

# WinPicks 2018 Reference Manual

This manual is a comprehensive reference guide for all versions of WinPicks, including *Pro Football Analyst*, *College Football Analyst*, *Pro Basketball Analyst*, and *College Basketball Analyst*.

To receive technical support for any WinPicks product, email: [winpicks@microbro.com](mailto:winpicks@microbro.com)

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## Section 1. Introduction to WinPicks

Thank you for purchasing WinPicks! The WinPicks family consists of four statistical database and handicapping packages: *Pro Football Analyst*, *College Football Analyst*, *Pro Basketball Analyst*, and *College Basketball Analyst*. Whether you purchased just one package or all four, you'll find that WinPicks is an invaluable handicapping tool. If you like statistics, you'll love WinPicks. And if you bet on the games, WinPicks can give you the winner's edge.

We've made WinPicks as professional and powerful as software in any genre. With its colorful graphics, powerful handicapping engine, and sophisticated interface, WinPicks makes full use of the Microsoft Windows environment. We designed WinPicks using the knowledge and experience gained from more than two decades of writing and publishing sports handicapping software. The result is a sleek, versatile, and powerful family of handicapping software that beats the competition hands down.

All members of the WinPicks family share a common user interface. If you know how to use one package, you know how to use them all. In fact, WinPicks is so intuitive to use that you may not need this manual! If you do, however, this manual is a comprehensive reference. It explains how each feature of the WinPicks series works, and discusses the differences and similarities between the four packages.

To give you an idea of the power of WinPicks, here are just a few of the features that WinPicks has to offer:

- **Automatic downloading of stat files from the Internet** - This guarantees that your database is always completely up to date.
- **A huge database of past game results and point spread information** - *Pro Football Analyst* also contains the complete boxscores from every game, and lets you track each team's performance in over 60 statistical categories.
- **WinPicks predicts the outcome of games in a variety of formats** - It picks the straight-up winner, and recommends certain picks against the point spread. Plus, it predicts the point total of every game (the over/under).
- **You can create your own prediction formulas** - WinPicks doesn't limit you to using "built-in" formulas. Instead, it lets you experiment with handicapping methods that you create.
- **You can analyze your prediction formulas** - After you create a formula, you can analyze its performance (straight-up, against the spread, and against the totals line); so you can test a formula before you actually use it. You can even run and analyze all of your formulas at one time!

- **You decide which stats are used to make predictions** - For example, you can base predictions on stats from the entire season, the past 10 weeks, the past 3 weeks, or any other combination.
- **The best trend analysis engine in the business** - WinPicks has a huge database containing thousands of trends. You can see how any team has performed straight-up, against the spread, or against the total in a variety of situations. For example, you can see a team's record as a favorite or underdog, as the home team or the visitor. You can also see their record in postseason games, in games after a loss or win, in division, conference, and non-conference games, or in head-to-head matchups with any other team. You can see how they fared when favored by more than 5, by less than 5, or by any possible number. You can combine multiple trends to get as specific as you wish, or even look at general trends that apply to every team in the database. The bottom line is this: If you can think of an angle, WinPicks can check it out for you! The amazing "Trend Seeker" will even search the database for all possible trend combinations and list them all!

WinPicks requires Microsoft Windows (XP, Vista, or Windows 7/8/10) and at least 256 megabytes of RAM. An Internet connection is highly recommended for keeping WinPicks updated during the season, but if you are away from the Internet; all necessary data can be obtained from your newspaper and keyed in manually.

## Section 2. Installing and Starting WinPicks

This section explains how to install the WinPicks software. There are a total of four WinPicks applications as listed below:

- *Pro Football Analyst*
- *College Football Analyst*
- *Pro Basketball Analyst*
- *College Basketball Analyst*

All applications are sold separately or as part of one of the WinPicks “combination packs”:

- *Football Power Pack* - Includes *Pro Football Analyst* and *College Football Analyst*
- *Basketball Power Pack* - Includes *Pro Basketball Analyst* and *College Basketball Analyst*
- *Parlay Pack* - Includes *Pro Football Analyst Deluxe*, *College Football Analyst*, *Pro Basketball Analyst*, and *College Basketball Analyst*

WinPicks requires at least 256 megabytes of RAM and Microsoft Windows (XP, Vista, or Windows 7/8/10).

The installation process is fast and easy. When you purchase WinPicks, you will download an executable file. Just run that file to install WinPicks. The on-screen instructions will take you right through the process.

After the installation is finished, you may be asked to restart your computer. Then a new folder called “WinPicks 2018” will be added to the taskbar and the icons for each installed package will be inside this folder.

### Starting WinPicks

Start WinPicks as follows:

- Click the START button, select PROGRAMS, and select the “WinPicks 2018” folder.
- Select the icon for either *Pro Football Analyst*, *College Football Analyst*, *Pro Basketball Analyst*, or *College Basketball Analyst*.

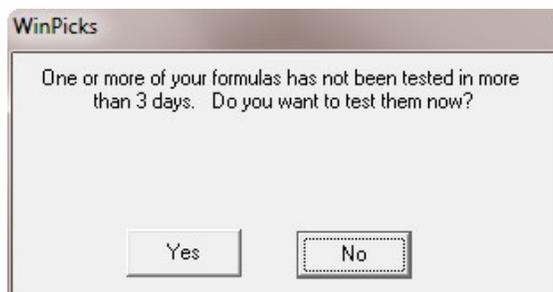
The selected WinPicks application will then display its title screen, and load its database. If you a repeat customer, you'll be asked whether you want to copy your prediction formulas and user line files from last year's version of WinPicks. After the old formulas are imported, a menu box will appear on screen asking you if you want to download statistics now. This box appears the first time

you run WinPicks, or whenever it has been more than 3 days since you downloaded statistic files. The box looks like this:



If you are connected to the Internet, select YES to download stats now. The process takes just seconds and is simple and self explanatory. However, if the download fails or you need more information, click [here](#). If you are not currently connected to the Internet, select NO.

Next, a box appears asking if you want to test your prediction formulas. This box appears the first time you run WinPicks, or whenever one or more of your prediction formulas has not been tested for three days. The box looks like this:



It is a good idea to always select YES. You'll understand why later on, when you use the "Formula Warehouse", one of the most powerful features of WinPicks. Testing the formulas might take a few seconds or even minutes, depending upon the speed of your computer and the number of formulas you have to test. If last year's version of WinPicks is on your computer, all of the formulas from last year were imported into this year's version during the installation, and they will all be tested now.

And finally, now is a good time to enter your Internet Settings. To do so, select INTERNET SETTINGS from the FILE menu. If you don't know how to do this, click [here](#). After selecting INTERNET SETTINGS, you'll see a window like the one below:



There are two tabs in the window. One tab is labeled CONNECTION. Most customers can ignore this tab. It is only important if you connect to the Internet using a proxy server. If you use a proxy server and need more information, click here. The second tab is labeled WINPICKS CUSTOMER ID and is shown in the picture. Your customer ID is the email address and the password you used when you ordered the software, so you need to enter this information. This will allow you to upload and download prediction formulas from the "Formula Warehouse" (Section 8.6). If you can't find this information, email MicroBrothers ([winpicks@microbro.com](mailto:winpicks@microbro.com)) and provide as much information as you can to identify yourself, including your name and address. After you enter your email address and password into one version of WinPicks, it is saved in all versions. For example, if you enter the information into *Pro Football Analyst*, you won't need to reenter it into *College Football Analyst*.

Once the WinPicks Customer ID has been entered, all features of WinPicks are ready to use!

## Section 3. Getting Started

This section covers the basic elements of WinPicks; including the tool bar, entering data, how to get help, and more. It assumes that you understand basic Windows features, like pull-down menus, command buttons, scroll bars, minimize and maximize buttons, and the mouse. If you are familiar with using other Windows applications, you can jump right in and begin using WinPicks.

This section covers the following topics:

- 3.1 - Selecting Menus and Menu Items
- 3.2 - The Tool Bar
- 3.3 - Changing the Tool Bar
- 3.4 - Printing
- 3.5 - WinPicks Web Browser
- 3.6 - Leaving WinPicks

### Section 3.1. Selecting Menus and Menu Items

The WinPicks menu names are printed near the top of the screen as shown in Figure 3.1. The menu names are FILE, EDIT, DATABASE, VIEW, PREDICT, CONSENSUS, TRENDS, ADD-INS (*Pro Football Analyst only*), and HELP. You can activate a menu by selecting it with the keyboard or a mouse.

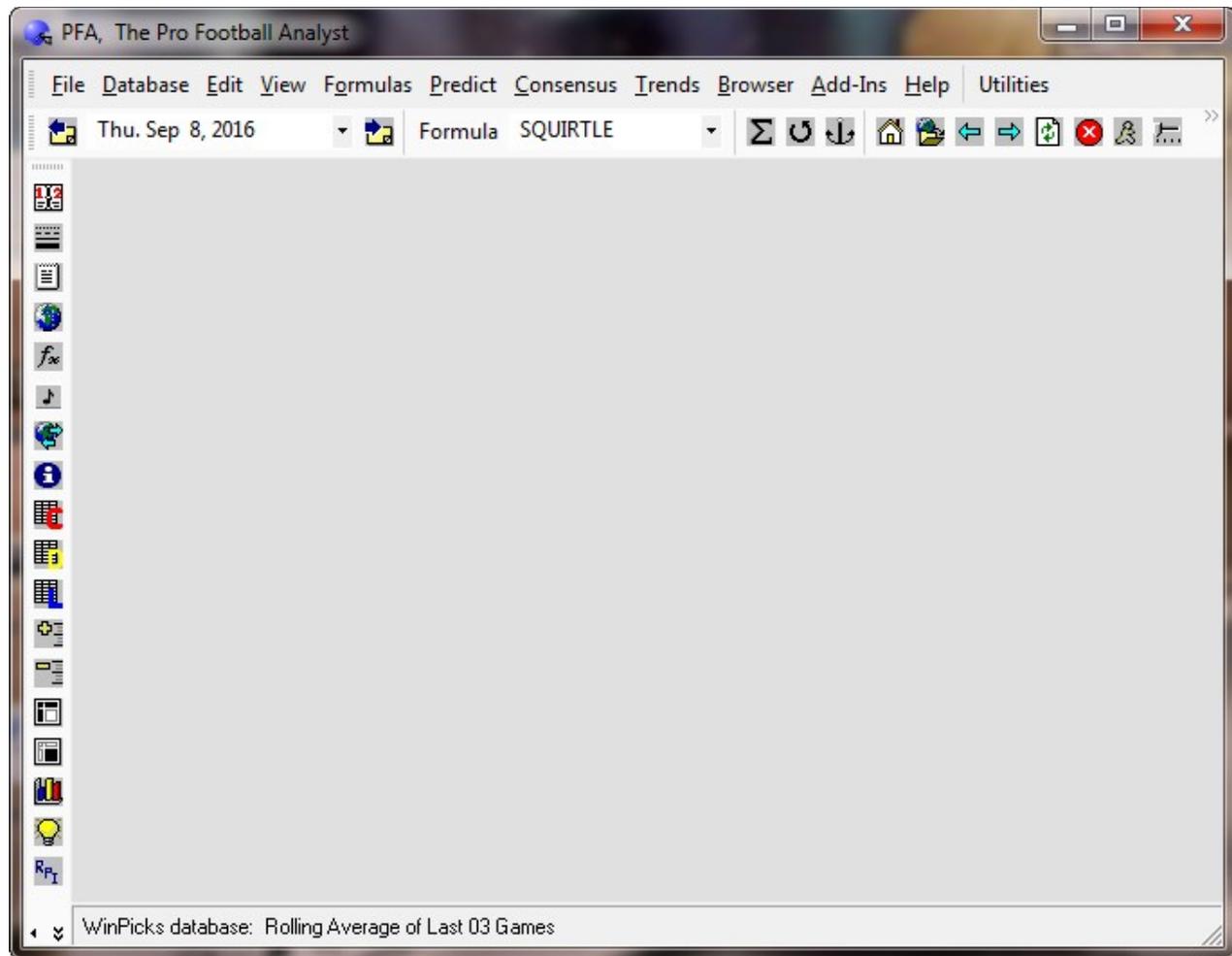
Windows was designed to work with a mouse, and you'll probably find that using the mouse is the easiest way to use WinPicks. However, if you wish, you can use WinPicks by using the keyboard. Or, you can switch back and forth between the mouse and the keyboard. In this section, we'll take a brief look at how you can use either the mouse or the keyboard to select menus and menu items.

#### Using the Mouse

When you use WinPicks with a mouse, a small arrow will be present on your display. This is the "mouse pointer". When you move the mouse, the mouse pointer will also move. To see this, move the mouse and watch the mouse pointer move around the screen. If the mouse pointer changes to an hourglass, it means that WinPicks is performing some task that will take a few moments to complete.

To select a menu with the mouse, you need to move the mouse pointer so that it "touches" one of the menu names. For example, to select the FILE menu, move the mouse pointer so that it touches the word *File* on the top part of your screen. The mouse pointer can touch any part of the menu name. When the mouse pointer is still touching the menu name, click (press and release) the left button on the mouse.

To select a menu item with a mouse, move the mouse pointer to the item you want and click. To exit a menu, move the mouse pointer to an area outside of the menu, and click any mouse button. You will return to a screen where no menus are displayed.



*Figure 3.1 - The Main WinPicks Screen (PFA)*

## Using the Keyboard

To select a menu with the keyboard, hold down the ALT key and then press the first letter of the menu that you want. For example, to select the FILE menu, hold down the ALT key and press the F key (F is the first letter in the word FILE). The notation for this is ALT-F. To select the DATABASE menu press ALT-D, to select the VIEW menu press ALT-V, and so on.

Once a menu is displayed, you can display the next menu by pressing the arrow keys. LEFT ARROW displays the next menu to the left, and RIGHT ARROW displays the next menu to the right. The menus are displayed in a circular fashion. You can see this by holding down either LEFT ARROW or RIGHT ARROW. The menus will quickly move by on your display. When you go past either the left or right side of the screen, you'll jump to the other side. To return to a screen with no menus displayed, press ESC.

Many of the reports displayed in WinPicks are too large to fit on one screen, so you'll have to scroll down to view the entire report. To jump directly to the item in the report that you are looking for (such as a team name), type CTRL-F to use the built-in search function.

Once you select a menu, there are at least two (and sometimes three) ways to select a menu item using the keyboard. The first way is to use the arrow keys. Whenever you have a menu displayed, you can scroll through the items on the menu using UP ARROW and DOWN ARROW. When the menu item you want is highlighted, press ENTER. The second way is to press the underlined character within each menu item. The indicated key is usually (but not always) the first character in the menu item name. For example, the VIEW menu shows that the T in TEAM INFO is underlined. You can select TEAM INFO by pressing the T key.

There are also some menu items that you can select by pressing a function key. The table below lists these menu items. Each menu item is discussed in detail elsewhere in this manual.

Function Key	Function	Manual Section
F1	Help	10.4
F5	Previous View	7.4
F6	Next View	7.4
F7	Previous Date	4.3
F8	Next Date	4.3
F9	My Formulas	8.2

The function keys listed in the table are hot keys. You can use them without selecting a menu. For example, NEXT VIEW is located on the VIEW menu, but you do not have to select that menu in order to use NEXT VIEW. You can always select NEXT VIEW by simply pressing F6.

## Section 3.2. The Tool Bar

In addition to the menus, WinPicks includes a tool bar that lets you select some functions without using menus. All you have to do is click on the tool bar icon. The table below describes what each icon does, and lists the section in the manual where the topic is covered.

Tool Icon	Name	Function	Manual Section
	Enter Playoff Schedule	Corrects schedule and adds postseason games	5.2
	Enter Lines and Totals	Manually enter lines, totals, and Nevada rotation	6.1
	Enter Games	Manually enter game data	5.1
	My Formulas	Create, modify, delete, and activate formulas	8.2
	Formula Tuner	Tunes prediction formulas for best results	8.5
	Formula Warehouse	Upload and download prediction formulas	8.6
	Download Stats from Internet	Download the latest stat and line files from the Internet	5.3
	Print	Send the information on screen to your printer	3.4
	View Team Info	View the database of the selected team	7.1
	View Stats by Category	View statistics in a specific category (PFA only)	7.3

	View Stats by Team	View statistics of a specific team (PFA only)	7.3
	View Stat Charts	View a graphic of a selected statistic (PFA only)	7.3
	View Points Scored	Rank teams according to points scored (CFA, PBA, CBA)	7.5
	View Points Allowed	Rank teams according to points allowed (CFA, PBA, CBA)	7.5
	View Standings by Division	View Standings Grouped by Division	7.2
	View Standings by Conference	View Standings Grouped by Conference	7.2
	View Standings by League	View Standings with All Teams on One List	7.2
	Power Ratings (formulas)	Display power ratings using current formula	7.6
	Power Ratings (RPI)	Display power ratings using RPI	7.6
	Records	Display records for all teams in database	7.8
	Average Margin of Victory	Display average margin of victory for all teams	7.10
	Predict Sides	Predict winners straight-up and against the spread	8.7
	Predict Totals	Predict winners against the total (over/unders)	8.8
	Analyze season	Analyze single formula for current season	8.4
	Consensus Sides	Predict ATS winners using multiple formulas	8.12
	Consensus Totals	Predict totals using multiple formulas	8.12
	Consensus Straight Up	Predict straight up winners using multiple formulas	8.12
	Consensus Analyze Year	Analyze multiple formulas for current season	8.12
	Line Shifter	Increment lines to see how recommended picks change	8.17
	Team History	Display trend history for selected team	9.1
	Key Trends	Displays key trends that relate to the selected date	9.7
	Situation Analysis	Displays trends that relate to the selected game	9.6
	Trend Seeker	Searches through past games and compiles a list of trends	9.3
	Watch List	Displays the trend list compiled by Trend Seeker	9.4
	My Trends	Displays the trend list stored using My Trends	9.4
	Trend Alerts	Scans upcoming games against Watch List, and reports on games that match the trends	9.5
	My Trends Alerts	Scans upcoming games against My Trends List, and reports on games that match the trends	9.5
	Power Rating Charts	Graphically display a team's power rating over time	7.6

	Schedule Difficulty	Display schedule difficulty for all teams in database	7.7
	Turnovers	Display turnover data for all teams (PFA only)	7.10
	Pool Picks	Ranks picks for football pools (PFA only)	8.9
	Analyze N Dates	Analyze prediction formula using a selectable number of past dates	8.4
	Help	Displays the on-line help function	10.4
	Rolling Average	Select a rolling average database	4.1
	Season to Date	Select a season-to-date database	4.1
	Fixed at Date	Select a fixed-at-date database	4.1
	Next Date	Advance to the next date in the database	4.3
	Previous Date	Go back to the previous date in the database	4.3
	WinPicks Forum	Visit the WinPicks Forum at ScoresLine.com	3.5
	ScoresLine.com	Visit the ScoresLine.com web site	3.5
	Browse Back	Back Button for Web Browser	3.5
	Browse Forward	Forward Button for Web Browser	3.5
	Refresh Page	Refresh Button for Web Browser	3.5
	Stop Browser	Stop Button for Web Browser	3.5
	Enter a Web Address	Visit any Site from Web Browser	3.5

### Section 3.3. Changing the Tool Bar

Some users prefer a simple tool bar that includes only the icons that they commonly use. WinPicks allows you to remove the icons that you don't want, or to add new icons to toolbar. Keep in mind that the number of visible icons is limited by the amount of space allocated to WinPicks on the display. To add or remove icons, click on the double down-arrow, located at the bottom of the scroll bar on the left side of the WinPicks screen.

To further customize the appearance of WinPicks, select TOOLBAR from the EDIT MENU. After selecting the icons that you want, select CLOSE to save your settings.

### Section 3.4. Printing

WinPicks can produce dozens of professional quality reports and graphs. Use PRINT SETUP from the FILE menu if you need to select or change your printer. To print information that is displayed on the screen, select PRINT from the FILE menu, or click the printer icon on the toolbar.

## Section 3.5. WinPicks Web Browser

All versions of WinPicks contain a built-in web browser that is capable of accessing nearly any web site. To control the web browser, select the BROWSER menu, and select from these items:

- **WinPicks OnLine Manual** - This option allows you to view the WinPicks reference manual from the MicroBrothers.com web site.
- **WinPicks OnLine FAQ** - This option allows you to view the answers to frequently asked questions (FAQ) about WinPicks from the MicroBrothers.com web site.
- **WinPicks Forum at ScoresLine.com** - This option allows you to view the WinPicks technical support forum at ScoresLine.com. To post messages in the forum, you need to register. This takes just a few seconds, and is completely free.
- **ScoresLine.com** - This option allows you to access the ScoresLine web site, one of the fastest and easiest to use scoreboard sites anywhere on the Web. In addition to scores, ScoresLine allows you to access game previews, boxscores, and game recaps.
- **Sign up for FREE text message scores sent to your cell phone** - This option allows you to sign-up to have text message scores sent to your cell phone by the ScoresLine.com web site. This service is absolutely FREE and it takes just seconds to register. This is a great way to keep track of all of the game scores when you are away from your computer, and you'll find that the scoring updates are the fastest you'll find anywhere.
- **Browse Back** - This is the "back button" for the web browser. It returns you to the previous screen that was displayed most recently. The screen can be part of the WinPicks application, or a page on a web site.
- **Browse Forward** - This is the "forward button" for the web browser. If you have been using "Browse Back" to move back, this will move you forward again, one screen at a time. In can page through screens that are part of the WinPicks application, or through pages on a web site.
- **Refresh Page** - This is the "refresh button" for the browser, and will reload a web page.
- **Stop Browser** - This stops a web page from loading.
- **Enter a Web Address** - This allows you to enter the address of any web site, and view the site without leaving WinPicks. Use this feature to visit any of your favorite sites from within WinPicks.

## Section 3.6. Leaving WinPicks

When you are finished with a WinPicks session, select EXIT from the FILE menu to return to Windows.

## Section 4. Selecting a Database

All WinPicks products include a huge database of past game results, schedules, and statistics. The amount of data included with WinPicks differs slightly from product to product, as listed below:

- *Pro Football Analyst (PFA)* - The database includes all schedules, scores, lines, and game statistics from the 1985-86 NFL season through the current season, and the schedule for the current season.
- *College Football Analyst (CFA)* - The database includes all schedules, scores, and lines from the 1985-86 NCAA season through the current season, and the schedule for the current season.
- *Pro Basketball Analyst (PBA)* - The database includes all schedules, scores, and lines from the 1990-91 NBA season through the current season, and the schedule for the current season.
- *College Basketball Analyst (CBA)* - The database includes all schedules, scores, and lines from the 1999-2000 NCAA season through the current season, and the schedule for the current season.

This section covers the following topics:

4.1 - The Database Method

4.2 - Changing the Date

4.3 - Adjusting the Database one Date at a Time

### Section 4.1. The Database Method

You can view the information in the database on screen, use it to generate a variety of printed reports, and of course, use it for handicapping. Before using the database, however, you must select a database method (the default method is a 6-game rolling average).

All versions of WinPicks can use three different database methods. The method you choose depends upon your application. This section describes how each method works and when it should be used.

The DATABASE indicator on the tool bar displays the name of the database method currently in use. When you change methods; the message “Adjusting Database ...” will be briefly displayed.

#### Season to Date

This method is used both by handicappers and fans who want to use all of the stats from the current season. One benefit of this method is that the team records in the database are from the current season only, and will agree with the standings published on web sites and in your newspaper.

Season to date totals work like this: If a team has played 4 games during the current season, the database will include all 4 games. After the team plays its 5th game, the database will be adjusted to include all 5 games. The database always contains all of the games from the current season.

If games from the current season are not available, the database includes all of the games from the previous season. This situation only exists until data from the current season becomes available.

