



User Manual

Version: 2.3.8.1

Date: 19th October 2011

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:

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VENDOR SOFTWARE ACTIVATION

Third-Party Software Activation

By completing the details below, you are activating Betfair API access on your account for a licensed third-party Software Vendor product.

To make use of any third-party API software, you must enter into an agreement with the Vendor, separate from the Betfair Developers Program.

Betfair Username:

Password:

Access Request Token: I+E09IXN2N8VG06+woAg

No account yet? [Register](#)

VeriSign Trusted

Close

BETTING AS IT SHOULD BE. betfair sports casino poker

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:

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VENDOR SOFTWARE ACTIVATION

Third-Party Software Activation

Congratulations, you have successfully activated your third-party software subscription. Please store this information in a safe place for future reference.

Issuing Vendor:	TheBetEngine
Your Client ID:	629158
Access Valid Until:	2037-12-31T00:00:00.000Z

VeriSign Trusted

Close

BETTING AS IT SHOULD BE. betfair sports casino poker

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:

Login

the betengine

TheBetEngine account name:

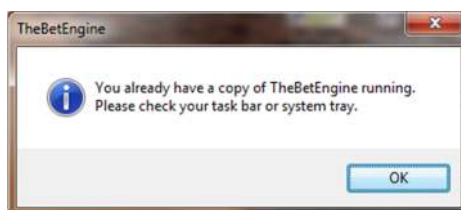
Betfair username:

Betfair password:

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.

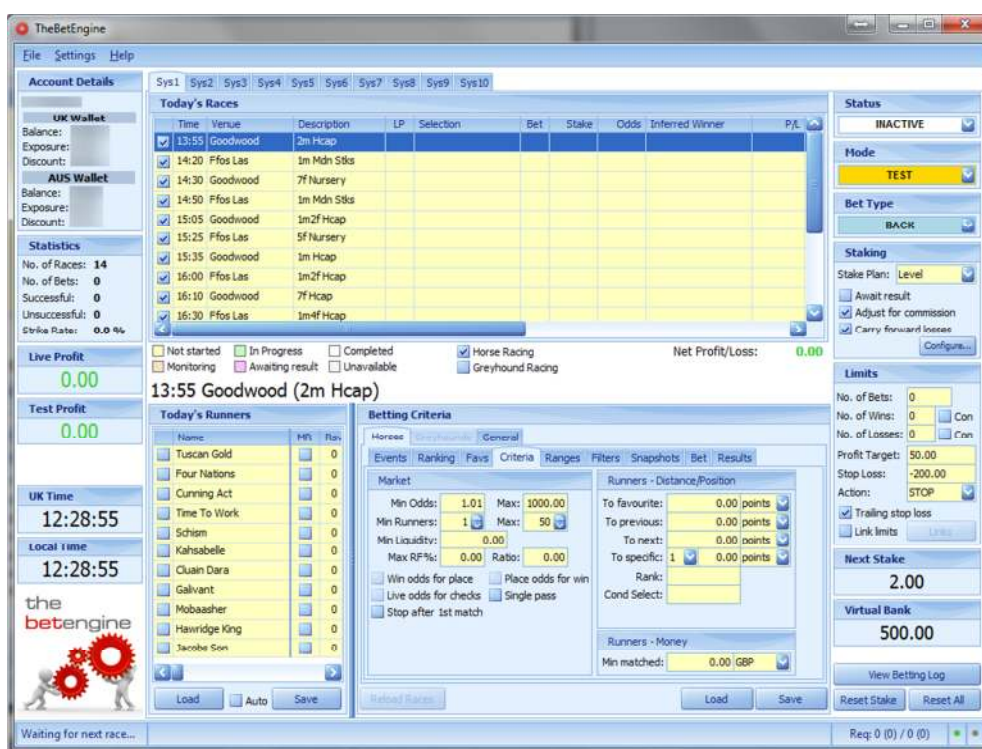
If your login is unsuccessful, then an error dialog will be displayed indicating the nature of the problem.

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

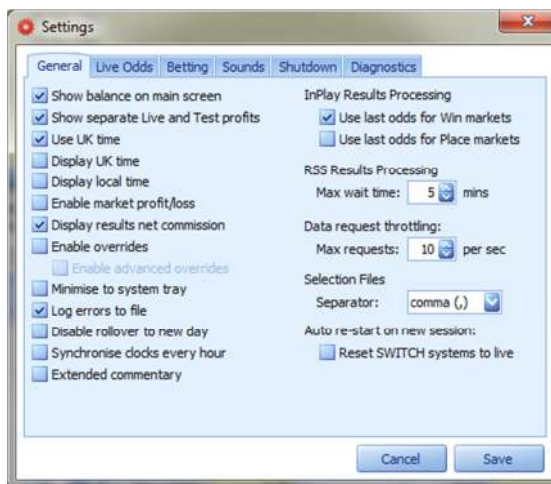
1.2.1 File

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 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 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 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.

1.2.2.1.4 Display UK time

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

1.2.2.1.5 Display local time

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

1.2.2.1.6 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.

1.2.2.1.7 Display results net commission

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

When unticked, the results are shown with no commission deducted.

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

1.2.2.1.8 Enable overrides

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

- MR (Must Run)
- Rsv (Reserve)
- Stake
- 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 5.

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

1.2.2.1.9 Enable advanced overrides

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

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

- Rating (*not currently used*)
- 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 5.

1.2.2.1.10 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.

1.2.2.1.11 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.

1.2.2.1.12 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.

1.2.2.1.13 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.

Note – 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.

1.2.2.1.14 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.

1.2.2.1.15 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.

1.2.2.1.16 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.

1.2.2.1.17 RSS Results ProcessingMax 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.

1.2.2.1.18 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.

1.2.2.1.19 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.

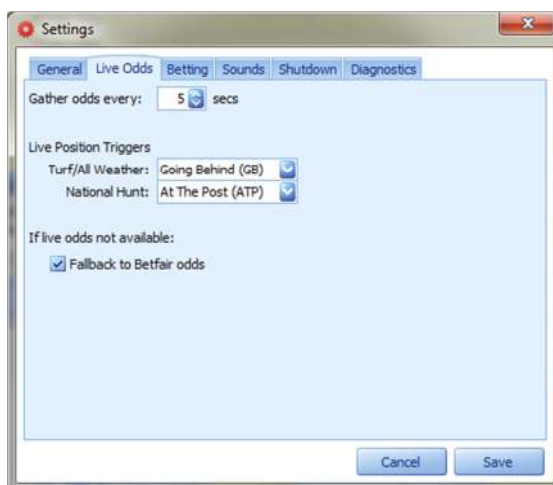
1.2.2.1.20 Auto-restart on new session

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 1.6.3).

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.

1.2.2.2 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 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.

