60	243	36.00	293	430.00	343	930.00
44	1.44	94	1.94	144	2.88	194	6.80	244	38.00	294	440.00	344	940.00
45	1.45	95	1.95	145	2.90	195	7.00	245	40.00	295	450.00	345	950.00
46	1.46	96	1.96	146	2.92	196	7.20	246	42.00	296	460.00	346	960.00
47	1.47	97	1.97	147	2.94	197	7.40	247	44.00	297	470.00	347	970.00
48	1.48	98	1.98	148	2.96	198	7.60	248	46.00	298	480.00	348	980.00
49	1.49	99	1.99	149	2.98	199	7.80	249	48.00	299	490.00	349	990.00
50	1.50	100	2.00	150	3.00	200	8.00	250	50.00	300	500.00	350	1000.00

10 Appendix B – Selection File Format

TheBetEngine can load in selections for a given system by loading a CSV (Comma Separated Value) file. The format of this file is as follows:

Date	UTC date in yyyy-MM-dd format, e.g. 2010-10-23
Time	UTC time in HH:mm format, e.g. 14:05
Course	The name of the course, e.g. Market Rasen
Sport	1 for horse racing, 2 for greyhound racing
Country	1 for UK, 2 for IRE, 4 for USA, 8 for RSA, 16 for AUS, 32 for NZ, 64 for UAE
Market	P for Place, W for Win
Selection	The name of the selection
Included	1 for included, 0 for not included
Must Run	1 for must run, 0 to ignore
Reserve	No. of the reserve. Use 0 if the selection is not to be treated as a reserve
Stake	The stake to be used, e.g. 10.00. Use 0 to ignore (the stake will then be taken as the current stake as defined by the active stake plan)
Units	The number of units to be used for the stake, e.g. 3. Use 0 to ignore. The current stake, as defined by the active stake plan, will be multiplied by the no. of units specified to create the stake for the bet.
Min Runners	Minimum number of runners in the race for a bet to be placed. Use 0 to ignore
Max Runners	Maximum number of runners in the race for a bet to be placed. Use 0 to ignore
Min Odds	Minimum odds for the selected runner for a bet to be placed. Use 0 to ignore
Max Odds	Maximum odds for the selected runner for a bet to be placed. Use 0 to ignore
Live Odds	Not currently used – use 0 to ignore
Use Odds	-1 for BSP, 1 for Best odds; 0 to ignore (i.e. use the default as set on the Bet tab).
Reverse Prices	1 if the prices are to be reversed, 0 to ignore. Reversed prices means that back odds are used for lay bets and lay odds are used for back bets.
BSP Limit	The odds limit to be used for any BSP bets (see section 0)
Rating	Not currently used – use 0 to ignore
Rank	A bet is placed on if the selection is the specified rank. Use 1 for 1st Fav, 2 for 2nd Fav, etc (see section 2.4.2.5). Leave blank or 0 to ignore.
Min Win Odds	Minimum odds on the win market for a bet to be placed on the place market. Use 0 to ignore.
Max Win Odds	Maximum odds on the win market for a bet to be placed on the place market. Use 0 to ignore.
Min Place Odds	Minimum odds on the place market for a bet to be placed on the win market. Use 0 to ignore.

Max Place Odds	Maximum odds on the place market for a bet to be placed on the win market. Use 0 to ignore.
Cond Select	A conditional selection that only becomes a full selection if it is the specified rank. Use 1 for 1st Fav, 2 for 2nd Fav, etc (see section 2.4.2.6) **Note – the selection must not be marked as Included (i.e. the Included field must be zero).**
Sub	Not currently used – use blank or 0 to ignore
Liability	Override the default liability of a bet (when using a liability staking plan like Fixed Liability or % Liability). Use 0 to ignore.
BSP Liability	Override the default BSP Liability (as defined on the Bet tab). Use 0 to ignore.

Example entry:

```
2010-10-13,13:50,Carlisle,1,1,W,Timeless,1,0,0,10.00,0,1,12,3.5,12.0,0,0,0,3.5,0,0,0,0,0,0,0,0,0,0
```

Notes:
For countries that use the comma as the decimal separator (e.g. 2,50), you should separate individual fields using the pipe (|) character and ensure that the *Selection file separator* is set to pipe in *Settings/General*.

All date/times are expressed as UTC, i.e. they are Greenwich Mean Time values, as this allows the files to be matched to the races within TheBetEngine regardless of the time zone in which the program is being run.

You cannot place BSP bets in TEST mode. If you override the Use Odds setting to specify BSP (and you are in TEST mode) then the override will be ignored and normal Betfair odds will be used instead.

The course name can be specified as the full name or as the Betfair equivalent.

11 Appendix C – Alternative (shortened) Selection File Format

If you are not interested in the full control of TheBetEngine offered by the TBE-specific selection file format, then you can opt to import selections using a shortened format.

The format of this CSV (Comma Separated Value) file is as follows:

Date	Date in UK format (dd/MM/yyyy), e.g. 19/03/2013
Time	Start time of the race in HH:mm format, e.g. 14:05
Course	The name of the course, e.g. Market Rasen
Selection	The name of the selection

Example entry:

```
13/10/2010,13:50,Carlisle,Timeless
```

Notes:
For countries that use the comma as the decimal separator (e.g. 2,50), you should separate individual fields using the pipe (|) character and ensure that the *Selection file separator* is set to pipe in *Settings/General*.

If you are using UK time (Use UK Time is ticked in *Settings/General*) then the time in the file will be treated as a UK time, otherwise it will be treated as a local time.

The course name can be specified as the full name or as the Betfair equivalent.