WinPicks automatically adjusts the database when new data is added to the database, or when you change the current date. To use season to date totals, select SEASON TO DATE from the DATABASE menu, or:

Select this button from the tool bar: 

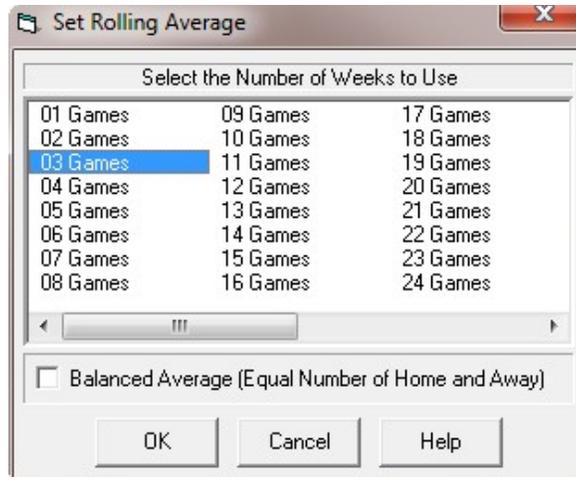
## Rolling Average

This method is normally used by handicappers who are attempting to predict the winner or point spread of a game. Since momentum is a key factor when predicting the outcome of games, handicappers are often most interested in the results of a team's most recent games. A rolling average supplies them with this information. For example, a 3-game rolling average uses the stats from each team's three most recent games. When a team plays their next game, it automatically becomes part of the new 3-game rolling average. The game from Week 1 "rolls off" and is no longer included.

To use a rolling average, select ROLLING AVERAGE from the DATABASE menu, or:

Select this button from the tool bar: 

The rolling average menu appears as shown in Figure 4.10. You may select a rolling average using from 1 to 30 games. A 6-game rolling average is used as a default value. There is no hard and fast rule as to which rolling average is the most effective. However, football handicappers often use a rolling average of 3 to 8 games, whereas basketball handicappers may use a rolling average of 10 games or more (for more information, see Appendix A).



*Figure 4.10 - The Rolling Average Menu*

If you check the box labeled **Balanced Average**, the database will include an equal number of home and away games. For example, if you use a 6-game rolling average, the database won't necessarily include the six most recent games a team has played. Instead, it will include each team's three most recent home games, and three most recent road games. Using a balanced average is probably more useful for handicapping the NBA (where teams have extended road trips and homestands), than it is for handicapping football.

The selected rolling average is automatically adjusted whenever new data is added to the database, or when you change the current date.

## Fixed at Date

The fixed at date method is used by those who want the database to include all available information from a certain date forward (the date can be from either the current season or a past season). You can use this method to use all of the data included with WinPicks. To do so, you would specify the oldest data in your database as your starting point. Whenever new information is added, it automatically becomes part of the database.

FIXED AT DATE has many interesting uses. For example, you can use it to see which team has the highest power rating or winning percentage over periods longer than one season. You can go back as far as you want, whereas a rolling average is limited to 30 games. The database is automatically adjusted when new data is added, or when you change the current date.

To use fixed totals, select **FIXED TO DATE** from the **DATABASE** menu, or:

Select this button from the tool bar: 

The FIXED AT DATE window includes a list of available dates and a calendar. The calendar is for the month of the currently selected date. The shaded areas on the calendar represent dates when games were played, or future dates when games are scheduled to be played. You must select a past date (if you select a future date you will receive an error message) to use as a starting date for your database. You may select a starting date from the list of available dates, or by clicking on one of the shaded dates on the calendar.

After you select a starting date, the database is adjusted to include the stats from the starting point on. For example, if you specify November 26, 2008 as your starting point, the database will include all available information from that date through the current date.

## **Section 4.2. Changing the Date**

When you use WinPicks, the current date is displayed in the box on the left side of the tool bar. Before the season begins, the current date is set to the first day of the season. Once the season is in progress, WinPicks determines the current date using a two-step process. The first step is to read the system date from the computer's internal clock. For this reason, please make sure that your computer's clock is set to the correct date. The second step is to find the first date greater than or equal to the system date where games are scheduled to be played, but where the game data has yet to be entered.

For example, the system date might be Sunday, November 30th. The next date (after the system date) where games are scheduled to be played is Monday, December 1st. In this instance, the tool bar will indicate that December 1st is the current date.

The information included in the database depends upon the current date. For example, if your database method is a 4-game rolling average, the database will include the 4 most recent games played by each team prior to the current date. If you use a season to date database, the database will include every game played during the current season prior to the current date.

There are many reasons that you might want to change the current date. For example, you might want to look at the standings from three weeks ago, or a year ago. You might want to select a past season and view or print reports from that season. Or, you might want to test a prediction formula to see how well it would have performed in past seasons. Changing the date allows you to look at how things were at a given point in time, just as if you were looking at an old magazine or newspaper.

There are two ways to change the current date. The first way is to select a new date using the "Current Date" dialogue box on the left side of the tool bar. The second way is to select SET CURRENT DATE from the DATABASE menu and then to select the date that you want from the calendar.

### Section 4.3. Adjusting the Database One Date at a Time

You can also step through the database one date at a time. There are three ways to do this:

- Click on the right and left arrows located alongside the “Current Date” box. The right arrow advances the database to the next date when games are scheduled to be played. The left arrow moves the date back to the first previous date when games were scheduled to be played.
- Select GO TO NEXT DATE or GO TO PREVIOUS DATE from the DATABASE menu.
- Select GO TO NEXT DATE by pressing F8, or GO TO PREVIOUS DATE by pressing F7.

Stepping through the database one date at a time is a useful feature. It shows you how a team’s performance changes over the course of a season. For example, when you are viewing power ratings (Section 7), you can step through the database and see how a team’s rating changes from game to game.

## Section 5. Updating Game Results

To keep WinPicks updated, you need to regularly add new game results to the database while the season is in progress. There are two ways to update the database. You can key the data in manually or download files from the Internet. Both methods are discussed in this section.

This section covers the following topics:

5.1 - Keying in Data

5.2 - Adding Postseason Games

5.3 - Downloading Files from the Internet

### Section 5.1. Keying in Data

It is much faster and more convenient to download updated files from the Internet (Section 5.3) than it is to key in data, so very few customers actually key in data. However, if you do decide to key in your own data or do not have Internet access, it will probably take just 15 to 45 minutes per week, per application. The amount of data that you need to key into WinPicks depends upon the application you are using. *Pro Football Analyst (PFA)* requires you to enter most of the information found in the game boxscores. *College Football Analyst (CFA)*, *College Basketball Analyst (CBA)*, and *Pro Basketball Analyst (PBA)* only require you to enter the game scores. The procedure for entering data into each application is explained below.

#### Keying Data into Pro Football Analyst

The stats used by *PFA* are found in the boxscores published in most daily newspapers. These boxscores usually appear the day after the game is played. Therefore, you'll always need to enter stats from the Monday paper (for the Sunday games) and from the Tuesday paper (for the Monday night game). A few NFL games are played on Thursday or Saturday, so you'll need to use the Friday and Sunday papers, respectively, when this occurs.

*PFA* stores an entire season of stats in one file. For example, the file PFSTATS.09 contains the stats from the 2009 season.

To key stats into *PFA*, select GAME SCORES from the FILE menu. A window appears listing the games scheduled for the current date. This window is shown in Figure 5.10.

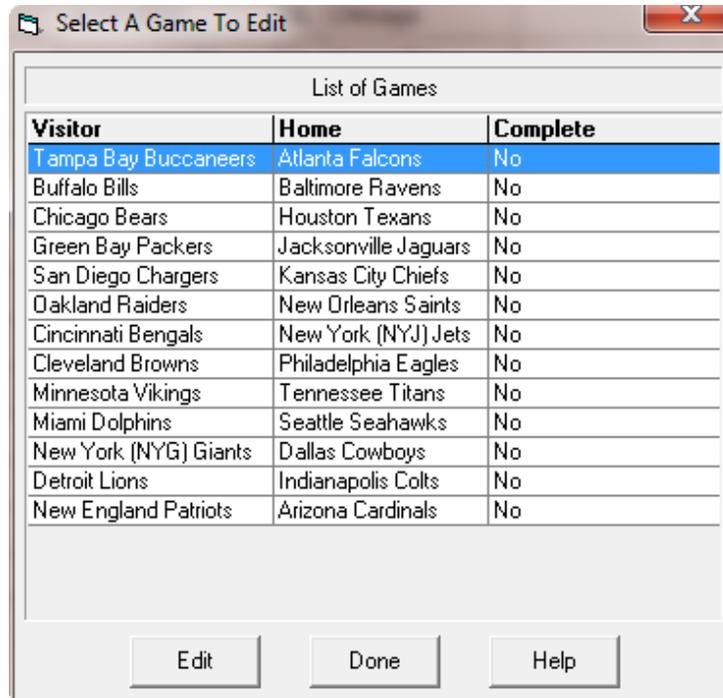


Figure 5.10 - The Game Selection Window (PFA)

Select the game you want by one of two methods:

- Point to the game you want and double click the mouse.
- Highlight the game you want and click EDIT

The game input screen appears as shown in Figure 5.11. The home team is on the right, and the visiting team is on the left. To enter a stat, move to the category you want using either the arrow keys or the mouse. Then, use the number keys to type in the stats.

Most stats are quite easy to locate in the newspaper boxscore. One exception is the field goal stats (“FG Attempts” and “FG Made”). You’ll need to look through the scoring summary to find the number of field goals made, and many newspapers include a section listing the missed field goals. By adding field goals made and field goals missed together, you can obtain the number of field goals attempted.

Statistic	SD	Kan
Points Scored	0	0
First Downs	0	0
Rushing Attempts	0	0
Rushing Yards	0	0
Passing Yards	0	0
Return Yards	0	0
Pass Completions	0	0
Passing Attempts	0	0
Interceptions	0	0
Times Sacked	0	0
Sack Yards	0	0
Punts	0	0
Punting Yards	0	0
Fumbles	0	0
Fumbles Lost	0	0
Penalties	0	0
Penalty Yards	0	0
FG Attempts	0	0
FG Made	0	0
Average TOP	00:00	00:00

Figure 5.11 - The Game Input Screen (PFA)

Another stat that needs explanation is “Return Yards”. WinPicks counts return yards as the sum of interception and punt return yards. It doesn't count kickoff return yardage, because teams generally accumulate kickoff return yardage when they allow a lot of points.

After you finish entering all the stats for a game:

- To save the stats to disk, click the OK button
- To quit without saving, click the CANCEL button

In rare instances, the game site may change. This has happened in past years due to scheduling conflicts with baseball teams or natural causes (blizzards, earthquakes, hurricanes, and so on). If the game site changes, you can swap the visiting and home teams and fix the schedule.

To swap the teams, click the SWAP button

After you enter a game, you are returned to the Game Selection Window (Figure 5.10). The games you have entered are marked “Yes” in the “Complete” column. Enter the stats for the next game, and continue in this fashion until the stats are entered for all games on this week's schedule.

## Keying Data into College Football Analyst, College Basketball Analyst, and Pro Basketball Analyst

*College Football Analyst (CFA)*, *College Basketball Analyst (CBA)*, and *Pro Basketball Analyst (PBA)* include extensive databases with scores from thousands of past games. *CFA* includes the scores for college football games dating back to the 1985 season. Every regular season and bowl game involving at least one Division-1 team is included (more than 600 games per season). *PBA* includes the scores for NBA games dating back to the 1990-91 season. Every regular season and postseason game is included (more than 1,000 games per season). *CBA* includes all games dating back to the 1999-2000 season.

Game scores are published in most daily newspapers the day after the game is played. College football scores are usually in the Sunday paper since most games are played on Saturday. However, in many areas the scores of the night games played on the West Coast (and the score of the Hawaii game) may not appear in your paper until Monday. Likewise, scores from West Coast NBA games may not appear in your paper until two days after the game was played, since some games end after the paper has gone to press.

To enter scores, select GAME SCORES from the FILE menu. A window appears listing the schedule as shown in Figure 5.12.



Figure 5.12 - The Enter Scores Window (PBA)

After you finish entering the game scores:

- To save the scores to disk, click the OK button
- To quit without saving, click the CANCEL button

## Section 5.2. Adding Postseason Games

Postseason games are automatically added to the files downloaded from the Internet (Section 5.3). However, if you key in your own statistics, you will need to add the postseason games to the schedule manually. To do so, select SCHEDULE from the FILE menu to display the Modify Schedules Window (Figure 5.20).

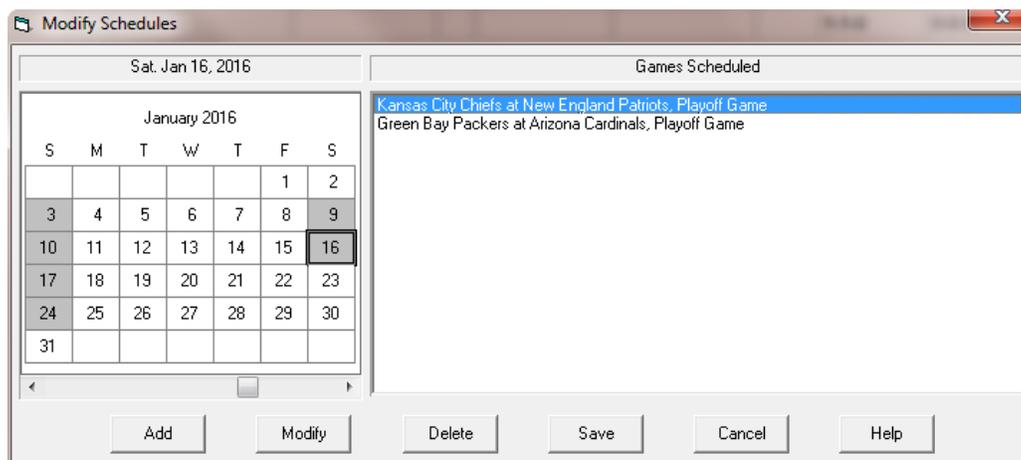


Figure 5.20 - The Modify Schedules Window (PFA)

To add a postseason game to the schedule:

- Use the calendar to select the date when the game is scheduled to be played.
- Click the ADD button.
- Select the visiting team.
- Select the home team.
- Select the game type. The choices you have depend upon the application:
  - *Pro Football Analyst* - Select “Playoff Game” for all playoff games other than the Super Bowl. Select “Super Bowl” for the Super Bowl itself. Although you must select a visiting and home team for the Super Bowl, *PFA* realizes that the game is played at a neutral site and no home field advantage is assigned.
  - *College Football Analyst* - Select the name of the bowl game or conference title game. Although you must select a visiting and home team for bowl games and conference title games, *CFA* realizes that these games are played at a neutral site and no home field advantage is assigned.

- *Pro Basketball Analyst* - Select “Playoff Game” for all postseason games.
- *College Basketball Analyst* - Select “NCAA Tournament” or “NIT Tournament” for all postseason games.

When you finish:

- Click the SAVE button to save the schedule.
- Click the CANCEL button to quit without saving.
- Click the MODIFY button to modify a game.
- Click the DELETE button to delete a game.

In addition to adding postseason games, the SCHEDULE function can be used to correct errors in the schedule files. For example, if the site of a game changes, or if you notice that a game was incorrectly labeled as a conference game, you can modify the schedule and correct the error.

### Section 5.3. Downloading Files from the Internet

When you start WinPicks, a menu box will appear on screen if it has been more than 3 days since you last downloaded statistic files. The box looks like this:



If you are connected to the Internet, simply click YES to download stats now. After selecting YES, a window appears showing the date and time of your last successful download. Click DOWNLOAD NOW and the latest stats will be automatically sent to your computer. Of course, if you are not currently connected to the Internet, select NO. The download obviously won't work if your Internet connection is not active.

You will probably want to download more than once every three days, since it is important to always add the latest game results to the database. Therefore, you can download at any time by selecting DOWNLOAD STATS FROM INTERNET on the FILE menu, or by clicking on the picture of the globe on the tool bar.

The download is trouble free for nearly all users. In the rare cases where the download fails, check to see if your Internet provider is using a proxy server. Normally, WinPicks will connect directly to the Internet to download its files. However, a few Internet providers and networks only allow a connection through a proxy server to the Internet. The proxy server acts as an intermediary between your computer and the Internet. If your Internet connection uses a proxy server, you need to tell WinPicks the name of the proxy server in order for downloads to work correctly.

To enable the proxy server support in WinPicks:

- Select INTERNET SETTINGS from the FILE menu
- Click on the CONNECT USING A PROXY SERVER option
- Enter the name of the server and port number
- Click OK to save the settings

If you are unsure of the proxy server you are connecting through, contact your Internet provider. Or, you might be able to find the information by checking your browser settings.

A successful download takes just a few seconds. Each WinPicks application will automatically obtain two files from the Internet, store the files in the data directory, add the files to its database, and then restart. The files downloaded by each application are listed below.

- **Pro Football Analyst** - These files are made available no later than Tuesday during each week of the pro football season. The files available on Tuesday include the results and statistics from the Monday Night game. The “yy” designation represents the last two digits of the current year.

Filename	Description
PFSTATS.yy	Pro Football Stat Files
PFLINES.yy	Pro Football Line and Totals Files

- **College Football Analyst** - These files are made available no later than Monday during each week of the college football season. The “yy” designation represents the last two digits of the current year.

Filename	Description
CFSTATS.yy	College Football Stat Files
CFLINES.yy	College Football Line and Totals Files

- **Pro Basketball Analyst** - These files are made available every day during the pro basketball season. The “yy” designation represents the last two digits of the current year.

Filename	Description
PBSTATS.yy	Pro Basketball Stat Files
PBLINES.yy	Pro Basketball Line and Totals Files

- **College Basketball Analyst** - These files are made available every day during the pro basketball season. The “yy” designation represents the last two digits of the current year.

Filename	Description
CBSTATS.yy	College Basketball Stat Files
CBLINES.yy	College Basketball Line and Totals Files

## Section 6. Updating Lines and Totals

All members of the WinPicks family store the line (point spread and totals line) for every game in the database. You will automatically receive this information when you download files (Section 5.3) from the Internet. You also have the option of keeping up to three additional line files of your own. This section describes how to use and maintain the WinPicks line files.

This section covers the following topics:

- 6.1 - Entering Lines
- 6.2 - Copying Lines from a Folder
- 6.3 - Activating a Lines File

### Section 6.1. Entering Lines

To get started, select LINES AND TOTALS from the FILE menu. A file folder appears listing the schedule for the current date as shown in Figure 6.10.



Figure 6.10 - The Enter Lines Folder (PFA)

The file folder tab labeled *Downloaded Lines* contains the lines downloaded from the Internet or included with the WinPicks database. You can't change these lines. Although there is no such thing as an "official" line or total on a game, we try to be as consistent as possible with the line data included with WinPicks. We use lines nearly identical to those used at leading Las Vegas sportsbooks. You'll find that these lines are perfectly reliable and accurate in nearly all cases.

However, if you wager with a sportsbook, you might want to enter the actual line you are wagering against. Serious handicappers and gamblers know that even a half-point change in the line can be significant, and often keep very detailed records. Some handicappers track the opening and closing lines, and some have accounts with several sportsbooks. For this reason, the file folder allows you to enter and maintain up to three user line files in addition to the downloaded lines.

The three user line files (*My Lines 1, 2, and 3*) each have their own tab in the file folder. To enter your own lines, select one of these three tabs. You'll see a screen like the one in Figure 6.1, except now you'll be allowed to enter your own data. You can enter the point spread, the totals line (over/under), and the rotation numbers. These numbers are explained in the next few pages (for a more complete description of what the line means, please see Appendix A).

There is an additional folder named *Downloaded + My Lines 1*. This folder contains a combination of the downloaded lines and the lines entered into the *My Lines 1* folder. If you enter a line into *My Lines 1* it will override the downloaded line in the *Downloaded + My Lines 1* folder. This allows you to selectively modify some of the downloaded lines without having to enter all of the lines. If you don't enter anything into *My Lines 1*, the folder will contain the exact same information as *Downloaded Lines*. Note that you can't enter any data into the *Downloaded + My Lines 1* folder, but you can make it your active lines file (Section 6.3).

## Point Spreads

Point spread information is entered in the *By* Column. This column contains the line or point spread of the game. Before you enter lines, the home team is always listed in the column labeled *Favorite*. The visiting team is listed to the right of the home team in the column labeled *Underdog*. The home team has the word *at* in front of its name. The column between the team names (labeled *By*) is the line or point spread of each game. If no line has been entered, the NL designation (no line) will appear in the *By* column. By using the arrow keys or mouse, you can move around the schedule and enter or edit the line for each game.

If the home team is favored, enter a positive number for the line. If the visiting team is favored, enter a negative number for the line. If a game is listed as a *pick-em*, then enter a line of 0. If you enter a 0, the PK designation (pick-em) will appear in place of a number. This means that the two teams are considered to have an equally good chance to win.

To illustrate how to enter the line, consider an NFL game where Kansas City is playing at Denver. The home team (Denver) is favored to win the game by 5 points. Since the home team is favored, you would enter a positive line (5). If the visiting team (Kansas City) was favored by 5, you would enter a negative line (-5). If the game were a pick-em, you would enter a 0.

Whenever you enter a negative line, WinPicks converts it to a positive line, and swaps the positions of the home and visiting teams. This eliminates confusing notation like (+5), (-5), and so on. Once the line is entered, the favorites are all listed on the left (in the *Favorite* column), and the underdogs are all listed on the right (in the *Underdog* column).

Almost every game has a line, with a few exceptions:

- **NFL** - NFL games are taken off the board occasionally (usually when it is not known if a star player will be able to play). In these cases, you may not find a line early in the week, but a line is nearly always posted later in the week.
- **NBA** - Because NBA teams play so many games, a line may only become available 24 hours before the tipoff. In rare instances where a lot of uncertainty surrounds the game (usually due to injuries or suspensions), no line will ever be posted.
- **NCAA Football** - As a general rule, you won't find lines on games that involve a non Division-1 team (Samford at Auburn, for example). There are some exceptions to this, however. Some Nevada and offshore sports books will accept wagers on these games, and some even accept wagers on games where neither team is Division-1 (Ivy League and Big Sky Conference games are probably the best examples).
- **NCAA Basketball** - There are currently 351 Division-1 college basketball teams, and many of them never have lines posted on their games at Nevada sports books. You will find lines for teams in the major conferences and for every NCAA or NIT tournament game, even if the smallest Division-1 schools are involved. You might also find lines for some of the smaller Division-1 schools at the offshore sports books.

## Totals Lines

The totals line is entered in the rightmost column (labeled O/U). Before you enter a totals line, the NL designation (no line) appears in this column. By using the arrow keys or the mouse, you can move around the schedule and enter or edit the line for each game.

The totals line is the projected point total for the game. For example, a total of 40 means that the oddsmakers predict that teams will combine for 40 points in the game. People who wager on the game can play the under (less than 40 points will be scored), or the over (more than 40 points will be scored).

Totals lines are nearly always available for NFL and NBA games, but are usually only available for high-profile college football games (nationally televised games, bowl games, and games involving big-name schools). This situation may change, but in the meantime you probably won't be able to find totals lines for very many college football games. Also, if the newspaper is your source of lines, you'll find that not all newspapers print NFL totals, and most do not print NBA or college football totals.

## Rotation

When you enter a Nevada sports book, you'll see the games listed on the board in a certain order. This order is the same in all the Nevada sports books, and is called the Nevada rotation. The rotation typically lists the games in the order in which they are played.