1.2.2.2.2 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.

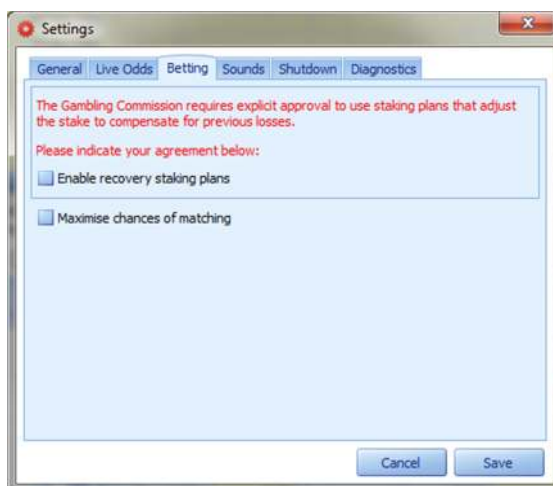
The Live Position Triggers come into play when you have set an overall betting time of zero seconds before the scheduled off. When set to zero, TheBetEngine uses the live position to determine when a bet should be placed (see section 2.8.1.1).

1.2.2.2.3 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.

1.2.2.3.2 Maximise chances of matching

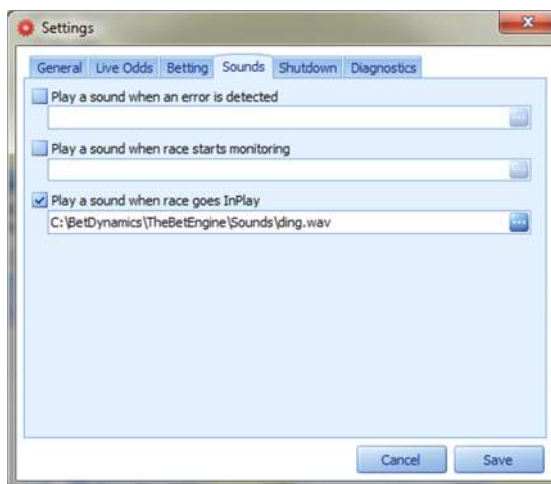
This applies to back bets only.

When ticked, bets are placed using odds well outside of the normal matching range – for back bets, this is 1.01; Betfair will automatically match at the best odds available, so firing in bets at these odds increases the chance of an outright match.

When not ticked, bets are fired in at the odds specified in the Betting Criteria settings – see 2.8.1.2.

1.2.2.4 Sounds

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

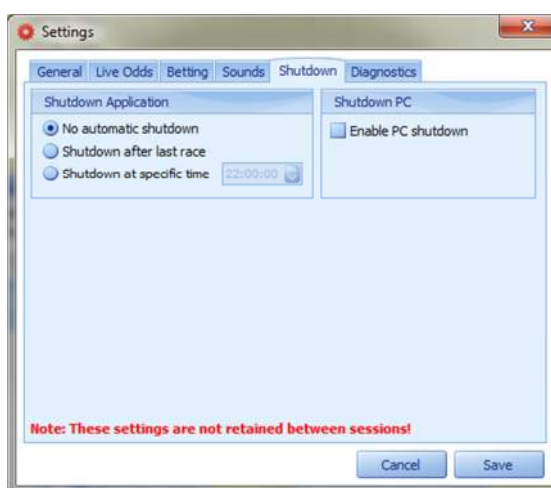


To activate a particular sound, first check the appropriate checkbox and then choose a sound file to play by clicking on the three dots at the end of the input box. A dialog box will appear allowing you to select the file name of the sound file to be used.

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

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.

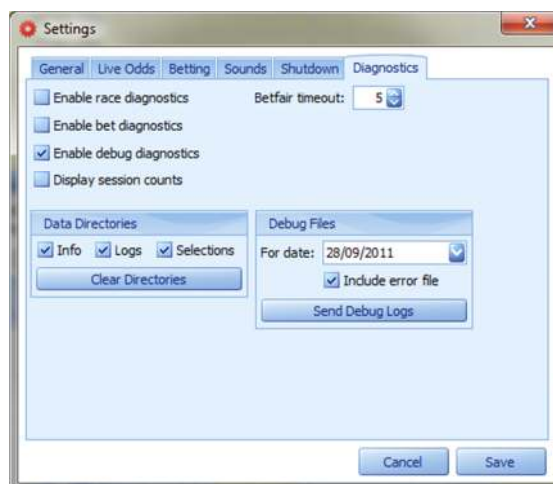
1.2.2.5.4 Enable PC shutdown

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

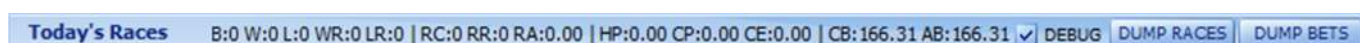
This enables a running log of all debug information – which can be analysed to determine problems whilst the program is still processing the particular betting system.

1.2.2.6.4 Display session counts

This enables the display of session count information:

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 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 a 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.

1.2.2.6.6 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 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 files 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 5.7).

1.2.2.6.7 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

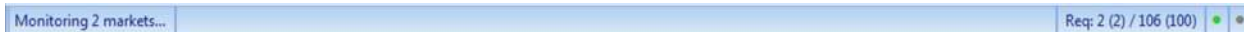
Betfair charges for excessive use of its server resources. Full details of the charges and the circumstances under which they are levied can be found by clicking on this menu item.

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



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 two status indicators – one for communications to Betfair; the other for communications to the live odds server. 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.

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

When the live odds link is 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.

1.3.1 The Information Area

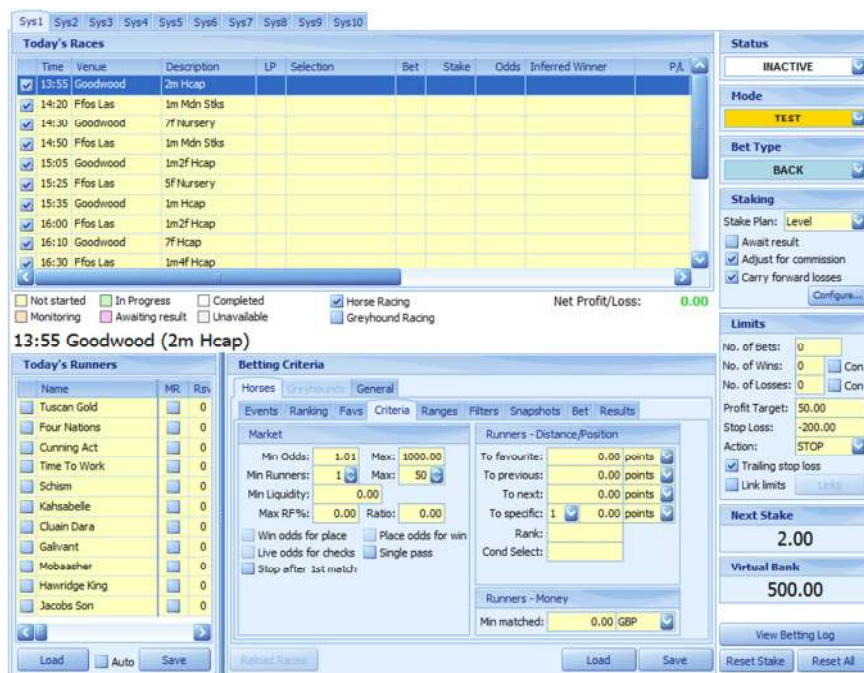


The information area provides summary information about the status of your account (including your current balance, exposure and discount level), the days betting statistics and the profit (or loss) made on both your live bets and any test bets placed.