If you use the Nevada rotation, you can enter the rotation number in the leftmost column (labeled Rotation). In the actual Nevada rotation, both the home and visiting teams have a number assigned, but WinPicks uses just one number per game. Any number (up to 4 digits) can be entered, but we recommend that you enter the rotation number for the visiting team for the sake of consistency. The visiting teams use the odd number (1, 3, 5, and so on) while the home teams use the even numbers.

If you enter rotation numbers, the schedule is sorted in rotation order after you save the lines and totals data. The next time you access the schedule (when making predictions or entering game data) the schedule is displayed in rotation order. Games with no rotation numbers are treated as 0, so they appear first in the sorted list. Entering a rotation number for some or all of the games is optional. If the rotation numbers are there, WinPicks will use them. If they are not there, the games will remain in their original order.

When you have finished entering all data into a lines folder, select the SAVE button to save your work.

## Section 6.2. Copying Lines from a Folder

You'll find that the line data you are storing in one folder is very similar to the line data you store in another folder. Rather than enter all the line data again, you can copy the data from one folder to another and then make the editing changes that you want to make. For example, you can copy the downloaded lines to *My Lines 1*, and then edit *My Lines 1* to reflect any changes before saving it. This is an excellent way to copy the Nevada rotation to all of your user line files.

To demonstrate this feature, select the tab named *My Lines 1* on the file folder. Then, select the COPY FROM button. A small window will appear listing the three other file folders (*Downloaded Lines*, *My Lines 2*, and *My Lines 3*). Select *Downloaded Lines* to copy the downloaded lines into *My Lines 1*. You can copy any of the *My Lines* folders to any other folder, but you cannot modify the downloaded lines.

You might find it easier to maintain your own lines by using the *Downloaded + My Lines 1* folder, especially if you only plan to modify a few of the lines. This folder contains a combination of the downloaded lines and the lines entered into the *My Lines 1* folder. Whenever you enter a line into *My Lines 1* it will override the downloaded line in the *Downloaded + My Lines 1* folder. This allows you to selectively modify some of the downloaded lines without having to enter or copy them into another folder. Note that you can't enter or copy any data into the *Downloaded + My Lines 1* folder, but you can make it your active lines file (Section 6.3).

### Section 6.3. Activating a Lines File

WinPicks uses just one lines file at a time. This file is called the “active lines file” and is used to recommend picks against the line, and to analyze prediction formulas (Section 8.4) to see how well they perform. It is also used to do against the spread (ATS) trend analysis.

There are many instances where you might want to change the lines file that is currently active. For example, you might choose to maintain the lines file from three different sports books. You can activate each user lines file and analyze your prediction formulas against it. This can help determine which sports book has the most favorable odds.

You can activate the downloaded lines file, any of the three user lines files, or the *Downloaded + My Lines 1* folder. To do so, select the file folder tab that you want, and then select the ACTIVATE button. The currently active lines file is listed at the top of the ENTER LINES window.

## Section 7. Viewing and Printing Data

All members of the WinPicks family let you view, print, or graph data in a variety of formats. You can also view or print the current standings. You'll find that WinPicks provides you with quick access to just about any kind of statistical information.

Whenever you view, print, or graph data, you'll be using the data that is currently part of the database. For example, a season to date database provides all of the data from the current season. To change the database method, please see Section 4.

This section covers the following topics:

- 7.1 - Viewing Team Information
- 7.2 - Viewing the Standings
- 7.3 - Viewing Statistics with Pro Football Analyst
- 7.4 - Next View and Previous View
- 7.5 - Viewing College Football or Pro Basketball Statistics
- 7.6 - Power Ratings
- 7.7 - Schedule Difficulty
- 7.8 - Records
- 7.9 - Inter-Conference and/or Inter-Division Records
- 7.10 - Key Factors
- 7.11 - Viewing Non Division-1 Teams (CFA and CBA only)
- 7.12 - Viewing Stadiums and Arena Information

## Section 7.1. Viewing Team Information

To get started, select TEAM INFO from the VIEW menu and select a team from the list. The TEAM INFO screen appears as shown in Figure 7.10.

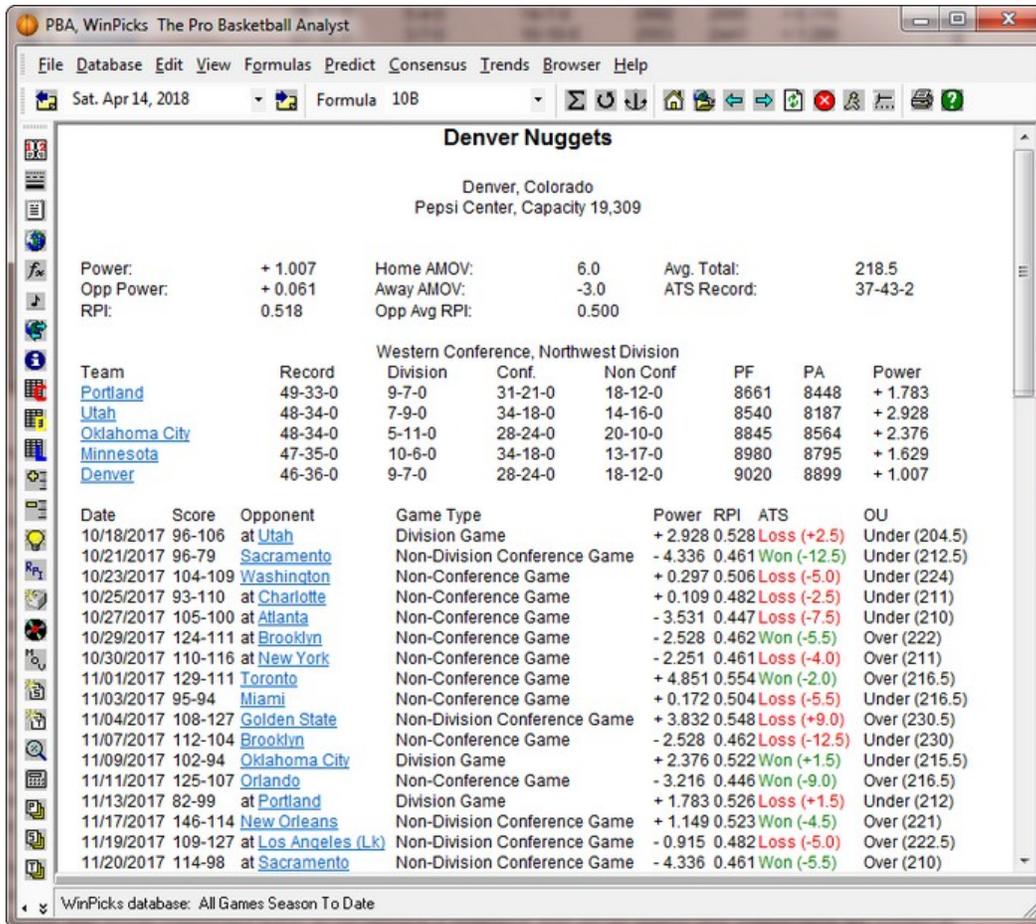


Figure 7.10 - The Team Info Screen (PBA)

The top of the team info screen shows the team name, the city and state where they play their home games, and the name and seating capacity of their stadium or arena.

The next part of the team info screen provides a two-line summary of some valuable handicapping data. This summary consists of 3 columns of data each containing 2 lines of information. The left column shows the selected team’s power rating (“Power”) and the average power rating of their opponents (“Opp Power”), as well as the team’s Rating Percentage Index (RPI). The middle column shows the selected team’s average margin of victory in their home games (“Home AMOV”) and away games (“Away AMOV”) and the average RPI of the team’s opponents (“Opp Avg RPI”). The right column shows the average number of points scored by both teams (“Avg Total”) in games involving the selected team, and the selected team’s record against the point spread (“ATS Record”).

The two-line summary is followed by the standings for the team's division. The standings show each team's overall record (Record), their record within their division ("Division"), and their record within their conference ("Conf") and outside their conference ("Non Conf"). It also shows the total number of points scored by each team ("Pts Scored"), the number of points allowed by each team ("Pts Allowed"), and the power rating of each team ("Power"). You can display the view team report for other teams in the division by simply clicking on their name.

The information in the standings is straightforward for NFL and NBA teams, but a few things need to be noted about college football. First, division records are only listed for conferences that are divided into divisions (SEC, MAC, Big 12, and so on). Second, even though independent teams do not belong to a conference their games against other independents are counted as conference games. Therefore, the standings list "conference" records for independents. And finally, the college standings allow for ties, even though ties are no longer possible due to overtime rules which began in 1996. This is because ties exist in past seasons in the database.

The bottom of the team info screen lists the games currently included in the database, and the upcoming games on the schedule. The game list includes the game date, the score, the opponent's name, the game type, the opponent's power rating, the against the spread (ATS) game result (wins are printed in green, losses in red), and whether the point total went over or under. Most of this information is self-explanatory, but the game type needs some explanation. Here is a brief description:

- **Division Game** - A game against a team from your own division and conference.
- **Non-Division Conference Game** - A game against a team from your conference that is not in your division.
- **Non-Conference Game** - A game against a team that is not in your conference or your division.
- **Playoff Game** - This is used to refer to all NBA playoff games (from the first round to the finals). In the NFL, it refers to all playoff games except the Super Bowl (designated as "Super Bowl", of course). It is not used for college football.

College football bowl games are often designated by their common names. For example, "Orange" refers to the Orange Bowl. WinPicks does not always keep track of the corporate sponsorships. Conference championships also have their own designation. For example, "MAC Title" refers to the Mid-American Conference championship game. College basketball postseason tournament games (NCAA or NIT) are designated by the tournament name.

*Pro Football Analyst (PFA)* allows you to view the boxscore of any game by simply clicking the game score. This allows you to view the game stats for any game in the database. The information on the team info screen is based on the database method (Section 4) currently in use. The games listed at the bottom of the screen are the games currently included in the database.

## Section 7.2. Viewing the Standings

To view the standings, select STANDINGS from the VIEW menu. A screen appears showing the records of every team in the database. Select BY DIVISION to see the standings listed with each team grouped in divisions. Select BY CONFERENCE to see all of the teams in a conference listed as one group (Figure 7.20). Select BY LEAGUE to see every team listed in one group. Click a team's name to go directly to their TEAM INFO screen.

**League Standings**  
All Games Season To Date

**America East Conference**

Team	WLT	PF	PA	Home	Away	Conf	Divi	ATS	Power
<a href="#">Stony Brook</a>	24-6-0	2264	1956	13-1-0	11-5-0	14-2-0	0-0-0	0-5-1	+ 6.191
<a href="#">Albany NY</a>	23-8-0	2311	2037	13-1-0	10-7-0	13-3-0	0-0-0	2-1-0	+ 4.265
<a href="#">Vermont</a>	21-13-0	2550	2397	12-3-0	9-10-0	11-5-0	0-0-0	1-4-1	+ 3.318
<a href="#">New Hampshire</a>	17-12-0	2021	2050	9-3-0	8-9-0	11-5-0	0-0-0	1-1-0	- 0.744
<a href="#">Massachusetts Lowell</a>	10-18-0	2117	2325	5-6-0	5-12-0	7-9-0	0-0-0	0-1-0	- 4.221
<a href="#">Hartford</a>	9-23-0	2265	2545	3-12-0	6-11-0	4-12-0	0-0-0	2-0-0	- 4.354
<a href="#">Binghamton</a>	8-22-0	1827	2059	5-9-0	3-13-0	5-11-0	0-0-0	1-1-0	- 4.065
<a href="#">Maine</a>	8-22-0	2279	2606	5-8-0	3-14-0	4-12-0	0-0-0	1-0-0	- 5.821
<a href="#">UMBC</a>	7-24-0	2250	2503	4-9-0	3-15-0	3-13-0	0-0-0	3-0-0	- 4.299

**American Athletic Conference**

Team	WLT	PF	PA	Home	Away	Conf	Divi	ATS	Power
<a href="#">Southern Methodist</a>	25-5-0	2319	1903	17-1-0	8-4-0	13-5-0	0-0-0	12-14-0	+ 1.642
<a href="#">Houston</a>	22-9-0	2414	2135	15-5-0	7-4-0	12-6-0	0-0-0	15-10-1	- 1.497
<a href="#">Connecticut</a>	24-10-0	2496	2145	16-4-0	8-6-0	11-7-0	0-0-0	16-13-1	+ 0.646
<a href="#">Cincinnati</a>	22-10-0	2342	2012	14-4-0	8-6-0	12-6-0	0-0-0	12-16-0	+ 0.273
<a href="#">Temple</a>	21-11-0	2197	2158	12-5-0	9-6-0	14-4-0	0-0-0	17-13-0	- 3.603
<a href="#">Tulsa</a>	20-11-0	2294	2160	13-4-0	7-7-0	12-6-0	0-0-0	14-13-3	- 2.071
<a href="#">Memphis</a>	19-15-0	2603	2390	16-6-0	3-9-0	8-10-0	0-0-0	13-17-1	- 2.042
<a href="#">Central Florida</a>	12-18-0	2062	2147	8-9-0	4-9-0	6-12-0	0-0-0	17-11-0	- 7.066
<a href="#">East Carolina</a>	12-20-0	2186	2301	8-10-0	4-10-0	4-14-0	0-0-0	14-11-2	- 7.373
<a href="#">Tulane</a>	12-22-0	2240	2398	7-11-0	5-11-0	3-15-0	0-0-0	10-16-2	- 7.842
<a href="#">South Florida</a>	8-25-0	2085	2352	4-15-0	4-10-0	4-14-0	0-0-0	15-13-0	- 8.589

**Atlantic 10 Conference**

WinPicks database: All Games Season To Date

Figure 7.20 – The conference standings screen (PBA).

Keep in mind that the standings are always printed for the database that is currently in use. For example, if a 3-game rolling average is used, the standings will only show the three most recent games for each team. To view the standings the way they are printed in the newspaper, make sure the database is set to season to date.

## Section 7.3. Viewing Statistics with Pro Football Analyst

All members of the WinPicks family allow you to view statistics by selecting STATISTICS from the VIEW menu. *PFA* includes all of the actual game statistics in its database, and allows you to view these statistics by team or by category. The databases for the other versions of WinPicks only contain statistics related to the game scores. The following sections explain the three ways to view statistics using *PFA*:

- By selecting a statistical category
- By selecting a team
- By displaying statistic charts

### Viewing Stats by Category

You can view stats by category by selecting STATISTICS from the VIEW menu and then selecting BY CATEGORY. You'll see the menu shown in Figure 7.30.

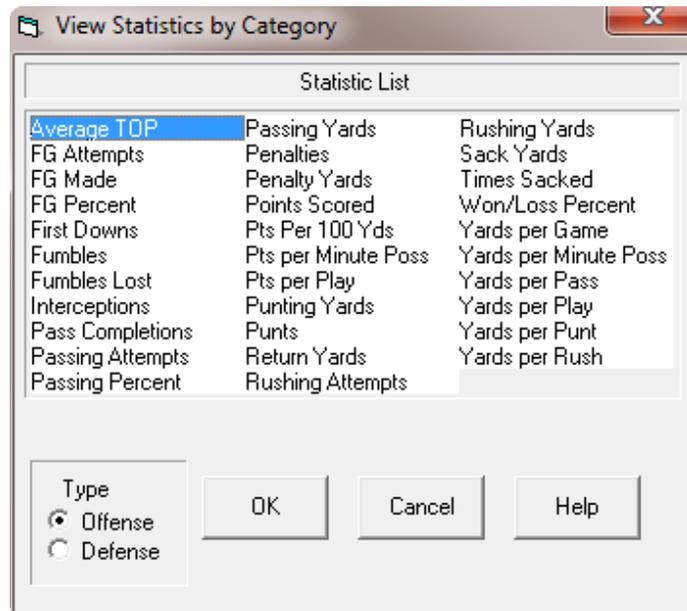


Figure 7.30 - The View Statistics by Category Menu (*PFA* only)

The menu lists the 32 statistical categories that you can view. Before selecting a category, use the Type box in the bottom left corner of the menu to choose between offensive and defensive stats. Keep in mind that a few stats (Winning Percentage, for example) are identical for both offense and defense. After you select a category, all teams are listed in the order of their league ranking as shown in Figure 7.31. The name of the currently selected team is shown in capital letters. The two columns to the right of the team's name show the stat totals and per game average.

**Rushing Yards (Offense)**

League Rank	Team Name	Total Rushing Yards	Average Per Game
1	Buffalo Bills	579	193.00
2	Arizona Cardinals	502	167.33
3	Carolina Panthers	488	162.67
4	Seattle Seahawks	478	159.33
5	Tampa Bay Buccaneers	427	142.33
6	Dallas Cowboys	401	133.67
7	Green Bay Packers	400	133.33
8	Cleveland Browns	392	130.67
9	Houston Texans	368	122.67
10	Los Angeles Rams	367	122.33
11	Detroit Lions	362	120.67
12	Kansas City Chiefs	352	117.33
13	Chicago Bears	351	117.00
14	New York (NYJ) Jets	346	115.33
15	New York (NYG) Giants	327	109.00
16	Jacksonville Jaguars	320	106.67
17	New England Patriots	312	104.00
18	Miami Dolphins	309	103.00
19	Tennessee Titans	293	97.67
20	Washington Redskins	289	96.33
21	Cincinnati Bengals	276	92.00
22	Denver Broncos	272	90.67
23	Pittsburgh Steelers	265	88.33
24	San Diego Chargers	256	85.33
25	Oakland Raiders	253	84.33

WinPicks database: Rolling Average of Last 03 Games

*Figure 7.31 - Viewing a Statistic Report (PFA Only)*

All stat reports can be sorted by column. Clicking any column heading will sort the teams according to the information in that column. For example, click on TEAM NAME to sort the teams in alphabetical order (A to Z). Click it again to sort the teams in reverse order (Z to A).

### Viewing Stats by Team

You can view stats by category by selecting STATISTICS from the VIEW menu and then selecting BY TEAM. A menu containing all of the NFL's teams appears. When you select the team you want from this menu, you'll see a screen similar to the one shown in Figure 7.32.

The screenshot shows the PFA software window titled "PFA, The Pro Football Analyst". The menu bar includes File, Database, Edit, View, Formulas, Predict, Consensus, Trends, Browser, Add-Ins, Help, and Utilities. The date is set to Sat. Jan 9, 2016, and the formula is SQUIRTLE. The main display area shows the "Denver Broncos" team report.

**Denver Broncos**

Overall Record: 12-4-0      Conf. Record: 8-4-0  
 Non-Conf. Record: 4-0-0      Division Record: 4-2-0  
 Home Record: 6-2-0      Away Record: 6-2-0

Statistic Category	Offense Total	Offense Average	Offense Rank	Defense Total	Defense Average	Defense Rank
Points Scored	355	22.2	19	296	18.5	4
First Downs	314	19.6	19	289	18.1	5
Rushing Attempts	411	25.7	17	408	25.5	13
Rushing Yards	1718	107.4	17	1337	83.6	3
Passing Yards	3970	248.1	14	3193	199.6	1
Return Yards	604	37.8	7	526	32.9	21
Pass Completions	368	23.0	13	344	21.5	11
Passing Attempts	606	37.9	13	573	35.8	18
Interceptions	23	1.4	32	14	0.9	12
Times Sacked	39	2.4	20	52	3.3	1
Sack Yards	246	15.4	17	351	21.9	2
Punts	85	5.3	25	92	5.8	2
Punting Yards	3704	231.5	9	4278	267.4	31
Fumbles	16	1.0	4	27	1.7	8
Fumbles Lost	8	0.5	7	13	0.8	5
Penalties	115	7.2	22	104	6.5	23
Penalty Yards	1063	66.4	25	773	48.3	29
FG Attempts	35	2.2	9	32	2.0	21
FG Made	30	1.9	6	25	1.6	13
Average TOP	29:56	29:56	21	30:04	30:04	21
Pts Per 100 Yds	6.24	6.24	20	6.53	6.53	18
Yards per Game	265.50	265.50	16	292.12	292.12	1

WinPicks database: All Games Season To Date

Figure 7.32 - Viewing a Team Report (PFA only)

The top part of this screen shows the team's overall won/loss record, their conference and non-conference record, and their record within the division. The rest of the screen shows the team's stats and league ranking in each offensive and defensive category. For example, a rank of 1 in the "Points Scored" category means that the team is the highest scoring team in the league. Keep in mind that the rankings are based on the database method (Section 4) currently in use. If a 3-game rolling average is in use, this means that the rankings are based on each team's performance in their 3 most recent games.

### Viewing Statistical Leaders and Yardage Rankings

Two handy displays allow you to quickly look at the statistical leaders (and laggards) in each category and to rank all of the teams based on their yardage gained/allowed statistics. To view the LEADERS display, select STATISTICS from the VIEW menu and then select LEADERS. A display appears showing the top two teams and the bottom two teams in every statistical category.



- *2D Bar Chart* - This is a conventional bar chart. The bars are color-coded, and one bar is normally displayed for each game in the database. However, if a team did not register any statistics in the selected category for the game, no bar is present. In other words, if you produce an interception chart and there were no interceptions, there won't be a bar.
- *3D Bar Chart* - This is also a conventional bar chart, but it's more elaborate than the 2D version. The bars are displayed in three dimensions, so you can see the top and side of the bar, in addition to its face. As with the 2D version, one bar is displayed for each game in the database.
- *Line Chart* - This is a standard Cartesian graph, where each game represents one data point on the x-axis, and the statistics are plotted on the y-axis. A solid line is used to connect the data points. A dashed line shows the slope of the data after linear regression is performed. By looking at the slope of the dashed line (whether it goes up or down) you can tell if a team's performance is getting better or worse in the selected category. Figure 7.34 shows a sample line chart.

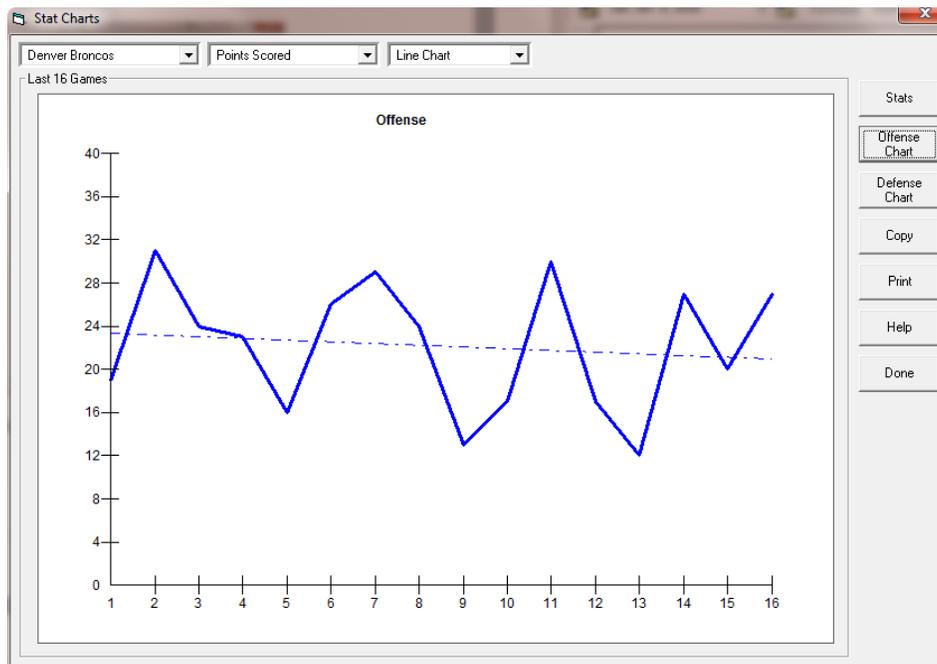


Figure 7.34 - A Sample Line Chart (PFA only)

- *Area Chart* - This is similar to a line chart, except that the area under the line is filled in using a solid color. The data slope is not shown.
- *3D Pie Chart* - This is a traditional pie chart, where each game represents one slice of the pie. A pie chart is useful for a small number of games (a 3-game roll, for example), but can be confusing if the number of games is too large.

You can display either offensive or defensive statistics, or display the data in a tabular format (instead of a chart). You may also copy a chart to the Windows clipboard, or print the chart.

- Click the OFFENSE CHART button to view offensive statistics
- Click the DEFENSE CHART button to view defensive statistics
- Click the STATS button to display tabular data
- Click the COPY button to copy information to the clipboard
- Click the PRINT button to print
- Click the DONE button to exit CHARTS

## Section 7.4. Next View and Previous View

You can quickly move from team to team (or from stat to stat) using NEXT VIEW and PREVIOUS VIEW. For example, if you are viewing team reports, select NEXT VIEW to display the next team's report. Select PREVIOUS VIEW to display the previous team's report.

The teams and stats are each listed in alphabetical order. If the report for the Arizona Cardinals is currently being viewed, select NEXT VIEW to view the report for the Atlanta Falcons. Select PREVIOUS VIEW to go back to the Arizona Cardinals. NEXT VIEW and PREVIOUS VIEW are circular. When NEXT VIEW reaches the end of a list, it goes back to the beginning. When PREVIOUS VIEW reaches the beginning of a list, it goes back to the end. At any time, you can select BY TEAM or BY CATEGORY and go directly to the team or stat you want.

NEXT VIEW and PREVIOUS VIEW each have a hot key assigned to them. You can select NEXT VIEW by pressing F6 or PREVIOUS VIEW by pressing F5.

## Section 7.5. Viewing CFA, CBA, or PBA statistics

*CFA*, *CBA*, and *PBA* track only two game statistics, POINTS SCORED and POINTS ALLOWED. POINTS SCORED ranks each team according to the average number of points they have scored per game. POINTS ALLOWED ranks each team according to the number of points allowed per game.

POINTS SCORED and POINTS ALLOWED also show the average point totals for home and road games, as well as each team's record. To view this data, select STATISTICS from the VIEW MENU and then select either POINTS SCORED or POINTS ALLOWED.

## Section 7.6. Power Ratings

WinPicks excels at generating power ratings. In fact, we use WinPicks to generate the MicroBrothers power ratings, which have been distributed through various electronic and print publications. To generate power ratings, select POWER RATINGS from the VIEW menu. You then have three options to choose from:

### Current Formula

This option ranks all teams using the prediction formula (Section 8.2) and database (Section 4) that is currently in use. If you change formulas or use a different database, the power ratings will change.

When you select this option, you'll see a list of every team ranked according to their power rating. The average team has a power rating of 0. Above average teams have positive power ratings; below average teams have negative power ratings.

By subtracting one team's power rating from another, you can obtain the predicted point differential between the two teams. For example, if Team A has a power rating of 10, and Team B has a power rating of 6, your formula would predict Team A to defeat Team B by 4 points. The power ratings for both NFL and college football assume that the game is being played at a neutral site, and a home field advantage needs to be added or subtracted to obtain the final prediction. NBA teams receive two power ratings, one for their home performance, and one for their road performance. To project the point spread for a game, use the "Home Power" number for the home team, and the "Away Power" number for the road team.

### Rating Percentage Index (RPI)

The Rating Percentage Index (RPI) is widely used to produce power ratings. It is best known for its use in college sports, where it plays a key role in the team selection for the NCAA basketball tournament, and for college football's Bowl Alliance.

The RPI does not produce a point differential, but is still a useful handicapping tool. It essentially measures a team's strength of schedule and how a team does against that schedule. Unlike most power rating systems, the RPI does not consider margin of victory or how well a team has played. It only considers whether a team won or lost. In fact, the RPI is based entirely on winning percentage. It is based 25% on a team's winning percentage, 50% on the winning percentage of their opponents, and 25% on the winning percentage of their opponent's opponents (when used for college sports, the RPI only counts games involving Division-1 opponents).

For example:

Team A is 4-1 (win percentage = .800)

Team A's opponents are 12-8 (win percentage = .600)

Team A's opponent's opponents are 64-16 (win percentage = .800)

$$\text{RPI} = (0.25 * .800) + (0.5 * .600) + (0.25 * .800)$$
$$\text{RPI} = 200 + .300 + .200 = .700$$

The strength of schedule (SOS) rating that WinPicks displays is based on the last two components of the RPI formula:

$$\text{SOS} = (2/3) * \text{Opponent's Winning Percentage} + (1/3) * \text{Opponent's Opponents Winning Percentage}$$

When WinPicks calculates winning percentages for RPI, away and home records are weighted differently. A road win is weighted as 1.4 when calculating the winning percentages, and a road loss is weighted as 0.6. Likewise, a home win is weighted as 0.6, and a home loss is weighted as 1.4. These adjustments apply to all percentages; e.g. a team's winning percentage and their opponents winning percentage.

The home/away rating weighting factors were added to WinPicks based on changes made to the RPI in December 2004 for college basketball. Previously all games were given the same weight, but historically, since home teams have won approximately two thirds of all games in college basketball, the RPI calculations were modified by the NCAAB committee. The WinPicks RPI rating has been adjusted to remain consistent with this change.

Several published versions of the RPI use slightly different ways to calculate the opponent's winning percentage. Therefore, the WinPicks RPI may not exactly agree with what you see in other places, but it should be very close. The exact RPI calculations in use by the NCAAB are difficult to verify. All published sources of the RPI rating we have found do not disclose the opponent winning percentages and the opponent's opponent winning percentages which were used to calculate the RPI rating, unlike WinPicks.

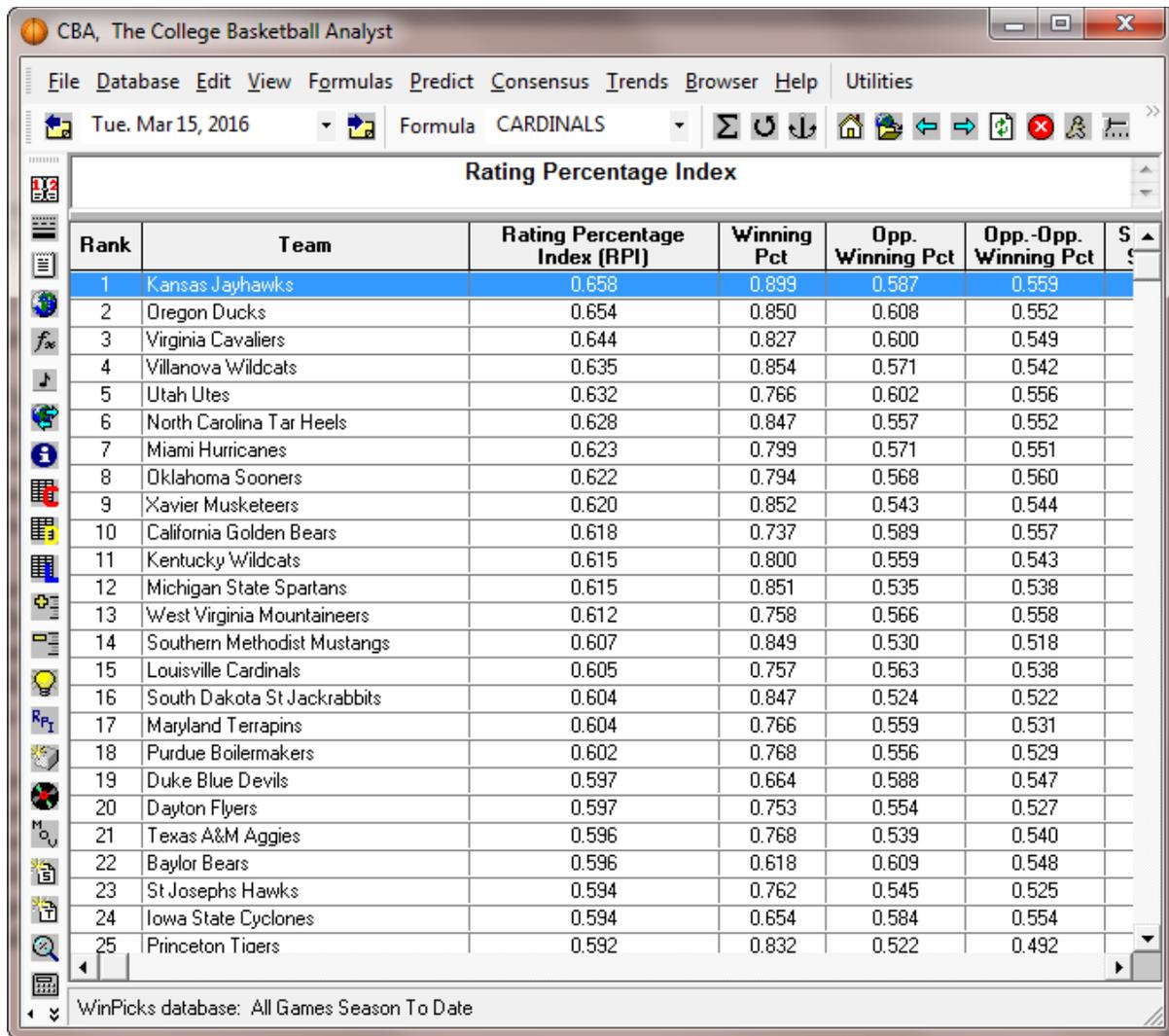


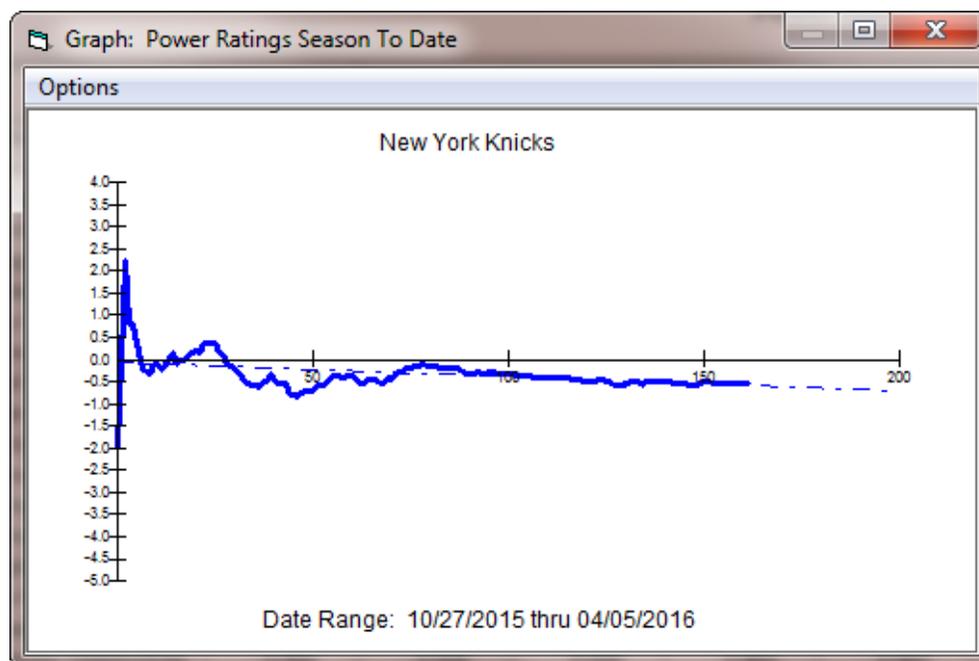
Figure 7.60 - Ratings Percentage Index (RPI) for CBA

### Charts

This feature produces a grid containing each team’s power rating during each week of the season. By looking at these numbers, you can tell if a team has been improving or getting worse as the season goes on.

Since it’s difficult to analyze a row of numbers, WinPicks can display a graph of the weekly power ratings. To display this graph, select CHARTS and then select a team from the alphabetical list.

A sample power ratings graph is shown in Figure 7.61. The graph is a standard Cartesian graph, with one data point for each game. The games are plotted on the x-axis, and the power ratings are plotted on the y-axis. A solid line connects the data points. A dashed line shows the slope of the data after linear regression is performed. By looking at the slope of the dashed line (whether it goes up or down) you can tell if a team is getting better or worse as the season goes on.



*Figure 7.61 - A Sample Power Ratings Graph (PBA)*

The power ratings graph has its own window with its own menu (called the OPTION menu). When you select this menu, you can print the graph, copy it to the clipboard, or exit.

## **Section 7.7. Schedule Difficulty**

All members of the WinPicks family can rank all teams according to their schedule difficulty. The team with the most difficult schedule is ranked first, and the team with the easiest schedule is ranked last. To use this option, select SCHEDULE DIFFICULTY from the VIEW menu.

Schedule difficulty is computed by taking the average power ranking of each team's opponents. If you change formulas or use a different database, the schedule difficulty rankings will change.

PFA, The Pro Football Analyst

File Database Edit View Formulas Predict Consensus Trends Browser Add-Ins Help Utilities

Sat. Jan 9, 2016 Formula SQUIRTLE

**Schedule Difficulty**

Rank	Team	Opponent Power	Record
1	San Francisco 49'ers	+ 2.317	5-11-0
2	Oakland Raiders	+ 1.567	7-9-0
3	Dallas Cowboys	+ 1.501	4-12-0
4	Cleveland Browns	+ 1.471	3-13-0
5	Los Angeles Rams	+ 1.129	7-9-0
6	Chicago Bears	+ 1.097	6-10-0
7	Cincinnati Bengals	+ 1.021	12-4-0
8	Denver Broncos	+ 1.018	12-4-0
9	Green Bay Packers	+ 1.015	10-6-0
10	Philadelphia Eagles	+ 0.947	7-9-0
11	Kansas City Chiefs	+ 0.945	11-5-0
12	Detroit Lions	+ 0.939	7-9-0
13	Minnesota Vikings	+ 0.812	11-5-0
14	San Diego Chargers	+ 0.697	4-12-0
15	Baltimore Ravens	+ 0.682	5-11-0
16	Indianapolis Colts	+ 0.636	8-8-0
17	Pittsburgh Steelers	+ 0.589	10-6-0
18	Miami Dolphins	+ 0.471	6-10-0
19	Tampa Bay Buccaneers	+ 0.342	6-10-0
20	Arizona Cardinals	+ 0.309	13-3-0
21	Buffalo Bills	+ 0.289	8-8-0
22	Seattle Seahawks	+ 0.268	10-6-0
23	Jacksonville Jaguars	+ 0.228	5-11-0
24	New Orleans Saints	+ 0.202	7-9-0
25	Tennessee Titans	+ 0.015	3-13-0

WinPicks database: All Games Season To Date

*Figure 7.70 - Schedule Difficulty Rankings (PFA)*

## Section 7.8. Records

All members of the WinPicks family can rank teams according to their won-loss record. The records are based on the database method (Section 4) currently in use. If you use SEASON TO DATE as your database, the rankings will show you what the league standings would look like if all the teams were in the same division.

To use this option, select RECORDS from the VIEW menu. In addition to showing each team's straight-up record, this display also shows the home, away, and against the spread (ATS) record.

## Section 7.9. Inter-Conference and/or Inter-Division Records

This option displays the won-loss record of a conference (college and pro football, college basketball) or division (pro basketball) when its teams play against teams from other conferences or

divisions. To use this option select INTER CONFERENCE RECORDS or INTER DIVISION RECORDS from the VIEW menu.

This feature also keeps track of teams that change their conference affiliation from year to year. It is especially valuable for *CFA* and *CBA* users since it reveals the relative strengths of the conferences by showing how each conference collectively performs against teams from other conferences. Independent teams are grouped together and counted as a conference. Knowing how the conferences rank relative to each other will help you create successful prediction formulas (Section 8.2) using *CFA* or *CBA*.

## Section 7.10. Key Factors

There are four additional “key” handicapping factors you can view with PFA, three of which you can view with all versions of WinPicks. To do so, select KEY FACTORS from the VIEW menu. The available “key” factors are:

### Turnovers (PFA only)

This option shows you how the teams rank in the net turnovers department (Figure 7.100). This is a number that is often mentioned on the radio and TV broadcasts of NFL games.

Rank	Team	Offense Allowed	Defense Forced	Net Turnovers	Avg Net Turnovers
1	Carolina Panthers	19	39	20	1.250
2	Kansas City Chiefs	15	29	14	0.875
3	Cincinnati Bengals	17	28	11	0.688
4	Arizona Cardinals	24	33	9	0.563
5	New York (NYG) Giants	21	28	7	0.438
6	New England Patriots	14	21	7	0.438
7	Seattle Seahawks	16	23	7	0.438
8	Buffalo Bills	19	25	6	0.375
9	New York (NYJ) Jets	24	30	6	0.375
10	Los Angeles Rams	21	26	5	0.313
11	Washington Redskins	22	27	5	0.313
12	Minnesota Vikings	17	22	5	0.313
13	Houston Texans	20	25	5	0.313
14	Green Bay Packers	17	22	5	0.313
15	Pittsburgh Steelers	28	30	2	0.125
16	New Orleans Saints	20	22	2	0.125
17	Oakland Raiders	24	25	1	0.063
18	Miami Dolphins	19	16	-3	-0.188
19	San Diego Chargers	24	20	-4	-0.250
20	Chicago Bears	21	17	-4	-0.250
21	Denver Broncos	31	27	-4	-0.250
22	Indianapolis Colts	30	25	-5	-0.313
23	Philadelphia Eagles	31	26	-5	-0.313
24	San Francisco 49'ers	17	12	-5	-0.313
25	Tampa Bay Buccaneers	28	23	-5	-0.313

Figure 7.100 - The Turnovers Report (PFA Only)

To obtain these numbers, WinPicks first counts turnovers forced by adding together the total number of times a team's defense has intercepted a pass or recovering a fumble. Then, turnovers allowed are counted by adding together the number of times a team's offense has thrown an interception or lost a fumble. *Net Turnovers* is obtained by turnovers allowed from turnovers forced. Most successful teams have a positive number for *Net Turnovers* so it is often a useful piece of handicapping information. The report also shows the average number of *Net Turnovers* per game, based on the database method currently in use.

### **Average Margin of Victory (all versions of WinPicks)**

This option ranks all teams according to their average margin of victory (AMOV), based on the database method (Section 4) currently in use. The AMOV is computed by taking into account the final result of each team's games. For example, if a team has a record of 3-0, and has won the games by 4, 7, and 10 points respectively, their AMOV is +7 (21 points divided by 3). Teams that have been outscored by their opposition will have a negative AMOV. For example, a team with a 0-3 record that has lost by 4, 7, and 10 points will have an AMOV of -7. The AMOV is shown for all games, for home games, and for away games, and you can sort the rankings by clicking on the column headings.

### **Average Point Spread (all versions of WinPicks)**

This option ranks all teams according to the average point spread in their games, based on the database method (Section 4) currently in use. The average point spread is computed from the closing lines for each team's games. A negative number in the "Avg Pt Spread" column means that a team is favored in their average game; a positive number means that a team is the underdog in their average game. This is a very useful feature that shows which teams get the most respect from the oddsmakers and the betting public. The average point spread is shown for all games, for home games, and for away games, and you can sort the rankings by clicking on the column headings.

### **Average Totals (all versions of WinPicks)**

This option ranks all teams according to their average totals (over/under) line in their games, based on the database method (Section 4) currently in use. The average totals line is computed from the closing lines for each team's games. This is a very useful feature that shows which teams the oddsmakers expect to be involved in the highest or lowest scoring games. The average totals line is shown for all games, for home games, and for away games, and you can sort the rankings by clicking on the column headings.

## **Section 7.11. Viewing Non Division-1 Teams (CFA and CBA)**

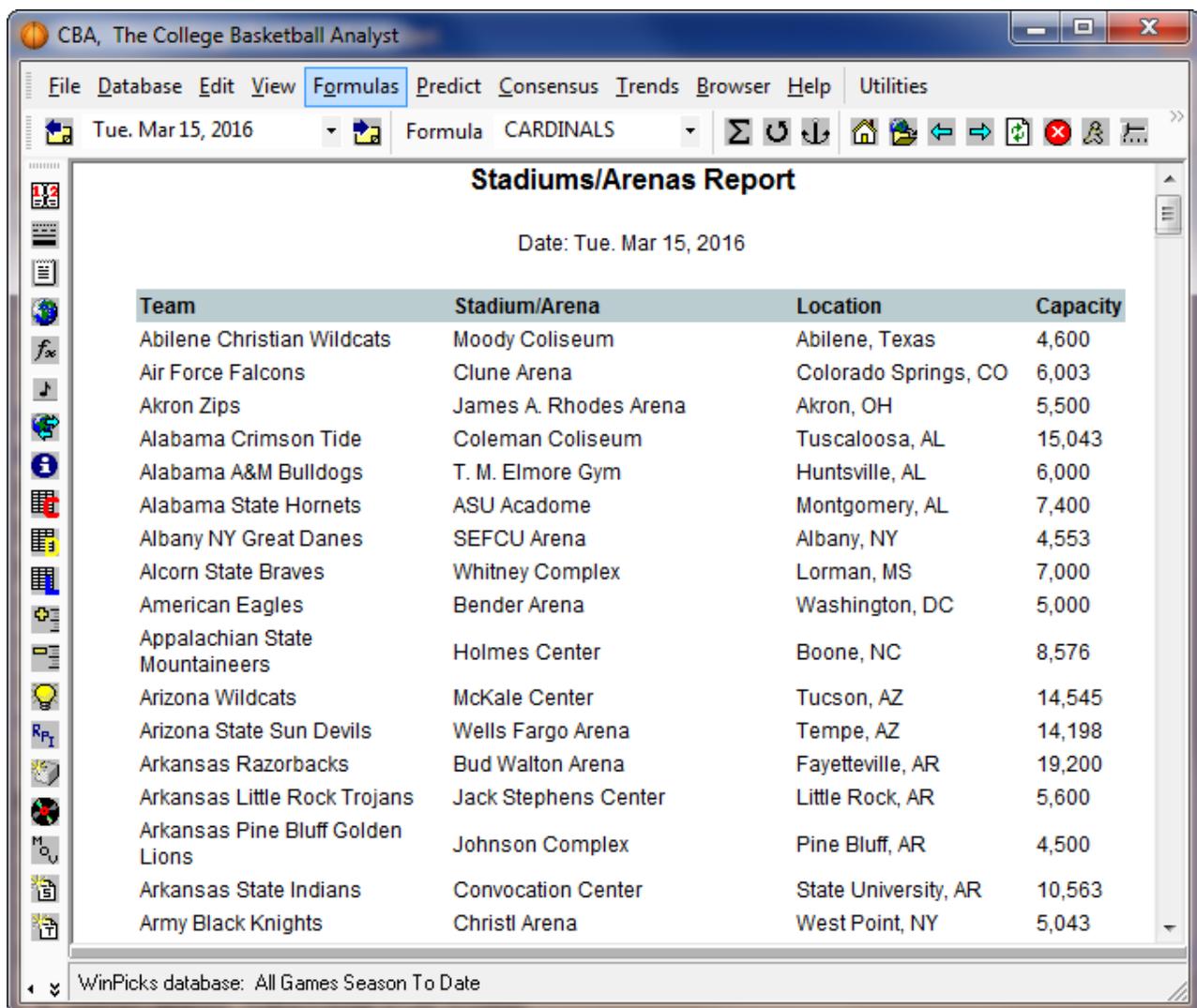
*CFA* and *CBA* each include an interesting feature for aficionados of college sports. This feature allows you to see the results of games where a Division-1 team played a non-Division-1 team. To use this feature, select NON DIVISION-1 TEAMS from the VIEW menu. A list of non-Division-1 teams will appear. When you select a team from this list, all of its games against Division-1 opponents are listed, and the display also shows the team's overall won-loss record against Division-1 competition.