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

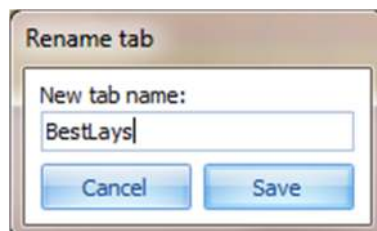


1.4 The Betting Tabs



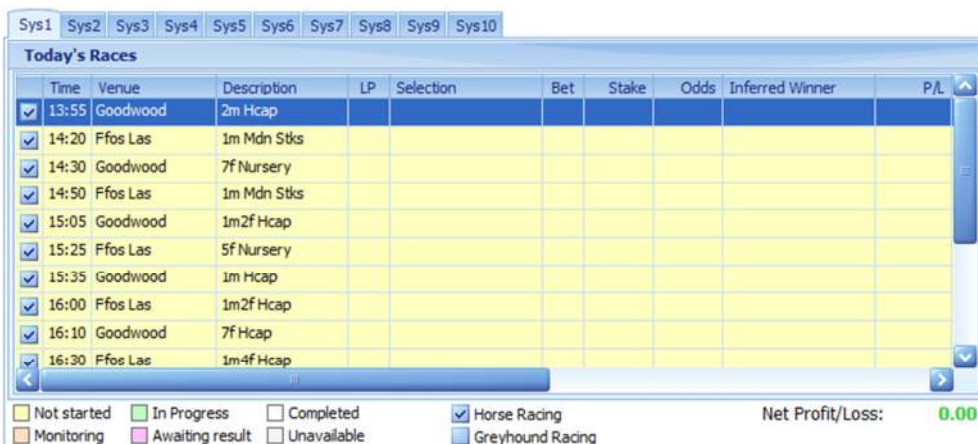
TheBetEngine comes equipped with a number of betting tabs, each of which can be set-up to run independent betting systems, with total control over which races are included, betting criteria and staking. Each tab can also be run in either LIVE mode or TEST mode as required.

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

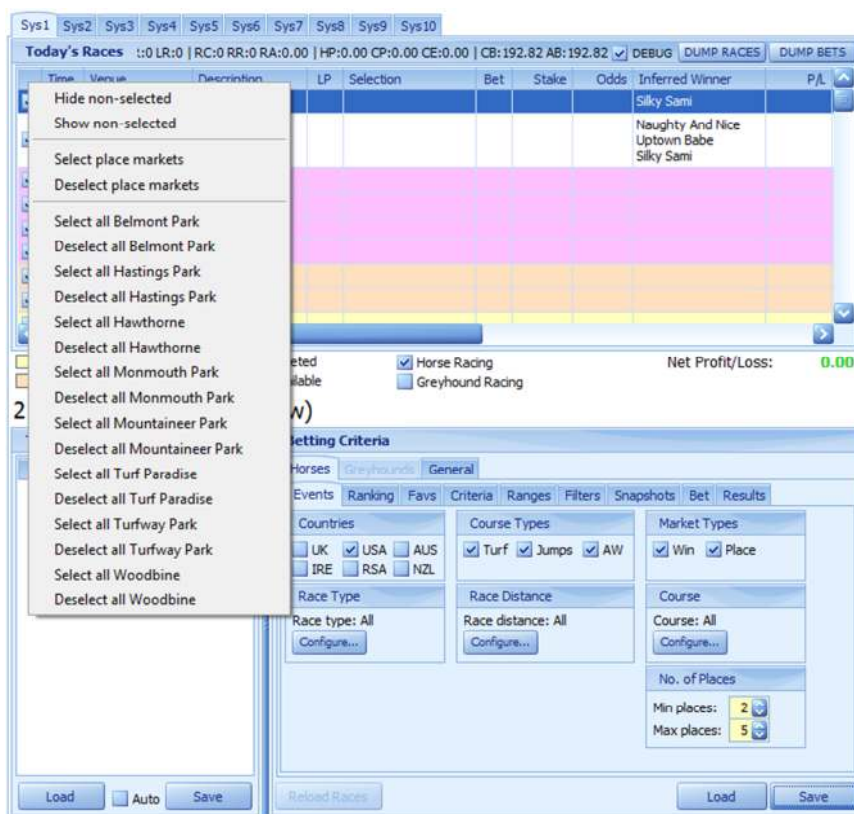
Each row is coloured to indicate the current status of that race, with the status (and therefore the colour of the row) being updated as the status changes. The key to the colours is given below the race grid.

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 <i>Use live odds</i> 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 <i>Extended commentary</i> option in <i>Settings/General</i> .

1.4.1.1.2 The “included” menu

Right clicking on the column header above the *Included* column 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 1.6.5.6), 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

13:55 Goodwood (2m Hcap)

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 5)

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.

20:50 Wolverhampton (1m1f Hcap)

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

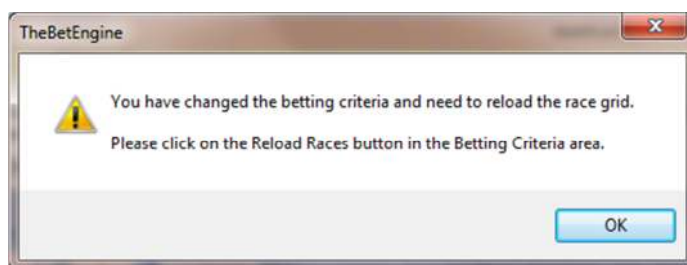
1.6.1 Status

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.

1.6.2 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.

1.6.3 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 betting system itself (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).

1.6.4 Staking

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

1.6.4.1 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 *Staking and Staking Plans*).

1.6.4.2 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.

1.6.4.3 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.

1.6.4.4 Carry forward losses

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 losses* 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.

1.6.5 Limits

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

1.6.5.1 No. of 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 1.6.5.6) is taken.

Set the entry to zero to disable the setting.

1.6.5.2 No. of 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 1.6.5.6) is taken.

Set the entry to zero to disable the setting.

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

1.6.5.3 No. of 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 1.6.5.6) is taken.

Set the entry to zero to disable the setting.

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

1.6.5.4 Profit target

Use this entry to set a profit target for the day's betting. Once the target has been reached, the appropriate action (see 1.6.5.6) is taken.

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

1.6.5.5 Stop 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 1.6.5.6) is taken.

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

1.6.5.6 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.

☐ Not started
 ☐ In Progress
 ☐ Completed
 ☐ Monitoring
 ☐ Awaiting result
 ☐ Unavailable

☒ Horse Racing
 ☐ Greyhound Racing

Net Profit/Loss: 0.00
 Net Cycle Profit/Loss: 0.00

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 1.2.2.1.20).

1.6.5.7 Trailing stop loss

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).

1.6.5.8 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.

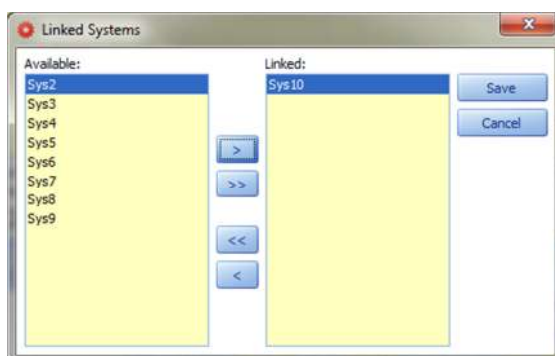
For example:

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.

1.6.6 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.

1.6.7 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.

1.6.8 View Betting Log

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

Race Date/Time	Course	Selection	SD	Reference	Mit	Test	Bet	Stake	Odds	Result	Profit/Loss	Net P/L
2011-03-30 11:48	Hill Green	1. Wise Model	0		W	☒	B	1.05	4.00	Lost	-1.05	-1.05
2011-03-30 11:57	Newcastle	3. Skywalker Ruby	0		W	☒	B	1.05	2.80	Lost	-1.05	-1.05
2011-03-30 12:18	Hill Green	3. Ardera Chloe	0		W	☒	B	1.05	3.85	Lost	-1.05	-1.05
2011-03-30 12:58	Newcastle	5. Radiance	0		W	☒	B	1.05	3.70	Won	2.84	2.69
2011-03-30 13:12	Newcastle	2. Bocktown Style	0		W	☒	B	1.05	4.40	Lost	-1.05	-1.05
2011-03-30 13:12	Newcastle	1. Skywalker Satin	0		W	☒	B	1.05	4.40	Won	3.57	3.39
2011-03-30 13:27	Newcastle	2. Cill Dubh Billy	14183543219		W	☐	B	0.01	4.30	Lost	-0.01	-0.01
2011-03-30 14:57	Belle Vue	3. Seathwaite Town	14184766530		W	☐	B	0.01	4.70	Lost	-0.01	-0.01
2011-03-30 15:28	Hove	3. Ballytag Schumi	14185224378		W	☐	B	0.01	5.00	Lapsed	0.00	0.00
2011-03-30 15:38	Belle Vue	3. Bissa Lad	14185375694		W	☐	B	0.01	4.80	Won	0.04	0.04
2011-03-30 15:48	Hove	3. Len Central	14185545220		W	☐	B	0.01	3.95	Won	0.03	0.03
2011-03-30 15:58	Belle Vue	4. Aushound Alison	14185710656		W	☐	B	0.01	3.95	Lost	-0.01	-0.01
2011-03-30 17:56	Hove	1. Dottys Nod	14187461126		W	☐	B	0.01	4.60	Lost	-0.01	-0.01
2011-03-30 18:04	Belle Vue	1. Alrounder	14187558493		W	☐	B	0.01	4.00	Lost	-0.01	-0.01
2011-03-30 18:11	Hove	3. Ballytag Brutus	14187629933		W	☐	B	0.01	3.65	Won	0.03	0.03
2011-03-30 18:18	Belle Vue	1. Jayjay Hoy	14187690999		W	☐	B	0.01	3.75	Won	0.03	0.03
2011-03-30 18:28	Yarmouth	3. Blonde Brutus	14187798800		W	☐	B	0.01	3.70	Won	0.03	0.03
2011-03-30 18:38	Sunderland	4. Mays Texan	14187905153		W	☐	B	0.01	3.40	Lost	-0.01	-0.01
2011-03-30 18:48	Yarmouth	4. Toosey Panther	14188005181		W	☐	B	0.01	3.75	Lost	-0.01	-0.01
2011-03-30 19:11	Sunderland	6. Druids Arrammore	14188272978		W	☐	B	0.01	3.65	Won	0.03	0.03
2011-03-30 19:22	Yarmouth	6. Mulpark Blue	14188391663		W	☐	B	0.01	3.25	Lost	-0.01	-0.01
2011-03-30 19:26	Sunderland	1. Fast Chaz	14188437342		W	☐	B	0.01	3.30	Lost	-0.01	-0.01
2011-03-30 19:30	Romford	3. H Way	14188496419		W	☐	B	0.01	3.65	Won	0.03	0.03
2011-03-30 19:58	Sunderland	6. Follow The Ace	14188870061		W	☐	B	0.01	3.45	Lost	-0.01	-0.01

1.6.8.1 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 unticked, then both become ticked automatically.

1.6.8.2 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.

1.6.8.3 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.

1.6.8.4 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.

1.6.8.5 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.

1.6.8.6 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>

1.6.8.7 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.

1.6.9 Reset Stake

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

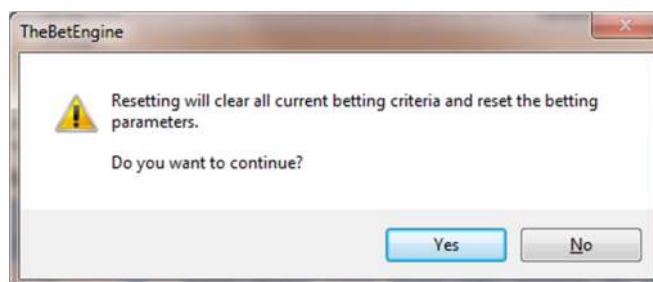
If this particular betting tab is currently in a recovery situation, you will be prompted to confirm that you want to reset the recovery and reset the stake.

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.

1.6.10 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.

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) and NZL (New Zealand).

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.