Games involving non Division-1 teams usually occur early in the season. They are usually one-sided, but in rare instances the non-Division-1 team will stay close or even win. This feature can provide useful historical information if a small school shows up on your favorite team's schedule

## Section 7.12. Viewing Stadium and Arena Information

All members of the WinPicks family can display information about the stadium or arena where each team plays its games. To use this option, select STADIUMS/ARENAS from the VIEW menu.

All versions of WinPicks display the name of the facility, the city and state where it is located, and the seating capacity. PFA also displays the type of facility (open, dome, or retractable dome), and the type of playing surface (natural or artificial). The list of facilities is sorted by team name.



The screenshot shows the 'Stadiums/Arenas Report' window in the CBA software. The report is dated Tue. Mar 15, 2016. The data is presented in a table with the following columns: Team, Stadium/Arena, Location, and Capacity. The teams are sorted alphabetically by name.

Team	Stadium/Arena	Location	Capacity
Abilene Christian Wildcats	Moody Coliseum	Abilene, Texas	4,600
Air Force Falcons	Clune Arena	Colorado Springs, CO	6,003
Akron Zips	James A. Rhodes Arena	Akron, OH	5,500
Alabama Crimson Tide	Coleman Coliseum	Tuscaloosa, AL	15,043
Alabama A&M Bulldogs	T. M. Elmore Gym	Huntsville, AL	6,000
Alabama State Hornets	ASU Acadome	Montgomery, AL	7,400
Albany NY Great Danes	SEFCU Arena	Albany, NY	4,553
Alcorn State Braves	Whitney Complex	Lorman, MS	7,000
American Eagles	Bender Arena	Washington, DC	5,000
Appalachian State Mountaineers	Holmes Center	Boone, NC	8,576
Arizona Wildcats	McKale Center	Tucson, AZ	14,545
Arizona State Sun Devils	Wells Fargo Arena	Tempe, AZ	14,198
Arkansas Razorbacks	Bud Walton Arena	Fayetteville, AR	19,200
Arkansas Little Rock Trojans	Jack Stephens Center	Little Rock, AR	5,600
Arkansas Pine Bluff Golden Lions	Johnson Complex	Pine Bluff, AR	4,500
Arkansas State Indians	Convocation Center	State University, AR	10,563
Army Black Knights	Christl Arena	West Point, NY	5,043

WinPicks database: All Games Season To Date

Figure 7.120 - The Stadiums/Arenas Report (CBA)

## Section 8. Predicting Games

In previous sections, we've shown you how to keep all members of the WinPicks software family up to date, and how to view, print, and graph stats from the database. In this section, we'll show you how WinPicks can use the information stored in its database to accurately predict winners and beat the point spread.

This section covers the following topics:

- 8.1 - General Information about Formulas
- 8.2 - Using Prediction Formulas
- 8.3 - Testing a Formula with Different Databases
- 8.4 - Analyzing a Prediction Formula
- 8.5 - Tuning a Prediction Formula for Best Results
- 8.6 - Sharing Formulas: The Formula Warehouse
- 8.7 - Predicting Sides (Straight-Up and ATS)
- 8.8 - Predicting Totals (Over/Unders)
- 8.9 - Making Pool Picks
- 8.10 - Making Detailed Predictions
- 8.11 - Making Single Game Predictions
- 8.12 - Making Consensus Predictions
- 8.13 - NightShift Formula Tuner
- 8.14 – Platinum Page
- 8.15 – Show all Platinum Picks
- 8.16 – Analyze Platinum Picks

### Section 8.1. General Information about Formulas

WinPicks is very versatile. It doesn't force you to use a predefined handicapping method. Instead, you can design your own prediction formulas and instantly analyze their performance.

Predictions are based on the stats that are currently in the database (Section 4). For example, if your database uses a 3-game rolling average, the predictions are based on the stats from the past 3 games. To change the stats included in the database, or to see which stats are currently included, please see Section 4.

Each member of the WinPicks family includes at least three prediction formulas that have worked well in past seasons. However, there is no limit to the number of formulas you can use, so you can create and test as many formulas as you wish. In fact, you can even use a consensus method (Section 8.12) that lets you use as many prediction formulas as you want at the same time!

WinPicks allows you to analyze the performance of a formula (Section 8.4), fine tune a formula for best results (Section 8.5), or even share formulas (Section 8.6) with other WinPicks customers.

## Section 8.2. Using Prediction Formulas

Prediction formulas are easy to make and use. This section explains how to load, create, delete, modify, and view prediction formulas.

### The My Formulas Screen

You don't have to create your own prediction formulas. Each member of the WinPicks family comes with at least three ready to use formulas. These formulas have worked well in past seasons, and you'll probably be pleased with their accuracy.

Your prediction formulas are managed using the MY FORMULAS screen. To get to this screen, select MY FORMULAS from the FORMULAS menu, or click the MY FORMULAS icon, or press the F9 key. You'll see a screen similar to Figure 8.20:

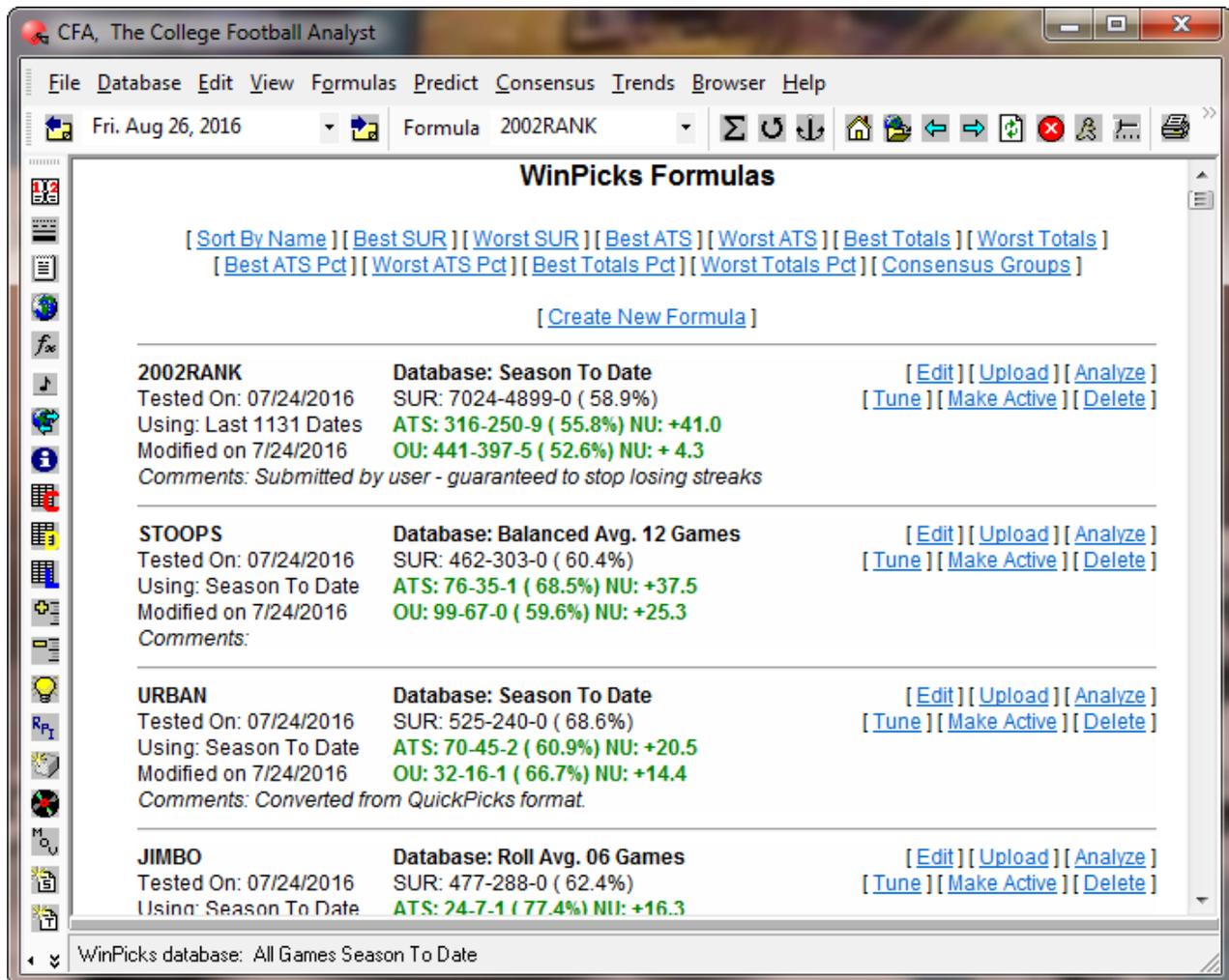


Figure 8.20 - The My Formulas Screen (CFA)

The formulas listed on the MY FORMULAS screen are sorted according to a method that you can select by clicking on the text links at the top of the screen. There are 11 different ways you can sort your formula list: by name, by best straight-up record (SUR), by worst SUR, by best against the spread (ATS) record, by worst ATS record, by best totals (over/under) record, by worst totals record, by best ATS percentage, by worst ATS percentage, by best totals percentage, and by worst totals percentage. By changing the sort method, you can explore your list of formulas and quickly find the formula that you want to find. There is also a text link on the MY FORMULAS screen that allows you to see each of your consensus formula groups, and the individual formulas within the group.

The MY FORMULAS screen contains the following information about each formula:

- *The Formula Name* - All formulas are stored in individual files. The screen doesn't show the file extension for the formula, but all members of the WinPicks family use unique file extensions to identify their formulas. The file extension for pro football formulas is PFF, college football formulas use CFF, pro basketball formulas use PBF, and college basketball formulas use CBF.
- *The Database Method* - This column lists the database method (Section 4) used by the formula. This information is stored inside the formula, and whenever you load a formula, it automatically selects its database method. This database method is used until you change it.
- The date when the formula was last modified
- The date when the formula was last tested
- *The Formula's Record* - The formula's straight-up (SUR), against the spread (ATS), and over/under (OU) records are shown, along with the number of net units the formula has won or lost for ATS and OU selections. These records were tabulated on the date when the formula was last tested. Whenever you start WinPicks, it will remind you to test formulas that have not been tested within the last three days. If you take advantage of these reminders, the formula records will be up to date, or nearly up to date.
- *Comments* - The line in italics contains comments about the formula. This line is optional, and is not included in all formulas. However, it can be used to credit the author of the formula, to provide historical information about the formula, or to provide tips or reminders on how to use the formula.

## Loading Formulas

The MY FORMULAS screen lists all of the available formulas. To load a formula, select the formula that you wish, then double click the mouse or click the MAKE ACTIVE button. Or, use the box on the toolbar to select a formula.

Whenever you run WinPicks, it remembers the last formula that you used, and automatically loads the formula for you. It will continue to use the formula until you select another one.

## Creating Formulas

To get the most value from WinPicks, you should create your own formulas. Your formulas might outperform ours. Plus, you'll get the satisfaction of using a method that you developed yourself.

To get started, click on the CREATE NEW FORMULA text link near the top of the MY FORMULAS screen. You are then asked to enter a name for the new formula. Enter a name (8 characters maximum) then click the OK box or press ENTER. After you select a name, the formula editing screen will appear. The way that you create formulas depends upon the application you are using. However, some parameters are common to all the WinPicks applications (*PFA*, *CFA*, *PBA*, and *CBA*). The common parameters are:

- *Home Field Advantage (Home Court Advantage in PBA and CBA)* - This is the point spread advantage given to the home team. The default value is 3 points.
- *Point Spread Multiplier* - This number is multiplied by the original point spread to obtain a new point spread. It is initially set to 1. Enter a number greater than 1 to generate bigger point spreads, or a number less than 1 to generate smaller point spreads. For example, if the formula predicts a point spread of 4 with the multiplier set to 1, it becomes 6 with the multiplier set to 1.5 ( $4 \times 1.5 = 6$ ). By adjusting the Point Spread Multiplier, you can fine tune a formula to get the best possible results.
- *Lower Betting Window Limit & Upper Betting Window Limit* - These two parameters set the betting window and determine how many picks WinPicks will recommend. The betting window refers to the difference between predictions made by WinPicks, and the actual betting line. For example, if the betting window is set to from 1 to 7 points, WinPicks recommends picks when the actual line differs from the WinPicks line by 1 to 7 points. The lower and upper bounds of the betting window are set using the parameters named Lower Betting Window Limit and Upper Betting Window Limit. The default betting window is 1 to 10 points. If you increase the size of the window, WinPicks recommends more picks. If you decrease the size of the window, WinPicks recommends fewer picks.
- *Default Database* - You must select the database method (Section 4) that your formula will use. WinPicks will load the selected database each time the formula is activated. Keep in mind that if you change the database method (from the DATABASE menu or the toolbar) it will override the formula setting.
- *Default Test Method* - The "Default Test Method" is the number of dates (going back) a formula will be tested with using ANALYZE ALL FORMULAS on the FORMULA menu and the "Analyze" link on the MY FORMULAS screen. When set to "Season To Date", WinPicks will always show a formula's results for the current season only. When set to "Last n Dates", WinPicks will always show the results using the exact number of dates set.

The "Default Test Method" is used by WinPicks to rank the best formulas on the MY FORMULAS screen. Note that the ANALYZE THE CURRENT FORMULA menu option (Section 8.4) will let you override this setting and try a different range of dates, but ANALYZE ALL FORMULAS and the "Analyze" link always use the default test method when testing a formula.

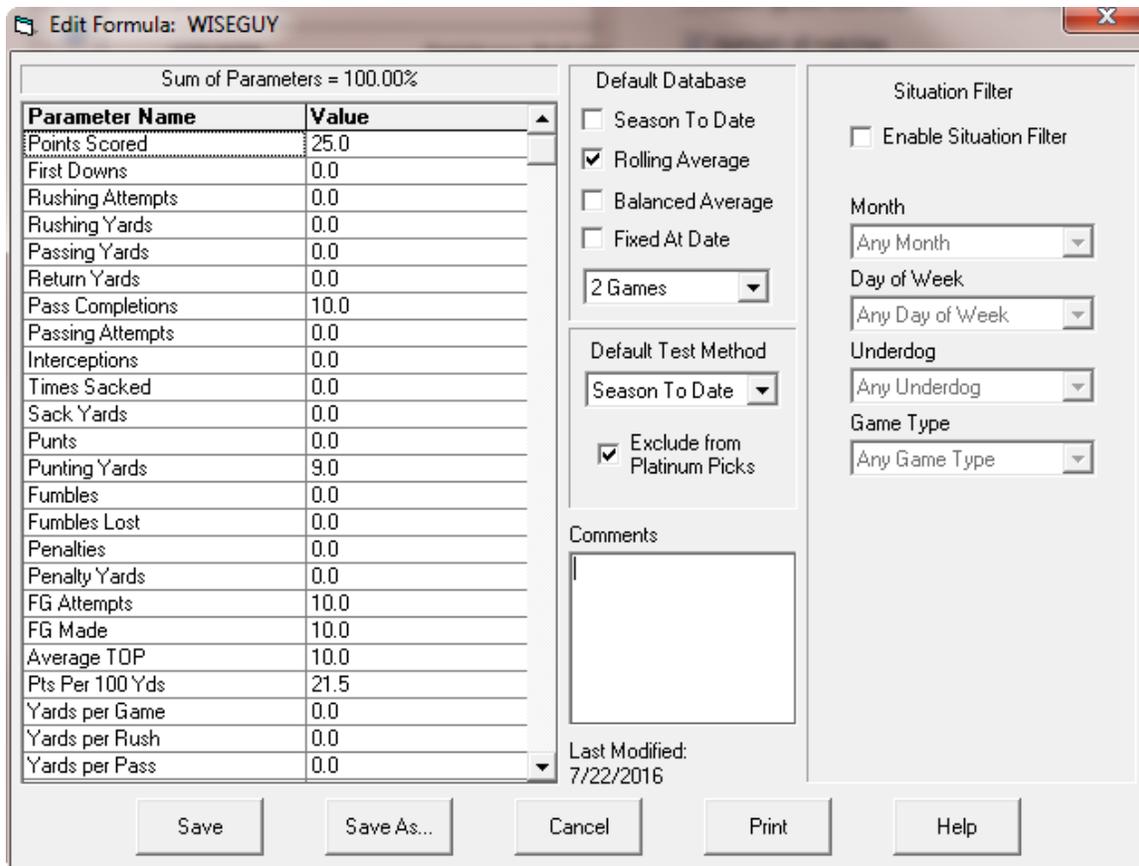
- *Exclude from Platinum Picks* – Check this box if you want the formula to be excluded from the “Platinum Picks” calculation (Section 8.14). All formulas will be used by default unless this box is checked.
- *Situation Filter* - If you enable the situation filter (by checking the box), you can make a formula that only generates predictions in certain situations. Four different situations can be chosen. Two of them, the “Month” and “Day of Week” settings, are self explanatory. For example, you can create a formula specifically for NFL Monday night football that only makes predictions for Monday night games. The “Underdog” situation setting allows you to limit the formula to making predictions when either the home or away team is the underdog. The “Game Type” situation setting allows you to limit the formula to making predictions on division, conference, nonconference, or postseason games. This can be very powerful, because you might find that college football and basketball formulas tailored for conference games only can do especially well. You can also combine settings so that your formula only makes predictions when specific situations occur, for example, when a team is a home dog in a conference game.

The remaining parameters are different for each member of the WinPicks family. Therefore, we need to explain each type of formula separately, beginning with the formulas used by PFA.

### **Creating Formulas with Pro Football Analyst (PFA)**

The formula editing screen for *PFA* (Figure 8.21) includes all the statistical categories tracked by *PFA*. The statistical categories are listed in the column labeled “Parameter Name”. You can move around the formula editing screen using the arrow keys or the mouse. Each category starts out with a 0 in the column labeled Value. The value assigned to each statistic is the percentage weight that the formula will place on that particular statistic. For example, if you enter a value of 20 for points scored, predictions are based 20% on points scored, and 80% on other statistics.

If the percentage weight is left at 0, the statistic will not be used by the formula. To use a statistic in your formula, assign it a non-zero weight by keying in the number that you want to use.



*Figure 8.21 - The Formula Editing Window for PFA*

It's OK to use just a few stats in your formulas. Some stats (yards per game, points scored, points per 100 yards, winning percentage, and so on), are very important, and are assigned a high weight in many successful formulas. Other stats (punting yards, field goals attempted, return yards, and so on), are normally considered to be less important. They are usually assigned a low weight or are not used at all. At the top of the formula entry window, you'll see a number called the "Sum of Parameters". This number must equal 100% before you can save the formula.

The last four items on the parameter list (Home Field Advantage, Point Spread Multiplier, Lower Betting Window Limit, and Upper Betting Window Limit) are common to all formulas and are discussed earlier in this section.

And finally, before saving the formula, you may want to type a comment in the "Comments" box. Adding a comment is optional, but you will probably find them useful, especially if you create a large number of formulas. When you are finished with the formula:

- Click the **SAVE** button to save (and load) the formula
- Click the **CANCEL** button to quit without saving

You can automatically create prediction formulas by using *SureLock*, *The Formula Wizard*. *SureLock* can be found under the ADD-INS menu and uses a multiple linear regression model to generate an optimized prediction formula. In other words, *SureLock* does all the work for you. The instructions for using *SureLock* are found in Section 11.

### Creating Formulas with College Football Analyst (CFA) or College Basketball Analyst (CBA)

The formula editing screen for CFA is shown in Figure 8.22:

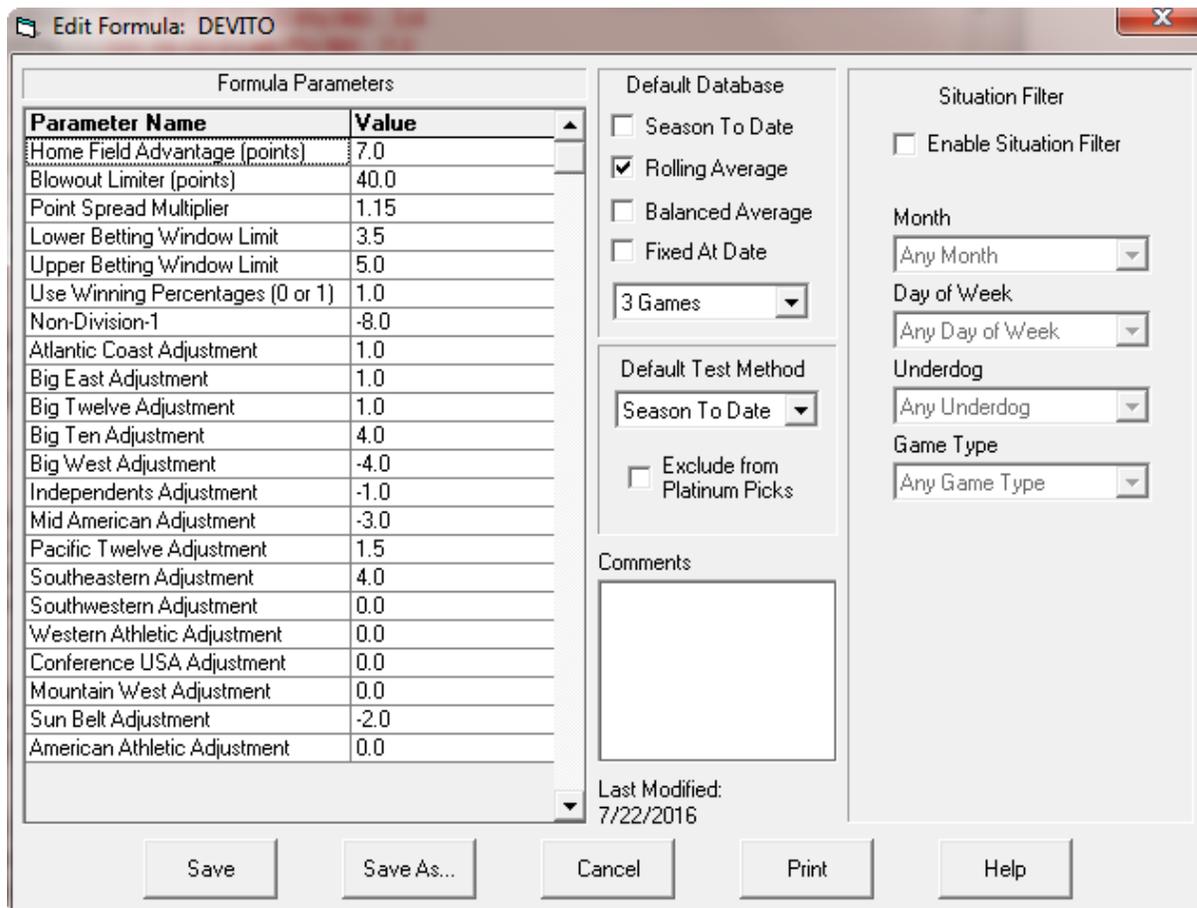


Figure 8.22 - The Formula Editing Window for CFA

CFA and CBA formulas are based on average margin of victory, winning percentage, and the relative strength of the Division-1 conferences. The formula editing screen for CFA has a column labeled Parameter Name and a column labeled Value. Four items on the parameter list (Home Field Advantage, Point Spread Multiplier, Lower Betting Window Limit, and Upper Betting Window Limit) are common to all formulas and are discussed earlier in this section. The remaining parameters are:

- *Blowout Limiter* - This number limits the significance of “blowouts”, or games with one-sided scores. For example, if the blowout limiter is set to 20 (the default value), games decided by more than 20 points are given the same significance as games with a 20-point margin. In other words, if a football team wins by 70-0, the formula will assign it the same significance as a 20-0 victory. This feature prevents teams who run up the score from having an inflated power rating.
- *Use Winning Percentages* - To turn this option on, enter a 1. To turn it off, enter a 0 (the default). If Use Winning Percentages is turned on it enhances the power ratings of teams that win a high percentage of their games. Power ratings that do not take winning percentage into account will often give high ratings to teams that seldom win if they have played a tough schedule. By the same token, teams that almost always win may be ranked low if they have played a weak schedule. However, winning is often a habit for good teams (even when they play poorly), and losing is often a habit for bad teams (even when they play well). For this reason, you might want to take winning percentage into account.
- *Conference Adjustments* - You also need to enter a positive or negative point spread adjustment for each conference. All are set to 0 by default, but every handicapper knows that a victory over a Big 10 school has more significance than a victory over a non Division-1 school. You should add some additional- points to the strongest conferences, and perhaps take points away from the weaker ones by entering negative numbers. The INTER CONFERENCE RECORDS feature (Section 7.9) provides a clear picture of the relative strength of the conferences.