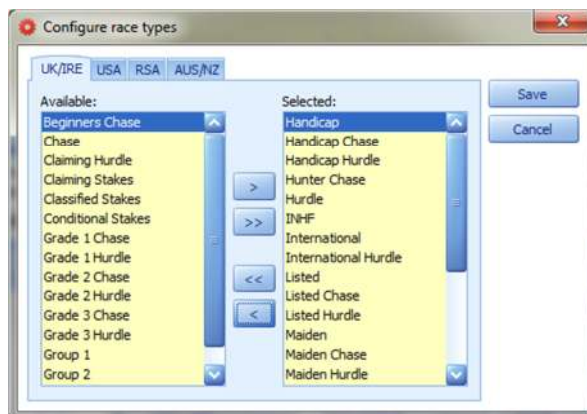
2.1.3 Market Types

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

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.

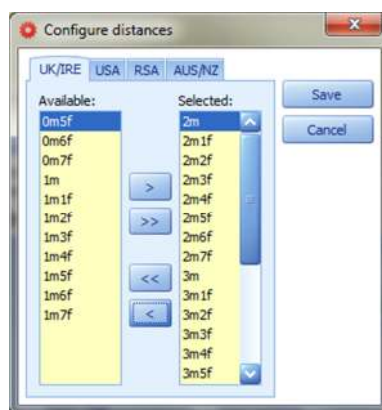
If a filtered list has been applied, then the status changes to Selected to indicate that only specific race types are included.

Separate tabs are provided for each country.

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.



Separate tabs are provided for each country.

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 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.

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, if the *Use live odds for ranking* checkbox is ticked, then ranking is done on the odds retrieved from trackside.

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 x). 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:

Name	MR
Front Of House	☐
Call Me Bill	☐
Newyearsresolution	☐
Cotswold Charmer	☐
Himayna	☐
Code Blue	☐
Lambrini Classic	☐
Middleton Red	☐

Load ☐ Auto Save

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. |

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 trackside odds are used to rank the horses instead of the normal Betfair odds.

When selected, the Live Odds group becomes active.

2.2.4 Live Odds

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

Live These are the current trackside odds for each runner.

First Show The opening odds for each runner.

2.3 Favs

The screenshot shows the 'Betting Criteria' dialog box with the 'Favs' tab selected. The 'Automatic Ranking Selections' section contains three columns of settings:

Selection	Units	Selection	Units	Selection	Units
☒ 1st Fav:	1.00	☐ 6th Fav:	1.00	☐ Last:	1.00
☐ 2nd Fav:	1.00	☐ 7th Fav:	1.00	☐ 2nd Last:	1.00
☒ 3rd Fav:	1.00	☐ 8th Fav:	1.00	☐ 3rd Last:	1.00
☐ 4th Fav:	1.00	☐ 9th Fav:	1.00		
☐ 5th Fav:	1.00	☐ 10th Fav:	1.00		

Below the table, there are two checkboxes: ☒ Allow multiple and ☐ All runners. At the bottom, there are buttons for 'Reload Races', 'Load', and 'Save'.

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.

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.

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.

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 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.

2.4.1.5 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 $(\text{lay odds} - \text{back odds}) / (\text{back odds})$ 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.

2.4.1.6 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.

2.4.1.7 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.

2.4.1.8 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.

2.4.1.9 Live odds for checks

When ticked, TheBetEngine will attempt to get the current trackside odds and will use those odds for all odds-related checks.

If the trackside 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 1.2.2.2.3).

2.4.1.10 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.

2.4.1.11 Stop after 1st match

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.

By ticking this checkbox, TheBetEngine will stop monitoring the betting criteria as soon as the first matching selection is detected.

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 1st match* is not ticked, then TheBetEngine might place more than one bet if a second horse suddenly became the favourite. However, with *Stop after 1st match* ticked, no further monitoring would take place after the first horse was detected as a bet, thereby ensuring that only a single bet was placed.

2.4.2 Runners – Distance/Position

2.4.2.1 Distance To Favourite

You can use this entry to determine a minimum 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.

2.4.2.2 Distance to Previous

This entry specifies the minimum 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.

2.4.2.3 Distance to Next

Use this entry to specify the minimum 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.

2.4.2.4 Distance to Specific

Use this entry to specify the minimum 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.

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 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

	Min	Max		Min	Max
☒ 1st Fav:	1.01	3.00	☐ 6th Fav:	1.01	1000.00
☐ 2nd Fav:	1.01	1000.00	☐ 7th Fav:	1.01	1000.00
☒ 3rd Fav:	1.01	7.50	☐ 8th Fav:	1.01	1000.00
☐ 4th Fav:	1.01	1000.00	☐ 9th Fav:	1.01	1000.00
☐ 5th Fav:	1.01	1000.00	☐ 10th Fav:	1.01	1000.00

The Ranges tab is used to specify odds ranges for particular runners in a race:

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 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 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.

Multiple selections are allowed.

If you specifically want to exclude all flags, then tick the *No Flags* checkbox.

If flag settings should be ignored, then ensure that all flag checkboxes are not ticked.

2.6.3 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.

2.6.4 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).

2.7 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

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.

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 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

2.7.2.3 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.

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).

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 % book value and the % book value recorded at the first snapshot.

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 not deliberately not considered as bets. To achieve this, tick the Negate selection tickbox. 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).

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 % book value and the % book value recorded at the first snapshot.

2.7.4.2 Movement

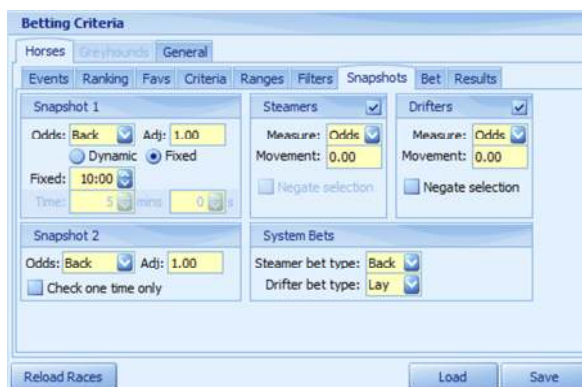
Use this entry to determine how much movement needs to have been detected before a selection is classified as a Drifter.

2.7.4.3 Negate Selection

Sometimes you want to ensure that Drifters are not deliberately not considered as bets. To achieve this, tick the Negate selection tickbox. 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* 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 for checks* is ticked.

The trigger points for betting can be set via the Settings menu (see section 1.2.2.2.2).

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.

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.

Note – 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.

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.

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 have a BSP (races that do not go In Play), then this setting is ignored.

2.8.1.4 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.

2.8.1.5 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.

2.8.1.6 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 *No gaps* on the ranking tab, can allow you to fine-tune your betting.

2.8.1.7 Split Stake (JF)

This has not yet been implemented!

2.8.2 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 0% and 100%. When an entry is set to 0%, no bet is placed for that portion of the E/W bet.

2.8.3 BSP Betting

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

2.8.3.1 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.

2.8.3.2 Back stake falls below min:

BSP bets are subject to a minimum backing stake. This setting determines what happens if a bet is placed with a stake below the minimum requirement. You can select to make the stake equal to the minimum stake, or to prevent the bet from being placed.

2.8.4 Dutch Betting

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 right hand corner of the grouping box.

2.8.4.1 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 liability or a fixed profit:

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.

Profit When dutching to a fixed profit, 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.

2.8.4.2 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:

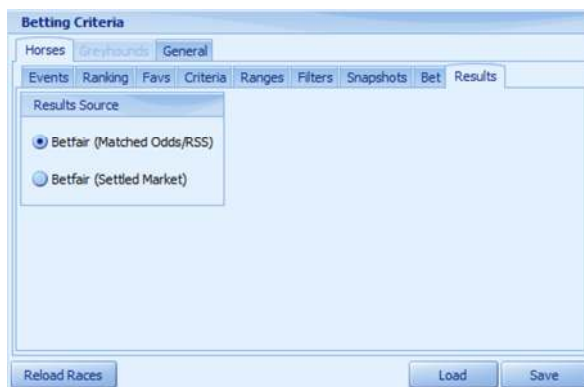
If the target profit was set at £50 and the max multiplier was set to 3.0, then the maximum acceptable total stake would equal £150. If the total stake exceeded £150, then no bets would be placed.

2.8.4.3 Min/Max bets

When dutching 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.

So, if you want to place the dutch bets only if three or more bets will be placed, set the *Min bets* to 3 and the *Max bets* to 50.

2.9 Results



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

2.9.1 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:

2.9.1.1 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.

2.9.1.2 RSS

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

This method is 100% accurate as the winner is only published by the Results Service when the market has been settled.

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).

2.9.2 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.

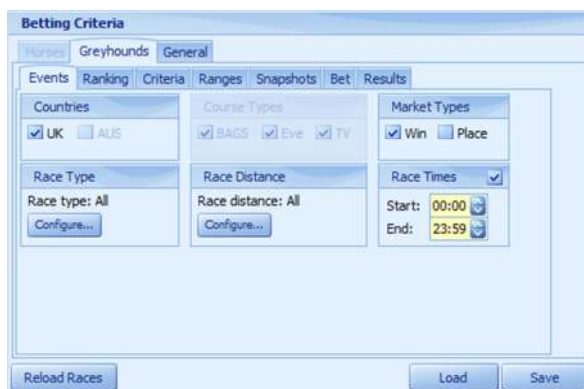
3 Betting Criteria for Greyhounds

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

Not yet implemented.

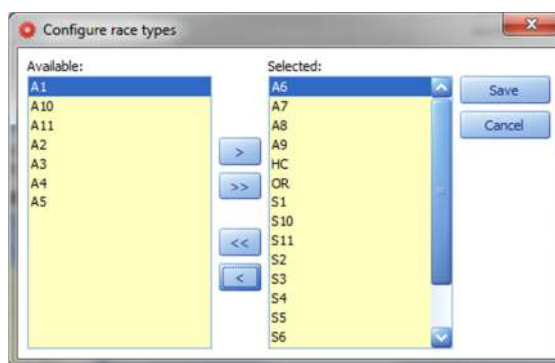
3.1.3 Market Types

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

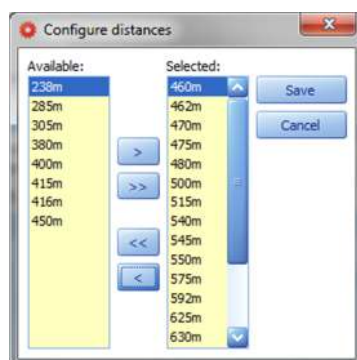
When the required set of race types has been defined, click on the **Save** button to save the filter criteria.

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:

Name	MR
☐ 1. Meriden Mary	☐
☐ 2. Beltra Beau	☐
☐ 3. Compass Mary	☐
☐ 4. Nickies Delight	☐
☐ 5. Killishin Bubble	☐
☐ 6. High Aoife	☐

Load ☐ Auto Save

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 4.

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.

Betting Criteria

Horses Greyhounds General

Events Ranking Criteria Ranges Snapshots Bet Results

Selection Type: ☐ Manual ☒ Auto

Auto Sub-Type: ☒ Odds ☐ Trap ☐ Matched

Ranking Options: ☐ Clear favs only ☐ No gaps ☐ Win odds for place ☐ Place odds for win

Automatic Ranking: ☒ 1st ☐ 2nd ☐ 3rd ☐ 4th ☐ 5th ☐ 6th ☐ Allow multiple

Trap: ☒ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ Allow multiple

Note: Ranking options are used for both manual and automatic selections

Reload Races Load Save

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

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.

Betting Criteria

Horses Greyhounds General

Events Ranking Criteria Ranges Snapshots Bet Results

Selection Type: ☐ Manual ☒ Auto

Auto Sub-Type: ☐ Odds ☒ Trap ☐ Matched

Ranking Options: ☐ Clear favs only ☐ No gaps ☐ Win odds for place ☐ Place odds for win

Automatic Ranking: ☒ 1st ☐ 2nd ☐ 3rd ☐ 4th ☐ 5th ☐ 6th ☐ Allow multiple

Trap: ☒ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ Allow multiple

Note: Ranking options are used for both manual and automatic selections

Reload Races Load Save

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.

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 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 $(\text{lay odds} - \text{back odds}) / (\text{back odds})$ 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.

3.3.1.5 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.

3.3.1.6 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.

3.3.1.7 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.

3.3.1.8 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.

3.3.1.9 Stop after 1st match

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.

By ticking this checkbox, TheBetEngine will stop monitoring the betting criteria as soon as the first matching selection is detected.

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 1st match* is not ticked, then TheBetEngine might place more than one bet if a second dog suddenly became the favourite. However, with *Stop after 1st match* ticked, no further monitoring would take place after the first dog was detected as a bet, thereby ensuring that only a single bet was placed.

3.3.2 Runners – Distance/Position

3.3.2.1 Distance To Favourite

You can use this entry to determine a minimum 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.

3.3.2.2 Distance to Previous

This entry specifies the minimum 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.

3.3.2.3 Distance to Next

Use this entry to specify the minimum 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.

3.3.2.4 Distance to Specific

Use this entry to specify the minimum 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.