And finally, before saving the formula, you may want to type a comment in the Comments box. When you are finished with the formula:

- Click the SAVE button to save (and load) the formula
- Click the CANCEL button to quit without saving

## Creating Formulas with Pro Basketball Analyst (PBA)

The formula editing screen for *PBA* is shown in Figure 8.23:

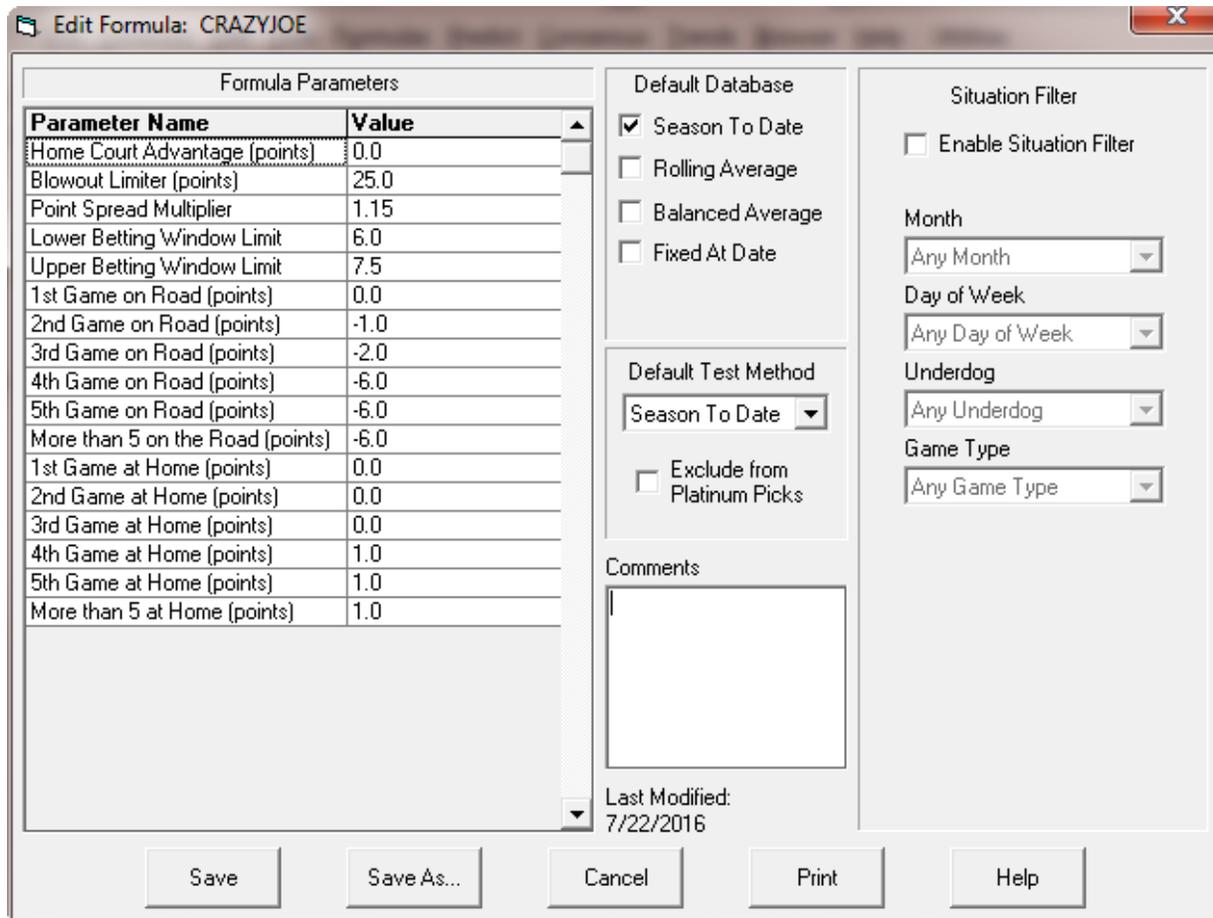


Figure 8.23 - The Formula Editing Window for PBA

*PBA* formulas are based on average margin of victory, winning percentage, and the length of time that a team has spent at home or on the road. The formula editing screen for *PBA* has a column labeled “Parameter Name” and a column labeled “Value”. Four parameters (Home Court Advantage, Point Spread Multiplier, Lower Betting Window Limit, and Upper Betting Window Limit) are common to all formulas and are discussed earlier in this section. The remaining parameters are:

- Blowout Limiter** - This number limits the significance of “blowouts”, or games with one-sided scores. For example, if the blowout limiter is set to its default value of 20, games decided by more than 20 points are given the same significance as games with a 20-point margin. In other words, if a team wins by 134-88, the formula will assign it the same significance as a 99-79 victory. This feature prevents teams who run up the score from having an inflated power rating.

- *Weariness and Rest Adjustments* - These parameters allow you to select the advantage (or disadvantage) given to a team when they are playing at home or on the road. For example, an NBA team that has played several in a row on the road is at a distinct disadvantage when playing a team that has been at home for the past few games. You can assign positive or negative point spread adjustments based on the number of consecutive games a team has played during a home stand or road trip. For example, if you assign a value of -5 to “5th Game on Road”, the formula will assume that the road team has a 5 point disadvantage due to the weariness caused by playing 5 consecutive road games. Likewise, if you assign a value of 5 to “5th Game at Home”, the formula assumes that the home team is well rested due to the long homestand and gives them a 5 point advantage.

And finally, before saving the formula, you may want to type a comment in the Comments box. When you are finished with the formula:

- Click the **SAVE** button to save (and load) the formula
- Click the **CANCEL** button to quit without saving

## Modifying a Formula

You can modify any formula, including those included with WinPicks. To do so, click the **EDIT** link near the name of the formula that you want to modify on the **MY FORMULAS** screen. The formula editing screen will appear, and you can make your changes. After you finish making changes, save the formula by clicking the **SAVE** button, or click the **SAVE AS** button to save the formula with a different name. If you decide not to modify the formula, click the **CANCEL** button.

## Deleting Formulas

To delete a formula, click the **DELETE** link near the name of the formula on the **MY FORMULAS** screen. Select **<YES>** if you really want to delete the formula, or **<NO>** if you have changed your mind. Keep in mind that you cannot delete the formula that is currently in use.

## Analyzing Formulas

To quickly analyze a formula, click the **ANALYZE** link near the name of the formula on the **MY FORMULAS** screen. When the analysis is finished, a summary of the results is shown on screen. This analysis provides the same overall results as the **ANALYZE THE CURRENT FORMULA** (Section 8.4) feature. However, unlike **ANALYZE THE CURRENT FORMULA** it only shows the total results, it does not show the results by date.

To analyze all of your formulas at once, select **ANALYZE ALL FORMULAS** on the **FORMULA** menu. After the formulas are analyzed, you are returned to the **MY FORMULAS** screen where the results are summarized.

## Uploading Formulas

This feature allows you to upload a prediction formula, so it can be downloaded by other WinPicks users via the Formula Warehouse (Section 8.6). In this way, WinPicks users can form a community where the best prediction formulas are shared among users, so that everyone can have the highest winning percentage possible. To use this feature, you must be connected to the Internet, and you must have already entered your WinPicks Customer ID. If you haven't done so, see Section 2 for instructions. It takes just seconds to upload a formula; click the UPLOAD link near the name of the formula on MY FORMULAS screen, and the formula will be automatically uploaded.

## Viewing Formulas

You can view the contents of the active prediction formula by selecting FORMULA from the VIEW menu. When you are finished viewing the formula, select <OK>.

## Section 8.3. Testing a Formula with Different Databases

Sometimes it is useful to see the performance of a prediction formula against different database settings. TRY CURRENT FORMULA WITH DIFFERENT DATABASES option on the FORMULA menu lets you test the currently active formula using Season To Date, Rolling Average, and Balanced Average methods. The Rolling Average and Balanced Average methods go back to 30 games. You can test back to the beginning of your database, or for the current season only.

After you select TRY CURRENT FORMULA WITH DIFFERENT DATABASES you will be asked for the number of game dates to test against, or you may elect to try the formula with data from the current season only. When the formula has been tested, a report will be created similar to the one in Figure 8.30.

Database	SUR	SUR Pct	ATS	ATS Pct	ATS Net Units	Totals
Rolling Average of Last 11 Games	1401-954-2 ( 59.5%)	59.5%	289-242-14 ( 54.4%)	54.4%	+22.8	372-351-9 ( 51.5%)
Rolling Average of Last 10 Games	1393-962-2 ( 59.2%)	59.2%	283-240-17 ( 54.1%)	54.1%	+19.0	378-344-10 ( 52.0%)
Balanced Average of Last 13 Games	1418-937-2 ( 60.2%)	60.2%	266-227-25 ( 54.0%)	54.0%	+16.3	387-354-7 ( 52.0%)
Balanced Average of Last 11 Games	1409-946-2 ( 59.8%)	59.8%	277-238-19 ( 53.8%)	53.8%	+15.2	370-335-8 ( 52.0%)
Balanced Average of Last 12 Games	1422-933-2 ( 60.4%)	60.4%	272-236-18 ( 53.5%)	53.5%	+12.4	371-342-8 ( 52.0%)
Rolling Average of Last 09 Games	1412-943-2 ( 60.0%)	60.0%	284-249-17 ( 53.3%)	53.3%	+10.1	384-338-14 ( 53.0%)
Rolling Average of Last 12 Games	1405-950-2 ( 59.7%)	59.7%	264-233-16 ( 53.1%)	53.1%	+ 7.7	368-358-8 ( 50.0%)
Rolling Average of Last 07 Games	1397-958-2 ( 59.3%)	59.3%	303-270-16 ( 52.9%)	52.9%	+ 6.0	399-336-13 ( 54.0%)
Balanced Average of Last 10 Games	1412-943-2 ( 60.0%)	60.0%	266-241-18 ( 52.5%)	52.5%	+ 0.9	373-346-8 ( 51.0%)
Balanced Average of Last 09 Games	1417-938-2 ( 60.2%)	60.2%	272-248-18 ( 52.3%)	52.3%	- 0.8	384-356-10 ( 51.0%)
Rolling Average of Last 06 Games	1399-956-2 ( 59.4%)	59.4%	310-283-17 ( 52.3%)	52.3%	- 1.3	372-356-10 ( 51.0%)
Balanced Average of Last 07 Games	1390-965-2 ( 59.0%)	59.0%	306-280-21 ( 52.2%)	52.2%	- 2.0	376-357-10 ( 51.0%)
Rolling Average of Last 03 Games	1385-970-2 ( 58.8%)	58.8%	335-310-23 ( 51.9%)	51.9%	- 6.0	397-381-12 ( 51.0%)
Rolling Average of Last 13 Games	1408-947-2 ( 59.8%)	59.8%	260-242-14 ( 51.8%)	51.8%	- 6.2	369-350-9 ( 51.0%)
Rolling Average of Last 20 Games	1396-959-2 ( 59.3%)	59.3%	250-234-21 ( 51.7%)	51.7%	- 7.4	350-333-10 ( 51.0%)
Rolling Average of Last 14 Games	1403-952-2 ( 59.6%)	59.6%	255-240-16 ( 51.5%)	51.5%	- 9.0	378-340-6 ( 52.0%)
Balanced Average of Last 20 Games	1398-957-2 ( 59.4%)	59.4%	250-237-21 ( 51.3%)	51.3%	-10.7	371-337-7 ( 52.0%)
All Games Season To Date	1320-915-2 ( 59.1%)	59.1%	252-239-14 ( 51.3%)	51.3%	-10.9	331-326-9 ( 50.0%)
Rolling Average of Last 04 Games	1421-934-2 ( 60.3%)	60.3%	321-303-17 ( 51.4%)	51.4%	-12.3	383-373-13 ( 50.0%)
Rolling Average of Last 05 Games	1382-973-2 ( 58.7%)	58.7%	305-289-21 ( 51.3%)	51.3%	-12.9	402-356-9 ( 53.0%)
Balanced Average of Last 26 Games	1422-933-2 ( 60.4%)	60.4%	242-232-20 ( 51.1%)	51.1%	-13.2	366-334-6 ( 52.0%)
Rolling Average of Last 19 Games	1419-936-2 ( 60.3%)	60.3%	245-235-19 ( 51.0%)	51.0%	-13.5	358-357-6 ( 50.0%)

Figure 8.30 - Testing a Formula Against Different Databases (PFA)

The report shows how the formula did using each database setting. The columns on the report are similar to the ones found on the ANALYZE THE CURRENT FORMULA screen. Click on the headings at the top of the columns to sort the columns and to see which database setting works best. For example, click on the heading "ATS Net Units" to rank the various database settings in that category.

Please note that testing a formula can take a long time if you go back several seasons or more.

### Section 8.4. Analyzing a Prediction Formula

You can analyze the straight-up record (SUR) against the spread record (ATS), and totals record (over/under) of any prediction formula. This feature allows you to monitor the performance of your prediction formulas, and to test new formulas before you use them.

To analyze a formula, select ANALYZE THE CURRENT FORMULA from the FORMULAS menu. Then, select SEASON TO DATE ONLY to analyze all games from the current season. Select TEST USING LAST N DATES to analyze a formula over any number of past dates in the database. Select PAST SEASONS to pick a range of one or more past seasons to analyze. You can analyze the entire database by selecting a range that extends from the oldest to the current season. Once you begin an analysis, you may stop it at any time by selecting <CANCEL>. The Analyze Formula screen is displayed in Figure 8.40.

Date	SUR Record	SUR Percent	ATS Record	ATS Percent	ATS Net Units	Totals Record	Totals Percent
ALL DATES	151-105-0 ( 59.0%)	59.0%	47-30-3 ( 61.0%)	61.0%	+14.0	66-64-5 ( 50.8%)	50.8%
Sun. Jan 3, 2016	11-5-0 ( 68.8%)	68.8%	5-1-0 ( 83.3%)	83.3%	+ 3.9	3-3-1 ( 50.0%)	50.0%
Mon. Dec 28, 2015	0-1-0 ( 0.0%)	0.0%	-----	-----	-----	-----	-----
Sun. Dec 27, 2015	8-5-0 ( 61.5%)	61.5%	3-3-0 ( 50.0%)	50.0%	- 0.3	3-2-0 ( 60.0%)	60.0%
Sat. Dec 26, 2015	1-0-0 (100.0%)	100.0%	-----	-----	-----	0-1-0 ( 0.0%)	0.0%
Thu. Dec 24, 2015	0-1-0 ( 0.0%)	0.0%	-----	-----	-----	-----	-----
Mon. Dec 21, 2015	1-0-0 (100.0%)	100.0%	-----	-----	-----	-----	-----
Sun. Dec 20, 2015	10-3-0 ( 76.9%)	76.9%	1-1-0 ( 50.0%)	50.0%	- 0.1	1-3-0 ( 25.0%)	25.0%
Sat. Dec 19, 2015	1-0-0 (100.0%)	100.0%	-----	-----	-----	-----	-----
Thu. Dec 17, 2015	0-1-0 ( 0.0%)	0.0%	0-1-0 ( 0.0%)	0.0%	- 1.1	-----	-----
Mon. Dec 14, 2015	1-0-0 (100.0%)	100.0%	-----	-----	-----	0-1-0 ( 0.0%)	0.0%
Sun. Dec 13, 2015	5-9-0 ( 35.7%)	35.7%	4-1-0 ( 80.0%)	80.0%	+ 2.9	2-5-0 ( 28.6%)	28.6%
Thu. Dec 10, 2015	1-0-0 (100.0%)	100.0%	-----	-----	-----	1-0-0 (100.0%)	100.0%
Mon. Dec 7, 2015	1-0-0 (100.0%)	100.0%	-----	-----	-----	1-0-0 (100.0%)	100.0%
Sun. Dec 6, 2015	8-6-0 ( 57.1%)	57.1%	2-3-0 ( 40.0%)	40.0%	- 1.3	6-5-0 ( 54.5%)	54.5%
Thu. Dec 3, 2015	0-1-0 ( 0.0%)	0.0%	-----	-----	-----	-----	-----
Mon. Nov 30, 2015	1-0-0 (100.0%)	100.0%	-----	-----	-----	0-1-0 ( 0.0%)	0.0%
Sun. Nov 29, 2015	6-6-0 ( 50.0%)	50.0%	1-2-0 ( 33.3%)	33.3%	- 1.2	4-5-0 ( 44.4%)	44.4%
Thu. Nov 26, 2015	2-1-0 ( 66.7%)	66.7%	0-1-0 ( 0.0%)	0.0%	- 1.1	3-0-0 (100.0%)	100.0%
Mon. Nov 23, 2015	0-1-0 ( 0.0%)	0.0%	-----	-----	-----	1-0-0 (100.0%)	100.0%
Sun. Nov 22, 2015	6-6-0 ( 50.0%)	50.0%	3-1-0 ( 75.0%)	75.0%	+ 1.9	4-4-0 ( 50.0%)	50.0%
Thu. Nov 19, 2015	1-0-0 (100.0%)	100.0%	1-0-0 (100.0%)	100.0%	+ 1.0	0-1-0 ( 0.0%)	0.0%
Mon. Nov 16, 2015	0-1-0 ( 0.0%)	0.0%	-----	-----	-----	-----	-----
Sun. Nov 15, 2015	9-3-0 ( 75.0%)	75.0%	3-0-0 (100.0%)	100.0%	+ 3.0	1-4-1 ( 20.0%)	20.0%

Figure 8.40 - The Analyze Formula Screen (PFA)

The ANALYZE FORMULA screen has eight columns:

- *Date* - This shows the schedule date for which the formula is being analyzed.
- *SUR Record* - This shows the formula's straight-up record for every game played.

- *SUR Percent* - This shows the formula's straight-up winning percentage for every game played.
- *ATS Record* - This shows the formula's record for the games that it recommended against the point spread.
- *ATS Percent* - This shows the formula's winning percentage for the games that it recommended against the point spread.
- *ATS Net Units* - This shows the number of net units that the formula has won or lost for the games it recommended against the point spread. Net units are calculated as plus 1 unit for every pick won, and minus 1.1 units for every pick lost. Formulas that would have won money when used for legal sports betting will show a positive value for net units, assuming that the same amount was wagered on every pick.
- *Totals Record* - This shows the formula's record for the games that it recommended against the totals line.
- *Totals Percent* - This shows the formula's winning percentage for the games that it recommended against the totals line.
- *Totals Net Units* - This shows the number of net units that the formula has won or lost for the games it recommended against the totals line. Net units are calculated as plus 1 unit for every pick won, and minus 1.1 units for every pick lost. Formulas that would have won money when used for legal sports betting will show a positive value for net units, assuming that the same amount was wagered on every pick.

The top line in the grid shows the formula's cumulative record for all of the dates being analyzed. When you evaluate formulas, keep in mind that an SUR of 65% or better is very good, and that 70% is excellent. An ATS or totals record of 52.4% is required to break even if you are using the formula for legal sports betting. An ATS or totals record of 55% or better is very good, and anything over 60% is excellent. It is important to note that formulas with a good ATS record may not do well on totals, and vice versa. If you use the *SureLock Formula Wizard* or the "Formula Tuner" you can choose whether the formula that you designed is optimized to beat the spread or to beat the totals line.

### **Analyze All Formulas**

Selecting this option will analyze all of your formulas at once. If you have a lot of formulas, this can take a few minutes or longer. After the formulas are analyzed, you are returned to the MY FORMULAS screen (Section 8.2) where the results are summarized.

## Formula Analysis SUR Filter

Selecting this option from the FORMULAS menu will allow you to limit the games included in the straight-up record (SUR) analysis of a prediction formula. The points spread range is selectable from 1 to 25 points, or you can select all games (the default setting). This feature provides a more realistic look at a formula's ability to pick up straight winners, because you can filter out those "obvious" winners where the spread is more than 25 points. You can also limit the SUR analysis to games that are most likely to have a money line - for example, where the spread is 15 points or less, to find the formulas that work best for money line wagers. The "Formula Tuner" will tune SUR formulas based on this setting, so you can tune a formula to pick SUR winners in games with small point spreads.

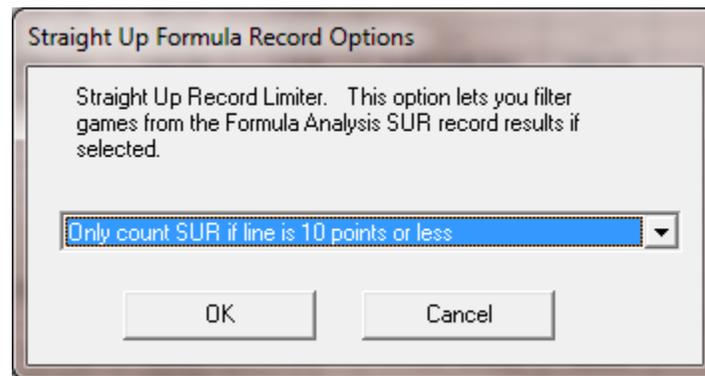


Figure 8.41 - The Formula Analysis SUR Filter Window

## Section 8.5. Tuning a Prediction Formula for Best Results

The Formula Tuner can tune any prediction formula and improve the results. You can start the Formula Tuner from the MY FORMULAS page, using the link called "Tune" to the right of each formula name. You can also select FORMULA TUNER from the FORMULAS menu to tune the active formula, or click the  button on the toolbar.

Most of the formula equations in WinPicks are non-linear. Finding a mathematical solution for optimizing a formula is difficult, but *PFA* has a mathematical tool for optimizing formulas called *Surelock* (Section 11) that can work with up to 10 statistics. However, in many cases the "Formula Tuner" will produce better formulas than *Surelock* does, since it can adjust all parameters. Plus, it works with all versions of WinPicks. Instead of using mathematical equations to solve for the best combination of formula values, the tuner uses a Monte Carlo technique that randomly varies the numbers, testing the results along the way. When it finds a better result, it remembers the new values, and continues tuning. You can tune a formula for a few minutes, a few hours, or even overnight, because the tuner never gets tired. It can start with any formula; and in nearly all cases produce a better one.