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

Rank	Min	Max
☒ 1st Fav:	1.01	2.50
☐ 2nd Fav:	1.01	1000.00
☐ 3rd Fav:	1.01	1000.00
☐ 4th Fav:	1.01	1000.00
☐ 5th Fav:	1.01	1000.00
☐ 6th Fav:	1.01	1000.00

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

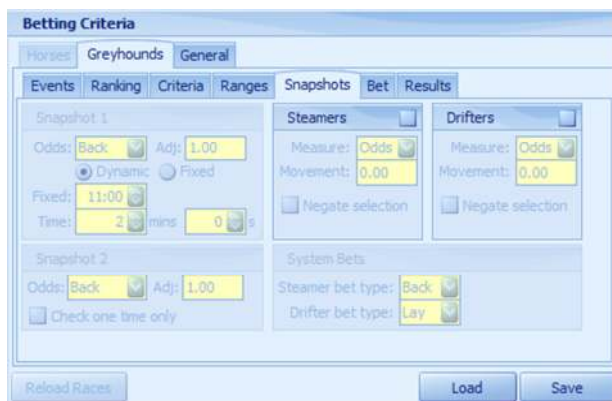
Trap	Min	Max
☐ Trap 1:	1.01	1000.00
☐ Trap 2:	1.01	1000.00
☒ Trap 3:	1.01	3.50
☐ Trap 4:	1.01	1000.00
☐ Trap 5:	1.01	1000.00
☐ Trap 6:	1.01	1000.00

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 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

3.5.2.3 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).

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 % book value and the % book value recorded at the first snapshot.

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 not deliberately not considered as bets. To achieve this, tick the Negate selection tickbox. 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).

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 % book value and the % book value recorded at the first snapshot.

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 not deliberately not considered as bets. To achieve this, tick the Negate selection tickbox. 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.

The screenshot shows the 'Betting Criteria' dialog box with the 'General' tab selected. It contains several sections: 'Snapshot 1' with 'Odds: Back', 'Adj: 1.00', and 'Dynamic' selected; 'Snapshot 2' with 'Odds: Back', 'Adj: 1.00', and 'Check one time only' checked; 'Steammers' with 'Measure: Odds' and 'Movement: 0.00'; 'Drifters' with 'Measure: Odds' and 'Movement: 0.00'; and 'System Bets' with 'Steamer bet type: Back' and 'Drifter bet type: Lay'. There are also 'Negate selection' checkboxes for both Steammers and Drifters, which are currently unchecked. At the bottom are 'Reload Races', 'Load', and 'Save' buttons.

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 betting is not currently enabled for Greyhound races, so 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.

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 have a BSP (races that do not go In Play), then this 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)

This has not yet been implemented!

3.6.2 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 0% and 100%. When an entry is set to 0%, no bet is placed for that portion of the E/W bet.

3.6.3 Dutch Betting

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 right hand corner of the grouping box.

3.6.3.1 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 liability or a fixed profit:

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.

Profit When dutching to a fixed profit, 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.

3.6.3.2 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 Results



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

3.7.1 Betfair (RSS)

In TEST mode, the winner of any given race cannot be determined by looking at the settled market. Instead, TheBetEngine must use an alternative method – namely analysis of the output of the Betfair Results Service.

This method is 100% accurate as the winner is only published by the Results Service when the market has been settled.

3.7.2 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.

4 General Betting Criteria

4.1 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.

4.2 Race Days

For systems that automatically include races (see section 4.1), you can control the days on which the auto-inclusion takes place.

Auto-inclusion is disabled for all days that are not ticked.

4.3 Race Months

For systems that automatically include races (see section 4.1), you can control the months on which the auto-inclusion takes place.

Auto-inclusion is disabled for all months that are not ticked.

5 Manual Selections

When the Selection Type is set to Manual, the runners' grid becomes activated:

20:50 Wolverhampton (1m1f Hcap)

The screenshot displays the 'Today's Runners' grid on the left, listing 12 horses: One Of Twins, Like A Boy, Diamond Sunrise, Formidable Girl, Lord Emerson, Ippi N Tombi, Cathcart Castle, Endaxi Mana Mou, Princess Gail, Full Stretch, Beating Harmony, and Look For Love. Each horse has a checkbox for selection and an 'MR' column. The 'Betting Criteria' panel on the right shows various betting options and filters, including 'Market' (Min Odds: 1.01, Max: 1000.00), 'Min Runners' (1), 'Min Liquidity' (0.00), 'Max RF%' (0.00), 'Ratio' (0.00), 'Max Liability' (0.00), and 'Runners - Distance/Position' (To favourite: 0.00 points, To previous: 0.00 points, To next: 0.00 points, To specific: 1, 0.00 points). The 'Runners - Money' section shows 'Min matched: 0.00 GBP'.

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.

5.1 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 above the checkboxes.

5.2 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.

5.3 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*.

5.3.1 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.

5.3.2 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.

5.3.3 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.

5.3.4 Minimum Runners (MinR)

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.

5.3.5 Maximum Runners (MaxR)

If you want to prevent a bet from taking place if the number of runners exceeds a certain number, then you can enter the required maximum number of runners into the *MaxR* column.

5.3.6 Minimum Odds (MinO)

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.

5.3.7 Maximum Odds (MaxO)

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.

5.4 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.

5.4.1 Rating

This override is not currently implemented.

5.4.2 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)

5.4.3 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.

5.4.4 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.

5.4.5 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.

5.4.6 Sub

This override is not currently implemented.

5.5 Loading selections

To load some previously saved selections, click on the Load tab. A dialog box will appear and you will be prompted to select the selection file to be loaded.

5.6 Saving selections

Once you have made your selections, you can save the selections to a file by clicking on the Save 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.

5.7 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.

6 E/W Betting

When you wish to place E/W bets, you need to ensure that both Win and Place markets are loaded.

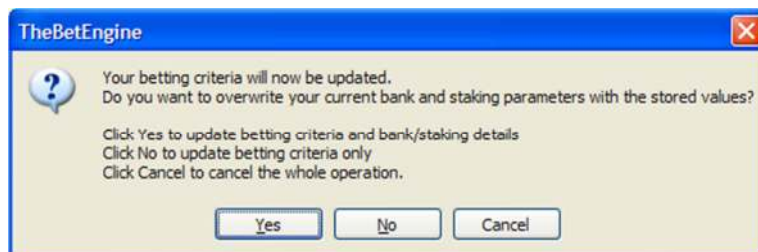
Both markets will be displayed on the race grid, but you only need to make your manual selection against the Win market – the Place portion of the bet will be placed by TheBetEngine automatically.

7 Loading and Saving Betting Criteria

7.1 Loading betting criteria

You can load some previously saved betting criteria by clicking on the Load 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 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 % 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:

Default stake	Enter the initial stake to be used into the <i>Default stake</i> box. This is the stake that will be used if there is no recovery in operation.
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.
Add recovery to default stake	If this entry is ticked, the recovery stake is increased by the value of the default stake. This ensures that any recovery will recover the full losses and make a profit on a winning bet.

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.

8.2.6 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 <i>Default stake</i> box.
Seq length	Enter the required length of the Fibonacci sequence into the <i>Seq length</i> 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.