## The Formula Tuner Window

The “Formula Tuner” window is shown in Figure 8.50 below:

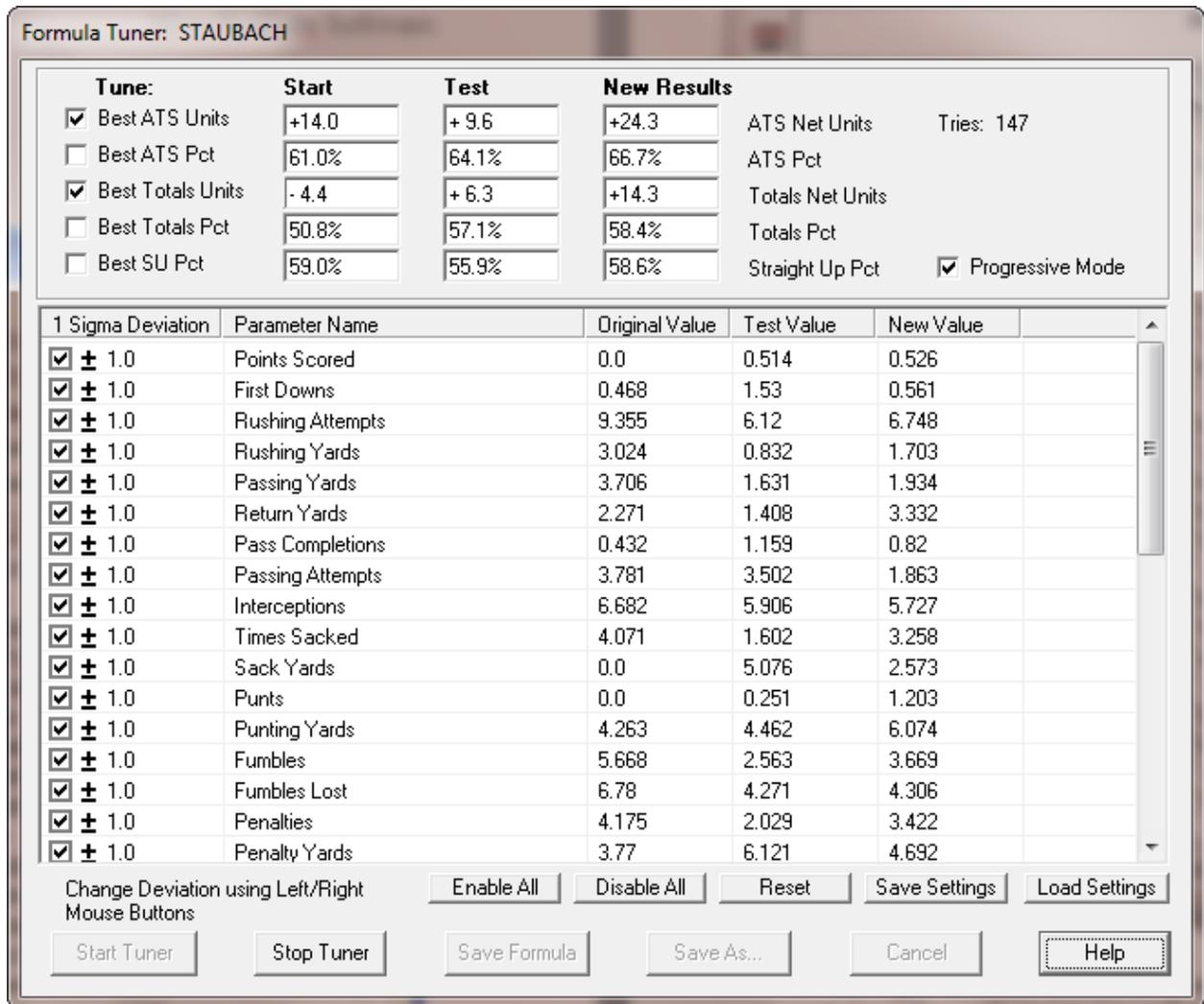


Figure 8.50 - The Formula Tuner Window

At the top of the “Formula Tuner” window, you can select the type of results you wish to tune. You can select one or more of five different options:

- *Best ATS Units* - Tunes a formula to produce the highest number of against the spread net units
- *Best ATS Pct* - Tunes a formula to produce the highest winning percentage against the spread. If the tuner reaches 100% it will continue to try to increase the number of net units.
- *Best Totals Units* - Tunes a formula to produce the highest number of net units against the totals line (over/unders)

- *Best Totals Pct* - Tunes a formula to produce the highest winning percentage for over/unders
- *Best SU Pct* - Tunes a formula to produce the highest percentage of straight-up winners

Listed to the right, there are three columns that show the results of testing the formula. The original results of the formula (before tuning) are displayed in the first column. The second column displays the results of the last test that the “Formula Tuner” attempted. The numbers in the second column change as the tuner runs, on many computers a test lasts less than 1 second. The third column shows the results of the best formula the tuner has found since it started running.

The “Progressive Mode” checkbox on the window tells the tuner to add random variations to the best formula it has found so far. If the “Progressive Mode” checkbox is not checked, the tuner will always add random variation to the original formula every time. The progressive mode is turned on by default, and allows the tuner to “walk” away from the original formula values as it finds better combinations.

In the middle of the “Formula Tuner” window, every parameter in the formula is shown along with its starting value, the last value tested, and the new value from the best formula found so far.

The first column of the parameter window, labeled “1 sigma deviation”, contains a checkbox which lets you to enable or disable each parameter from being tuned. By default all parameters are enabled, but you can disable a parameter if you do not want the value to change. You can enable or disable parameters before starting the Formula Tuner, or while it is running.

To the right of each checkbox is a number indicating how many standard deviations the random variations for each parameter will be allowed to wander. The “Formula Tuner” generates random variations using a normal distribution within the one sigma (one standard deviation) range. However, while the tuner is running, you can use the left and right mouse buttons to increase and decrease the size of the range where the random variations will be allowed to occur.

There are a row of five buttons directly underneath the formula parameters window:

- *Enable All* - This button enables all formula parameters to be tuned, including those that were previously disabled.
- *Disable All* - This disables all parameters from being tuned, allowing you to turn all parameters off, and then turn on the ones you want, one by one using the checkboxes.
- *Reset* - This button changes all of the sigma values back to their standard value of one (one standard deviation).
- *Save Settings* - Clicking this button allows you to save the current tuner settings in a file. You are allowed to name the file, and store as many tuner parameter files as you wish. The

formula settings that you save can also be used later with the NightShift Formula Tuner (Section 8.13).

- *Load Settings* - Click this button to load a previously saved parameter file into the Formula Tuner.

To start the Formula Tuner, click the “Start” button at the bottom of the window. Once running, you will see the results in the “Test Value” column update as the “Formula Tuner” searches for a better formula, and the number of tries is also updated in the window.

You can click the “Stop” button at any time to stop tuner from running, and save the formula with the new values. The “Save” button will save the formula with the same name as before, or you can click the “Save As...” button to save the formula with a new name.

After saving a formula, you can click the “Cancel” button to leave the “Formula Tuner” and to begin using your new formula.

Note that WinPicks will allow you to run multiple copies of the "Formula Tuner" by launching multiple copies of WinPicks. This allows you to get the most out of your available processing power. For example, you can launch four copies of College Basketball Analyst (CBA) with each one tuning a different formula. Or, you can tune formulas with the college and pro football versions of WinPicks simultaneously, with both tuners running at high speed.

## **Section 8.6. Sharing Formulas: The Formula Warehouse**

WinPicks allows users to share prediction formulas through a unique feature called the FORMULA WAREHOUSE. All members of the WinPicks community can upload and download recently tested prediction formulas, so that everyone can have the highest winning percentage possible! We encourage all WinPicks users to both borrow and contribute formulas to the warehouse.

You can enter the FORMULA WAREHOUSE by selecting it from the FORMULAS menu, or by clicking on the icon. You’ll see a screen similar to Figure 8.60:

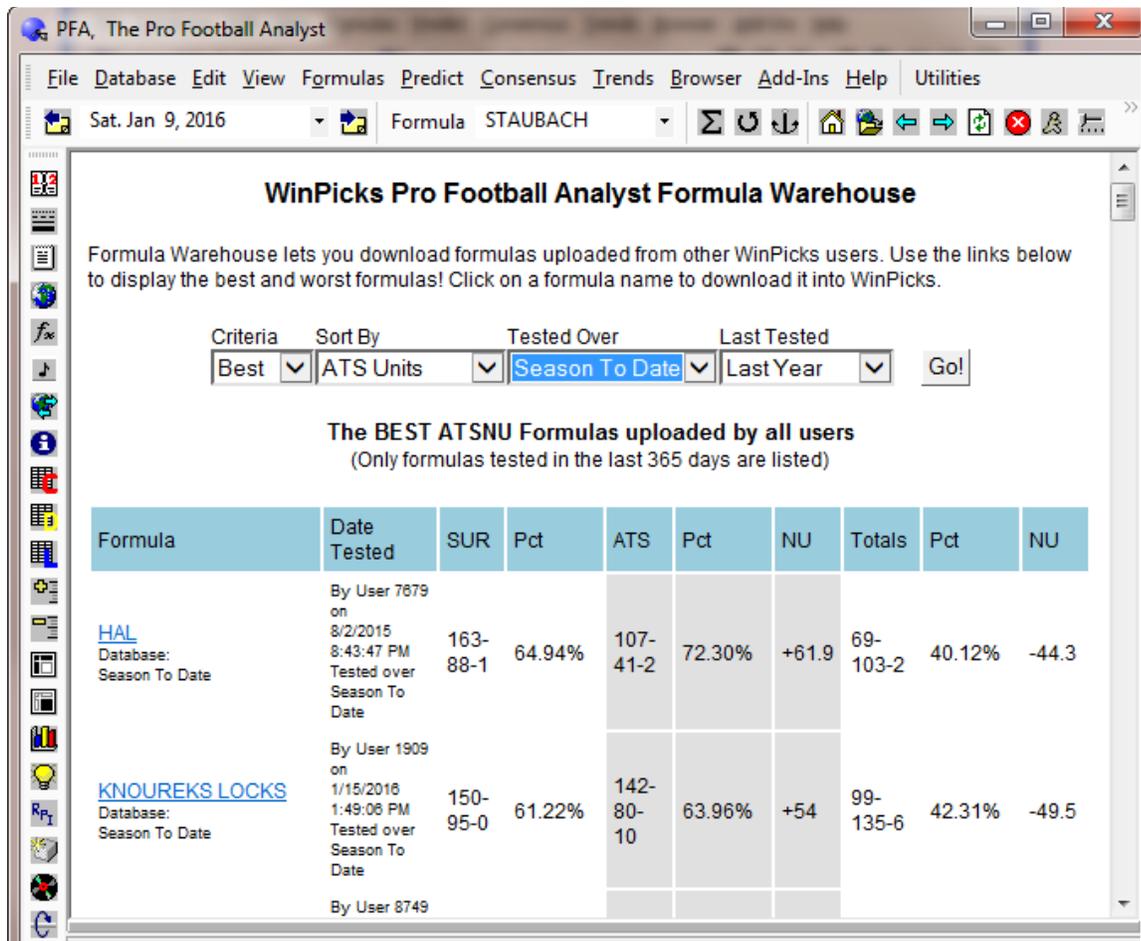


Figure 8.60 - The Formula Warehouse (PFA)

The formulas listed in the FORMULA WAREHOUSE are sorted according to a method that you can select by clicking on the text links at the top of the screen. There are 10 different ways you can sort your formula list: by best or worst against the spread (ATS) units, by best or worst ATS percentage, by best or worst totals (over/under) units, by best or worse totals percentage, or by best or worst straight-up record (SUR) percentage. By changing the sort method, you can explore the list and quickly find the formula that you want to find.

You can also select whether you want the FORMULA WAREHOUSE to display formulas loaded in the last 7 days, the last 30 days, or to list all available formulas. To download a formula into your computer, simply click on the name of any formula in the warehouse! If a formula with that same already exists on your computer, you'll be asked whether you want to overwrite the existing formula, or to rename the formula you are downloading.

The FORMULA WAREHOUSE screen contains the following information about each formula:

- *The Formula Name* - The name is underlined. Just click on the name to download the formula. The default database method stored inside the formula is listed below the name.

- *Date Tested* - The date when the formula was last tested and how it was tested.
- *The Formula's Record* - The formula's straight-up (SUR), against the spread (ATS), and over/under (OU) records are shown, along with the number of net units the formula has won or lost for ATS and OU selections. These records were tabulated on the date when the formula was last tested.

## Uploading Formulas

To upload a formula, go to the MY FORMULAS screen. In order to upload a formula, you must be connected to the Internet, and you must have already entered your WinPicks Customer ID. If you haven't done so, see Section 2 for instructions. It takes just seconds to upload a formula; click the UPLOAD link near the name of the formula on the MY FORMULAS screen, and the formula will be automatically uploaded.

## Section 8.7. Predicting Sides (Straight-Up and ATS)

After you load a formula, WinPicks is ready to make predictions for the current date. To predict games both straight-up and against the spread (ATS), select SIDES from the PREDICT menu. The predictions appear as shown in Figure 8.70.

The screenshot shows the 'Predict Sides' window in the CFA software. The window title is 'CFA, The College Football Analyst'. The menu bar includes File, Database, Edit, View, Formulas, Predict, Consensus, Trends, Browser, Help, and Utilities. The status bar shows 'Sat. Nov 21, 2015' and 'Formula DOROTHY'. The table below is the main data display.

WinPicks Favorite	By	WinPicks Underdog	Line Favorite	By	Line Underdog	Recommended	Score	Result SUR	R A
at <a href="#">Pittsburgh</a>	9.0	<a href="#">Louisville</a>	Louisville	1.0	at Pittsburgh		45-34	WON	
at <a href="#">Akron</a>	6.5	<a href="#">Buffalo</a>	at Akron	5.0	Buffalo		42-21	WON	
at <a href="#">Georgia</a>	7.5	<a href="#">Georgia Southern</a>	at Georgia	13.5	Georgia Southern	<b>Georgia Southern</b>	23-17	WON	W
<a href="#">Rutgers</a>	1.0	at <a href="#">Army</a>	Rutgers	4.0	at Army		31-21	WON	
at <a href="#">Kentucky</a>	21.5	<a href="#">Charlotte</a>	at Kentucky	23.5	Charlotte		58-10	WON	
at <a href="#">Maryland</a>	6.0	<a href="#">Indiana</a>	at Maryland	1.0	Indiana	<b>Maryland</b>	28-47	LOST	L
at <a href="#">Massachusetts</a>	9.5	<a href="#">Miami of Ohio</a>	at Massachusetts	7.5	Miami of Ohio		13-20	LOST	
<a href="#">West Virginia</a>	13.5	at <a href="#">Kansas</a>	West Virginia	29.0	at Kansas		49-00	WON	
at <a href="#">Georgia State</a>	3.0	<a href="#">South Alabama</a>	at Georgia State	3.0	South Alabama		24-10	WON	

WinPicks database: All Games Season To Date

Figure 8.70 - Predicting Sides (CFA)

The prediction screen is divided into 11 columns:

- *WinPicks Favorite* - The team that WinPicks predicts to win.
- *By* - The WinPicks “line”. WinPicks expects its favored team to win by this many points.
- *WinPicks Underdog* - The team that WinPicks predicts to lose.
- *Line Favorite* - The team the sportsbook predicts to win.
- *By* - The actual betting line (point spread) for the game.
- *Line Underdog* - The team the sports book predicts to lose.
- *Recommend* - If a team appears in this column, WinPicks is predicting that this team will cover the line. A formula recommends picks when the difference between the actual line and the WinPicks line is within the betting window.

- *Score* - Once the game has been played, this column lists the score in this format: WinPicks Favorite - WinPicks Underdog.
- *Result SUR* - If the game has been played, this column tells you if WinPicks picked the winner of the game correctly. WON means that WinPicks was right. LOST means that WinPicks was wrong.
- *Result ATS* - If the game has been played, this column displays how WinPicks did against the spread. If WinPicks did not recommend a pick against the spread, this column is left blank. However, if WinPicks did recommend a pick, WON means that WinPicks was right. LOST means that WinPicks was wrong.
- *Details* – Click this link to see a summary of how WinPicks made its prediction (see Section 8.10 for more information).

## **Section 8.8. Predicting Totals (Over/Unders)**

TOTALS is used to handicap the total (or over/under) odds for a game. When you select TOTALS from the PREDICT menu, a screen appears like the one shown in Figure 8.8.

Visitor Team	Home Team	Over Under Line	Predicted Total	Recommend	Actual Total	Result	Details
<a href="#">Chicago</a>	<a href="#">Minnesota</a>	44.0	50.0		55		<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Atlanta</a>	<a href="#">Jacksonville</a>	48.0	49.5	Over	40	LOST	<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Houston</a>	<a href="#">Indianapolis</a>	41.5	49.0		26		<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Kansas City</a>	<a href="#">Baltimore</a>	41.0	46.0		48		<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Buffalo</a>	<a href="#">Washington</a>	45.5	47.5	Over	60	WON	<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Tennessee</a>	<a href="#">New England</a>	48.0	49.0	Over	49	WON	<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Arizona</a>	<a href="#">Philadelphia</a>	51.0	52.5	Over	57	WON	<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Carolina</a>	<a href="#">New York (NYG)</a>	46.0	48.0	Over	73	WON	<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Cleveland</a>	<a href="#">Seattle</a>	45.5	46.5	Over	43	LOST	<a href="#">Details</a> <a href="#">Platinum</a>
<a href="#">Green Bay</a>	<a href="#">Oakland</a>	47.0	43.0		50		<a href="#">Details</a>

WinPicks database: Rolling Average of Last 04 Games

Figure 8.80 - Predicting Totals (PFA)

The PREDICT TOTALS screen is divided into eight columns:

- *Visitor Team* - This is the visitor, or road team.
- *Home Team* - This column lists the home team, or the site where the game will be played. The game site could be a very important piece of information when handicapping over/unders for college or pro football. If the game will be played in an outdoor stadium in cold weather city (Chicago in December, for example) it could mean a low score.
- *Over/Under Line* - This is the number you wager against. It is the point total the oddsmakers have predicted for the game.
- *Predicted Total* - This is the point total that WinPicks is predicting for the game, based on the prediction formula currently in use.

- *Recommend* - This is the “play” that WinPicks is recommending. OVER means play the over. UNDER means play the under. If nothing appears in this column, WinPicks has no recommendation for the game.
- *Actual Total* - If the game has already been played, this column shows the total number of points scored in the game.
- *Result* - If the game has been played, this column tells you if WinPicks made the right recommendation on the game. WON means that WinPicks was right. LOST means that WinPicks was wrong.
- *Details* – Click this link to see a summary of how WinPicks made its prediction (see Section 8.10 for more information).

Like ATS predictions, over/under picks are made using the stats included in the prediction formula. However, when picking over/unders WinPicks doesn't try to analyze matchups to determine who has the stronger team or who is more likely to win. Instead, it tries to determine the collective strength of both teams. It determines the collective strength by computing the sum of both team's offensive rankings minus the sum of both team's defensive rankings. This value is scaled by the point spread multiplier in the same manner as for ATS picks. The result is then added to the overall league average for total points scored in each game. By adding in the league average, the over/under prediction is indexed to actual results for all games in the database.

Sound confusing? One simple way to look at it is this: If the two competing teams have good offenses and weak defenses, WinPicks will predict a high point total. Two teams with good defenses and weak offenses will result in a low predicted point total. Once a prediction is made, WinPicks compares the projected over/under to the actual over/under using the betting window discussed in Section 8. If the projected over/under is within the betting window, WinPicks will recommend that you play the OVER or UNDER.

## Section 8.9. Making Pool Picks

POOL PICKS is a useful feature for those who participate in pools where a point value is assigned to each game. For example, in a football pool with 15 games, you might get 15 points for making your top pick correctly, 14 points for your second pick, and so on. To see this information, select POOL PICKS from the PREDICT menu. A screen appears (Figure 8.90) with nine columns. The first four columns (from left to right) show the game date and the WinPicks prediction for the game. The remaining columns are:

- *Pick Value* - Each game is ranked in the order of the predicted point spreads. The games with the biggest point spreads are ranked the highest. For example, the biggest predicted point spread might be 13 points. If so, the team favored by 13 is the top ranked pick. If 15 games are scheduled the top pick has a value of 15, and the bottom pick has a value of 1.

- **Total** - This column will only contain information if the games have already been played. If the game was picked correctly, this column shows the number of points awarded for each game. The pool score is also shown, at the top of the column. The pool score is the total value of the correct picks. For example, a perfect pool score is 120 for a 15-game schedule, 105 for a 14-game schedule, 91 for a 13-game schedule, or 78 for a 12-game schedule.
- **Score** - If the game has been played, this column shows the score.
- **Result SUR** - If the game has been played, this column shows whether WinPicks was right or wrong about the straight-up outcome of the game. WON means that WinPicks was right. LOST means that WinPicks was wrong.
- **Line** - This column shows the team that was favored, and the point spread for the game. Normally, but not always, the heavily favored teams will have the highest pick value.
- **Result ATS** - If the game has been played, this column shows whether WinPicks was right or wrong about the ATS outcome. WON means that WinPicks was right. LOST means that WinPicks was wrong.

The screenshot shows the PFA software interface with a table titled "Pool Picks (Week 15)". The table contains the following data:

Date	WinPicks Favorite	By	WinPicks Underdog	Pick Value	Total	Score	Result SUR	Line	Result ATS
Sun. Dec 20, 2015	at Seattle	17.5	Cleveland	16	16	30-13	WON	at Seattle -14.0	WON
Sun. Dec 20, 2015	at Jacksonville	15.0	Atlanta	15	--	17-23	LOST	at Jacksonville -2.5	LOST
Sun. Dec 20, 2015	at New England	12.0	Tennessee	14	14	33-16	WON	at New England -14.0	WON
Sat. Dec 19, 2015	New York (NYJ)	9.5	at Dallas	13	13	19-16	WON	New York (NYJ) -3.0	PUSH
Sun. Dec 20, 2015	at Washington	9.0	Buffalo	12	12	35-25	WON	Buffalo -2.0	WON
Sun. Dec 20, 2015	at San Diego	8.5	Miami	11	11	30-14	WON	at San Diego -1.5	WON
Sun. Dec 20, 2015	Arizona	8.5	at Philadelphia	10	10	40-17	WON	Arizona -4.0	WON

Figure 8.90 - Pool Picks (PFA)

## Section 8.10. Making Detailed Predictions

WinPicks can show you how predictions are made by displaying a summary of game information. This summary includes the predicted outcome, the line, the projected point total, and a bar graph (PFA only) showing how the two teams match up statistically. To use this feature, select SIDES or TOTALS and then click the “Details” link next to one of the games on the list. The detailed prediction window (PFA version) appears as shown in Figure 8.100.