8.2.7 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.

8.2.8 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*.

No reset at top When the end of the sequence is reached, TheBetEngine resets the sequence to the beginning. However, if *No reset at top* is ticked, the current stake is maintained until the sequence is reset or moved down.

8.2.9 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.

8.2.10 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).

8.2.11 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

8.2.12 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.

8.2.13 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.

8.2.14 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.

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.

8.2.15 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

8.3 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 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 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.

8.3.6 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 <i>Default stake</i> 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 [$£2.00 \times (3.5 - 1) \rightarrow £5.00$] 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 [$£7.00 \times (4.0 - 1) \rightarrow £21.00$] 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

8.3.7 % 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:

Default stake	Enter the initial stake required into the <i>Default stake</i> 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 profit per race	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) on a per race basis. This means that the default stake is added the calculated stake before a bet is placed.

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 [$£2.00 \times (3.5 - 1) \rightarrow £5.00$]. 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).

8.3.8 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.

8.3.9 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.

8.3.10 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:

1 st cutoff	Specify the <i>max odds</i> and the <i>bank %</i> for the first band of betting.
2 nd cutoff	Specify the <i>max odds</i> and the <i>bank %</i> for the second band of betting.
3 rd 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 3 rd 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%.

8.3.11 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 in to the <i>Default stake</i> 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: <table> <tr> <td>No Change</td><td>The current entry in the sequence remains the same.</td></tr> <tr> <td>Up 1</td><td>The current entry is moved up the sequence by 1 notch.</td></tr> <tr> <td>Up 2</td><td>The current entry is moved up the sequence by 2 notches.</td></tr> </table>	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.
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*.

No reset at top When the end of the sequence is reached, TheBetEngine resets the sequence to the beginning. However, if *No reset at top* is ticked, the current stake is maintained until the sequence is reset or moved down.

8.3.12 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.

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.

8.3.13 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.

8.4 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
1	1.01	51	1.51	101	2.02	151	3.05	201	8.20	251	55.00
2	1.02	52	1.52	102	2.04	152	3.10	202	8.40	252	60.00
3	1.03	53	1.53	103	2.06	153	3.15	203	8.60	253	65.00
4	1.04	54	1.54	104	2.08	154	3.20	204	8.80	254	70.00
5	1.05	55	1.55	105	2.10	155	3.25	205	9.00	255	75.00
6	1.06	56	1.56	106	2.12	156	3.30	206	9.20	256	80.00
7	1.07	57	1.57	107	2.14	157	3.35	207	9.40	257	85.00
8	1.08	58	1.58	108	2.16	158	3.40	208	9.60	258	90.00
9	1.09	59	1.59	109	2.18	159	3.45	209	9.80	259	95.00
10	1.10	60	1.60	110	2.20	160	3.50	210	10.00	260	100.00
11	1.11	61	1.61	111	2.22	161	3.55	211	10.50	261	110.00
12	1.12	62	1.62	112	2.24	162	3.60	212	11.00	262	120.00
13	1.13	63	1.63	113	2.26	163	3.65	213	11.50	263	130.00
14	1.14	64	1.64	114	2.28	164	3.70	214	12.00	264	140.00
15	1.15	65	1.65	115	2.30	165	3.75	215	12.50	265	150.00
16	1.16	66	1.66	116	2.32	166	3.80	216	13.00	266	160.00
17	1.17	67	1.67	117	2.34	167	3.85	217	13.50	267	170.00
18	1.18	68	1.68	118	2.36	168	3.90	218	14.00	268	180.00
19	1.19	69	1.69	119	2.38	169	3.95	219	14.50	269	190.00
20	1.20	70	1.70	120	2.40	170	4.00	220	15.00	270	200.00
21	1.21	71	1.71	121	2.42	171	4.10	221	15.50	271	210.00
22	1.22	72	1.72	122	2.44	172	4.20	222	16.00	272	220.00
23	1.23	73	1.73	123	2.46	173	4.30	223	16.50	273	230.00
24	1.24	74	1.74	124	2.48	174	4.40	224	17.00	274	240.00
25	1.25	75	1.75	125	2.50	175	4.50	225	17.50	275	250.00
26	1.26	76	1.76	126	2.52	176	4.60	226	18.00	276	260.00
27	1.27	77	1.77	127	2.54	177	4.70	227	18.50	277	270.00
28	1.28	78	1.78	128	2.56	178	4.80	228	19.00	278	280.00
29	1.29	79	1.79	129	2.58	179	4.90	229	19.50	279	290.00
30	1.30	80	1.80	130	2.60	180	5.00	230	20.00	280	300.00
31	1.31	81	1.81	131	2.62	181	5.10	231	21.00	281	310.00
32	1.32	82	1.82	132	2.64	182	5.20	232	22.00	282	320.00
33	1.33	83	1.83	133	2.66	183	5.30	233	23.00	283	330.00
34	1.34	84	1.84	134	2.68	184	5.40	234	24.00	284	340.00
35	1.35	85	1.85	135	2.70	185	5.50	235	25.00	285	350.00
36	1.36	86	1.86	136	2.72	186	5.60	236	26.00	286	360.00
37	1.37	87	1.87	137	2.74	187	5.70	237	27.00	287	370.00
38	1.38	88	1.88	138	2.76	188	5.80	238	28.00	288	380.00
39	1.39	89	1.89	139	2.78	189	5.90	239	29.00	289	390.00
40	1.40	90	1.90	140	2.80	190	6.00	240	30.00	290	400.00
41	1.41	91	1.91	141	2.82	191	6.20	241	32.00	291	410.00
42	1.42	92	1.92	142	2.84	192	6.40	242	34.00	292	420.00
43	1.43	93	1.93	143	2.86	193	6.60	243	36.00	293	430.00
44	1.44	94	1.94	144	2.88	194	6.80	244	38.00	294	440.00
45	1.45	95	1.95	145	2.90	195	7.00	245	40.00	295	450.00
46	1.46	96	1.96	146	2.92	196	7.20	246	42.00	296	460.00
47	1.47	97	1.97	147	2.94	197	7.40	247	44.00	297	470.00
48	1.48	98	1.98	148	2.96	198	7.60	248	46.00	298	480.00
49	1.49	99	1.99	149	2.98	199	7.80	249	48.00	299	490.00
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
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	1 if live odds are to be used for odds checks, 0 if Betfair odds are to be used
Use Odds	0 for BSP, 1 for Best odds, 2 for 2 nd best odds, 3 for 3 rd best odds.
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 2.8.1.2)
Rating	Not used – use 0 to ignore
Rank	A bet is placed on if the selection is the specified rank. Use 1 for 1 st Fav, 2 for 2 nd Fav, etc (see section 2.4.2.5)
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 used – 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

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.