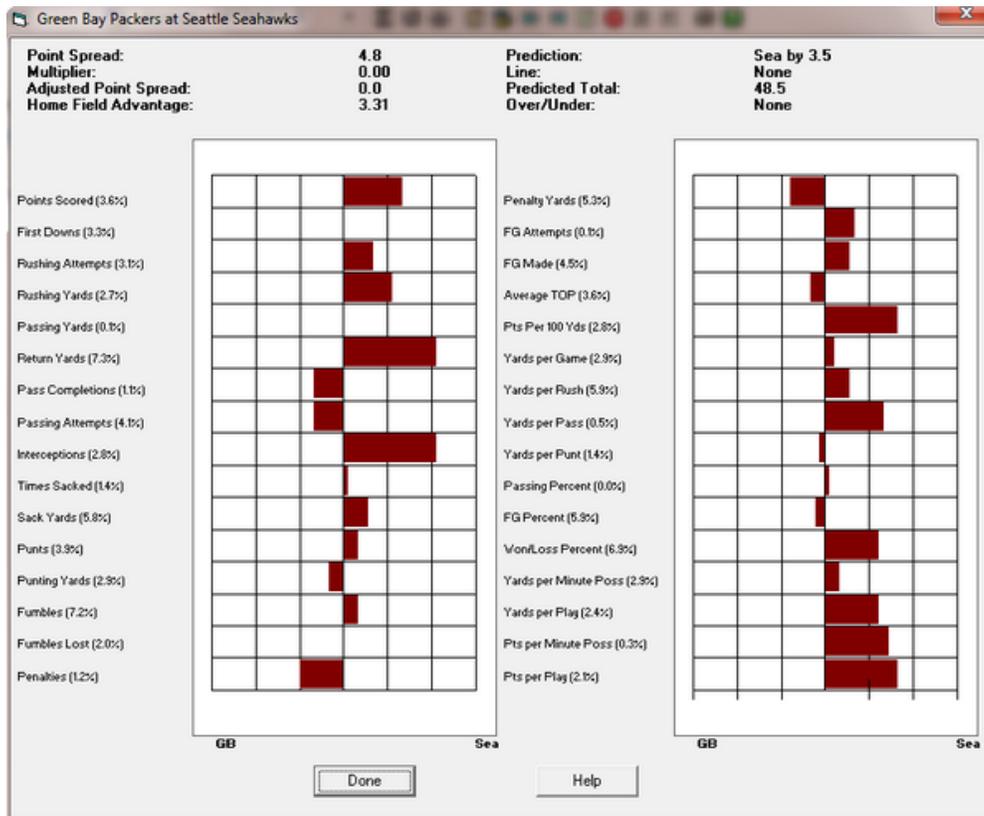


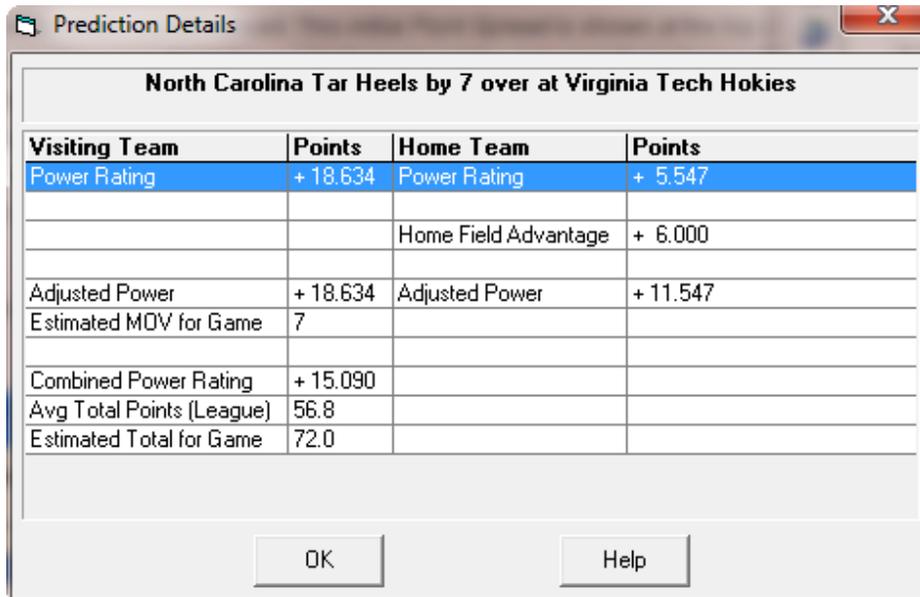
Figure 8.100 - The Detailed Prediction Window (PFA)

The detailed prediction window for PFA compares the teams in 32 different statistical categories. This information is displayed using a bar graph. The bar for each statistic points toward the team with the advantage. The longer the bar, the greater the advantage. If no bar is shown for a given statistic, then the two teams are considered equal in that category. Dark colored bars are used for statistics included in the prediction formula. Light colored bars are used for statistics that are not included (percentage weight equals 0).

The percentage weights in the formula are used to obtain a point spread. This initial Point Spread is shown at the top of the window. This point spread is then multiplied by the formula's Point Spread Multiplier to get the Adjusted Point Spread. Then, the Home Field Advantage is added to obtain the final prediction for the game. For example, the initial Point Spread might be 3.1. If the Point Spread Multiplier is set to 0.8, the Adjusted Point Spread is 2.48 points (3.1 x 0.8). If the HFA is 2.5 points, the home team is predicted to win by 4.98 points (2.48 + 2.5). This number is

rounded to the nearest half point, so *PFA* predicts that the home team will win by 5 points. The prediction is shown in the top right corner of the window- along with the line for the game, and the projected point total.

The detailed prediction windows for *CFA* and *PBA* display the prediction information in tabular form (no bar graph) as shown in Figure 8.101.



Visiting Team	Points	Home Team	Points
Power Rating	+ 18.634	Power Rating	+ 5.547
		Home Field Advantage	+ 6.000
Adjusted Power	+ 18.634	Adjusted Power	+ 11.547
Estimated MOV for Game	7		
Combined Power Rating	+ 15.090		
Avg Total Points (League)	56.8		
Estimated Total for Game	72.0		

Figure 8.101 - The Detailed Prediction Window (CFA)

## Section 8.11. Making Single Game Predictions

SINGLE GAME lets you predict the outcome of any possible game, including preseason games or "what-if" matchups between teams not scheduled to play each other. To use this feature, you must first select the visiting and home team. The detailed prediction window (Section 8.10) then appears, displaying the prediction for the game and the projected point total. No lines for these games are shown, since they are not on the schedule.

## Section 8.12. Making Consensus Predictions

WinPicks includes an extremely powerful feature that lets you use more than one formula at once, and then predict games using a formula consensus. In fact, you can load as many formulas as you wish. WinPicks will recommend unanimous picks (where all formulas recommending a pick agree), or majority vote picks (where more than half of the formulas recommending a pick agree). You can do everything with multiple formulas that you can do with a single formula; you can predict straight-up, you can predict sides, you can predict totals, and you can analyze the prediction results.

To get started, select STRAIGHT-UP, SIDES or TOTALS from the CONSENSUS menu. You'll see a menu like the one in Figure 8.120.

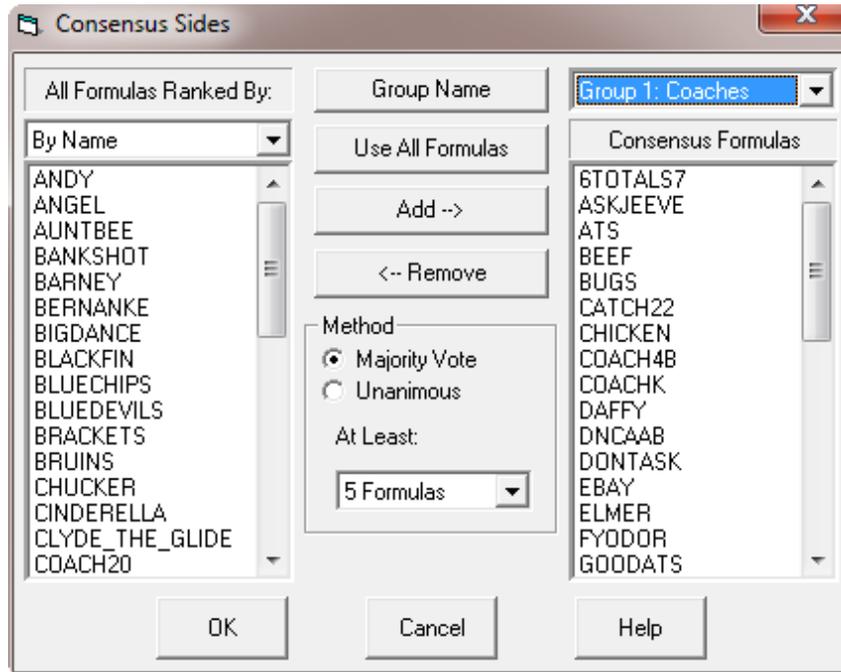


Figure 8.120 - Choosing the formulas to include in the Consensus

The menu shown in Figure 8.120 shows two lists of formulas: the left side list shows all of the formulas that contain a database setting. This list can be sorted using the pull down menu above the list. The sort order can be made alphabetically by name, or by the current rankings for the formula as displayed on the MY FORMULA screen (Section 8.2). The right side lists the formulas included in the currently selected consensus group. The right side box has a pull down menu on top that allows you to select one of 20 different formula consensus groups. You can add or remove formulas from any of these 20 groups, and all of the groups are automatically saved.

To add a formula to the currently selected group, select a formula from the Formula List and click the ADD button. To remove a formula from the currently selected group, select a formula from the Consensus Group and click the REMOVE button. To add all of the formulas on your system to a formula group, click the USE ALL FORMULAS button.

Each consensus formula group can be given a name. Click the GROUP NAME button to enter a descriptive name for the current formula group.

After you select the formulas to include in the Consensus Group, you then must decide what method to use. There are two methods to choose from:

- *Majority Vote Method* - If you select this method, WinPicks will check the recommended picks from all of the formulas in the Consensus Group. It then counts which picks are recommended for every game. Each formula recommendation counts as one “vote”. For

example, if you are predicting SIDES and Denver is playing Kansas City, WinPicks will count the number of votes for each team. If more formulas vote for Denver than Kansas City, the consensus will recommend Denver. There has to be a majority for the consensus to recommend a pick. If an equal number of formulas vote for each team, there is no majority and the consensus will not recommend a pick.

- *Unanimous Method* - If you select this method, WinPicks will check the recommended picks from all of the formulas in the Consensus Group. It then counts which picks are recommended for every game. Each formula recommendation counts as one vote. The consensus will only recommend a pick if the voting is unanimous, or if every formula that recommends a pick on a given game recommends the same pick. For example, if you are predicting SIDES and Denver is playing Kansas City, WinPicks will count the number of votes for each team. If all of the votes go to Denver, the consensus will recommend Denver. However, if even one formula recommends Kansas City, the consensus is not unanimous, and the consensus will not recommend a pick.

The AT LEAST parameter determines the number of formulas that must vote before a majority or unanimous pick is recommended. For example, if you have selected that at least four formulas must vote, a pick will not be recommended if the unanimous method is in favor of the pick by a vote of 3-0, or if the majority method is in favor of the pick by a vote of 2-1.

After selecting a consensus group and method, select OK to save the information. WinPicks will use this consensus group and method as default settings until you change them. Select STRAIGHT-UP, SIDES, or TOTALS (Figure 8.121) from the CONSENSUS menu depending upon the type of predictions that you want to make.

Each formula's picks are listed in a separate column. If you use more than a few formulas, you may have to scroll the screen to the right to see them all. The column labeled "The Consensus" shows the picks recommended by the consensus, and the results of the consensus vote.

## Analyzing the Consensus

WinPicks can analyze the consensus picks just as it analyzes the picks made by a single formula. To analyze a formula consensus group for the current season, select ANALYZE THIS YEAR from the CONSENSUS menu, and then select the formula group you want to analyze. SELECT ANALYZE N GAMES from the CONSENSUS menu to see how well the consensus has picked over any number of past dates in the database.

Consensus Sides: Formula Group 1: mckay

The Line	The Consensus	Score	Result ATS	BB	BRIAN_GRIESE	BRONCOS	BUZZARD	COF	D
NYJ -2.5 at Mia	NYJ (8-6)	27-14	WON			NYJ -13.5	NYJ -5.0	NYJ -6.5	
Jck +3.5 at Ind	Jck (13-9)	13-16	WON				Jck +1.0	Ind -6.5	Jck
Hou +4.0 at Atl		21-48						Hou +2.0	Atl
Car -3.0 at TB	Car (9-2)	37-23	WON			Car -17.5		Car -7.5	
NYG +6.0 at Buf		24-10		Buf -13.0			NYG +2.5	NYG +3.0	
Raid -3.5 at Chi	Raid (12-8)	20-22	LOST				Chi +1.0	Chi +2.5	Re
Phi -3.0 at Was	Was (11-5)	20-23	WON			Was -6.5	Was -1.0	Was -7.5	
Kan +3.5 at Cin	Cin (11-4)	21-36	WON					Cin -15.0	
Cle +5.0 at SD	SD (9-8)	27-30	LOST		Cle -2.0	SD -11.5	Cle +1.0	SD -8.5	SD
GB -7.5 at SF	GB (13-8)	17-03	WON				SF +7.0	GB -12.5	
Min +6.5 at Den	Min (8-5)	20-23	WON					Den -11.0	
Rams +7.0 at Ari	Ari (9-5)	24-22	LOST			Ari -25.0	Ari -12.0	Ari -15.5	
Dal +4.0 at NO	Dal (7-1)	20-26	LOST		Dal -2.0	Dal -8.5		Dal -4.0	
Results			7-4-0						

WinPicks database: Rolling Average of Last 03 Games

Figure 8.121 - Consensus Totals (PFA)

### Compare Formula Parameters

The formula consensus generally works best if it includes a diverse group of formulas (see “Consensus Tips” below). To compare the parameters of the formulas in your group, select COMPARE FORMULA PARAMETERS from the CONSENSUS menu. A display will appear like the one shown in Figure 8.122. The display lists the contents of every formula contained in the consensus group, so you can see if they are emphasizing the same parameters. This will allow you to make decisions about whether to add or delete formulas for the group to make it more diverse.

The screenshot shows the PFA software window with the following menu items: File, Database, Edit, View, Formulas, Predict, Consensus, Trends, Browser, Add-Ins, Help, Utilities. The status bar at the top indicates the date is Sun. Oct 4, 2015 and the current formula is BADLANDS. The main window title is 'Formula Parameters for Consensus Group 1: mckay'. The table below displays the parameters for various football statistics across seven different formulas.

Formula Parameter	BB	BRIAN_GRIESE	BRONCOS	BUZZARD	COF	DON_
Points Scored	0.0	19.274	0.0	0.2595	27.79	1.8647
First Downs	0.0	0.303	9.237	1.7196	21.17	13.3146
Rushing Attempts	0.0	0.0	0.519	9.7624	5.76	3.1162
Rushing Yards	0.0	8.286	2.97	5.0497	1.63	2.2727
Passing Yards	0.0	0.41	0.0	0.0	34.27	7.3985
Return Yards	0.0	4.142	0.173	0.7106	0.0	0.0
Pass Completions	0.0	0.409	0.0	0.0	0.0	1.3792
Passing Attempts	0.0	2.425	0.646	0.2044	0.0	2.676
Interceptions	0.0	1.938	1.381	10.7887	0.0	3.7299
Times Sacked	10.0	0.0	1.602	3.1675	9.38	1.1592
Sack Yards	0.0	3.647	0.774	0.0	0.0	13.8954
Punts	0.0	2.234	2.836	0.0	0.0	1.6355
Punting Yards	0.0	0.0	17.173	2.6607	0.0	0.0
Fumbles	0.0	9.44	3.554	4.2848	0.0	1.757
Fumbles Lost	0.0	1.729	2.505	0.0	0.0	12.8212
Penalties	0.0	7.647	7.827	8.3743	0.0	3.9438
Penalty Yards	0.0	0.0	5.058	1.5638	0.0	6.6788
FG Attempts	0.0	4.16	3.247	3.7835	0.0	2.4823
FG Made	0.0	0.793	0.0	1.3072	0.0	0.8299
Average TOP	70.0	0.829	2.122	4.3355	0.0	3.2293
Pts Per 100 Yds	6.0	16.873	0.0	6.7426	0.0	2.8071

The status bar at the bottom of the window indicates: WinPicks database: Rolling Average of Last 03 Games

Figure 8.122 – Comparing Consensus Group Formula Parameters (PFA)

## Consensus Tips

The formula consensus is a powerful tool that can produce very high winning percentages when used properly. However, there are a few things you should be aware of when using consensus picks.

- *Speed* - The number of formulas you can use in a consensus is limited only by the amount of memory you have. However, if a large number of formulas are loaded, it might take a long time to analyze the performance of the consensus.
- *A majority vote may yield too many picks* - If you use a majority vote with a large number of formulas, WinPicks might recommend a pick on nearly every game. For example, if you include 25 formulas in your consensus, you will probably get 5 or more formulas voting on every game. Since its unlikely for the vote to end in a draw, the consensus may recommend a pick for every game on the schedule. Keep in mind that the majority vote will

recommend a pick whether the consensus is 9-8 or 16-1, so be sure and look at the actual voting results. A close vote (like 9-8) may be a signal to avoid the game.

- *A unanimous vote may yield too few picks* - If you use a unanimous vote with a large number of formulas, WinPicks may seldom recommend a pick. For example, if you include 25 formulas in your consensus, you will probably get 5 or more formulas voting on every game. The more formulas you have voting, the less likely you are to receive a unanimous pick.
- *Use a diverse group of formulas in the consensus* - The consensus works best if it includes formulas that use different variables and database methods. If your consensus consists of a group of formulas that are nearly the same, it probably won't work. Every formula looks at a game from a unique "angle". If you look at a game from a wide variety of angles and still come up with a consensus pick, you probably have a very solid play.
- *Formulas used in the consensus must have a database selected* - Only formulas that have a database selected can be used as part of the consensus group.

## Section 8.13. Nightshift Formula Tuner

WinPicks allows users to tuner multiple formulas over long durations using the NightShift Formula Tuner. You can put your computer to work tuning formulas while you sleep, all with a few clicks of the mouse button.

You can start the NIGHTSHIFT FORMULA TUNER by selecting it from the FORMULAS menu. You'll see a screen similar to Figure 8.130:

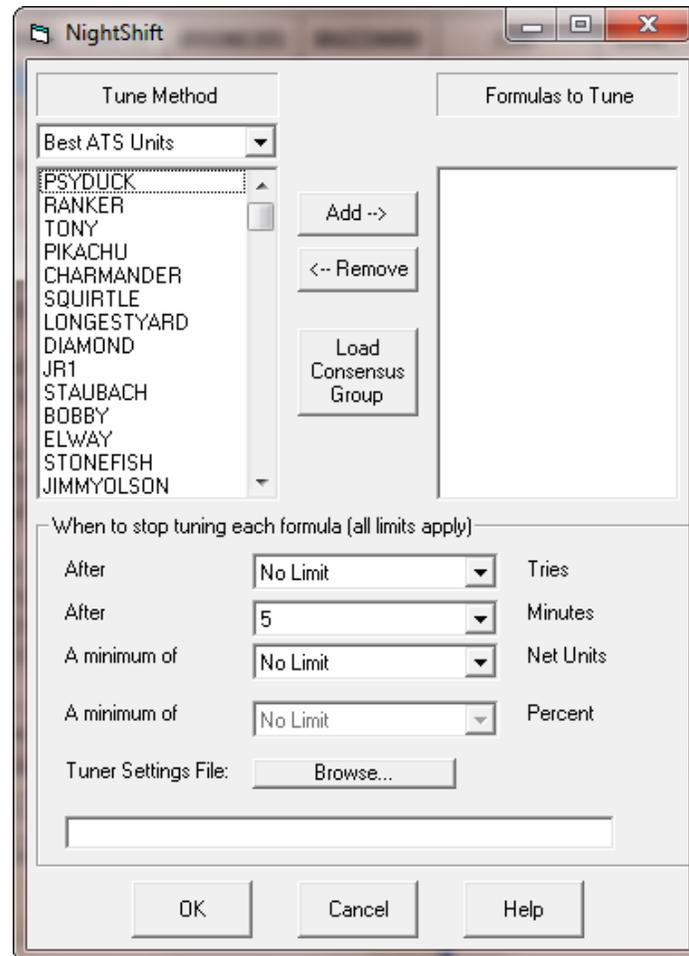


Figure 8.130 - The NightShift Formula Tuner Window

The window lists all of your prediction formulas sorted according to the currently selected "Tune Method". There are five different tune methods that you can select, including "Best ATS", "Best OU", "Best SUR", "Best ATS Percent", and "Best OU Percent". You can change the "Tune Method" by using the dropdown list on the upper left side of the window.

To select formulas to tune, highlight the formula name(s) and click ADD. The list on the right side of the screen always displays the formulas that will be tuned by NightShift. To remove a formula,

highlight the formula name and click REMOVE. To save time, you can also load an entire consensus group of formulas at once by clicking on the large button labeled LOAD CONSENSUS GROUP.

At the bottom of the window, NightShift lets you select when to stop tuning each formula. All three limits apply, and NightShift will stop when the first of the three limits is reached. The limits are:

- The number of tries to attempt
- A time limit in minutes for each formula
- A minimum number of net units or straight up percentage (depending on the method selected)

After selecting the formulas to tune and limits to use, click OK to start NightShift. A small window will appear that tells you how many formulas that NightShift has tuned so far. The large FORMULA TUNER window will also appear. It displays the results for the formula that is currently being worked tuned. You can stop the tuner at any time by clicking the "Stop Tuner" button. Another window will then appear that asks you whether you want to exit NightShift.

By default, NightShift uses a 5 minute limit on each formula, but you can change the settings depending on how many formulas you want to tune, and by how long you want NightShift to run. For example, if you have 20 formulas to tune and need to limit the time to 10 hours, you can set the time limit to 30 minutes per formula.

### Creating a Tuner Settings File for use with NightShift

NightShift will tune all formulas to "Best ATS Units" unless you first create a "Tuner Settings File" from the Formula Tuner window. To create a "Tuner Settings File" start the Formula Tuner and select any combination of the following five parameters:

- **Best ATS Units** - Tunes a formula to produce the highest number of against the spread net units
- **Best ATS Pct** - Tunes a formula to produce the highest winning percentage against the spread
- **Best Totals Units** - Tunes a formula to produce the highest number of net units for totals (over/unders)
- **Best Totals Pct** - Tunes a formula to produce the highest winning percentage for totals (over/unders)
- **Best SU Pct** - Tunes a formula to produce the highest percentage of straight-up winners

When you are finished, click the "Save Settings" button at the bottom of the window and select a name for the "Tuner Settings File". Then, click "Cancel" to exit the Formula Tuner. To load the settings file using NightShift, click on the "Browse" button and select the file that you wish to use.

## Section 8.14. The Platinum Page

WinPicks has so many powerful options for analyzing games that it can sometimes be difficult to sort through all of the available information. If you are looking for a way to quickly handicap a particular game, the “Platinum Page” is a perfect solution. All versions of WinPicks can generate a “Platinum Page” for every game on their schedule. This page summarizes WinPicks's opinion on a game using three methods: how your prediction formulas are picking the game, how the key trends pick the game, and how well the two teams have fared against each other in the past in head-to-head matchups.

If all three methods favor the same team, then WinPicks recommends the game as a Platinum Pick. If two methods agree, and one has no opinion, the game is recommended as a strong play. If two methods agree and one method is opposed, the game is called a possible play. Otherwise, no recommendation is made. The analysis is performed both against the spread (ATS), and against the totals line (for over/under selections).

To view a “Platinum Page,” select PLATINUM PAGE from the PREDICT menu. A window appears listing all of the games scheduled on the current date. Select a game from the list to view its “Platinum Page.” To view the next game on the list, press the F6 key. To view the previous game on the list, press the F5 key. Note that the entire “Platinum Page” is too large to view on one screen, so scroll down to see the entire page.

### The Three Methods Displayed on the Platinum Page

The three methods used by the “Platinum Page” to handicap a game are described in the sections below.

- *The Prediction Formula Method* - This method summarizes how each of your formulas predicts this particular game. The SELECT PLATINUM FORMULAS option on the PREDICT menu allows you to select the prediction formulas that you want to use. You can select all of the available formulas that you have, or you can select only the formulas included in a formula consensus group (Section 8.12). Both of these options are available for ATS picks and for Totals picks. If you select all of the available formulas, a formula will be included unless it was specifically excluded by checking a box on the EDIT FORMULA screen (see Section 8.2). However, if a formula is part of a consensus group, it will be included even if the exclude box has been checked.

The prediction formula method is illustrated in Figure 8.140. This example shows the 2012 Super Bowl game between the New York Giants and New England Patriots where New England was favored by 3 points. In this instance, 31 of the user's formulas are on the Giants, and 28 are on New England, so the formula method will take New York +3 as its ATS pick. Thirty-seven formulas like the under, and only 11 like the over, so the formula method will favor taking the under. Note that only the prediction formulas that are making a recommended play on the game are counted in this summary, and that most formulas recommend only a small percentage of the games. For this example, 59 formulas on the

user's system have an ATS recommendation on the game, out of about 200 formulas on the system. Thus, the results produced by this method become more interesting and accurate when you have a large number of formulas.

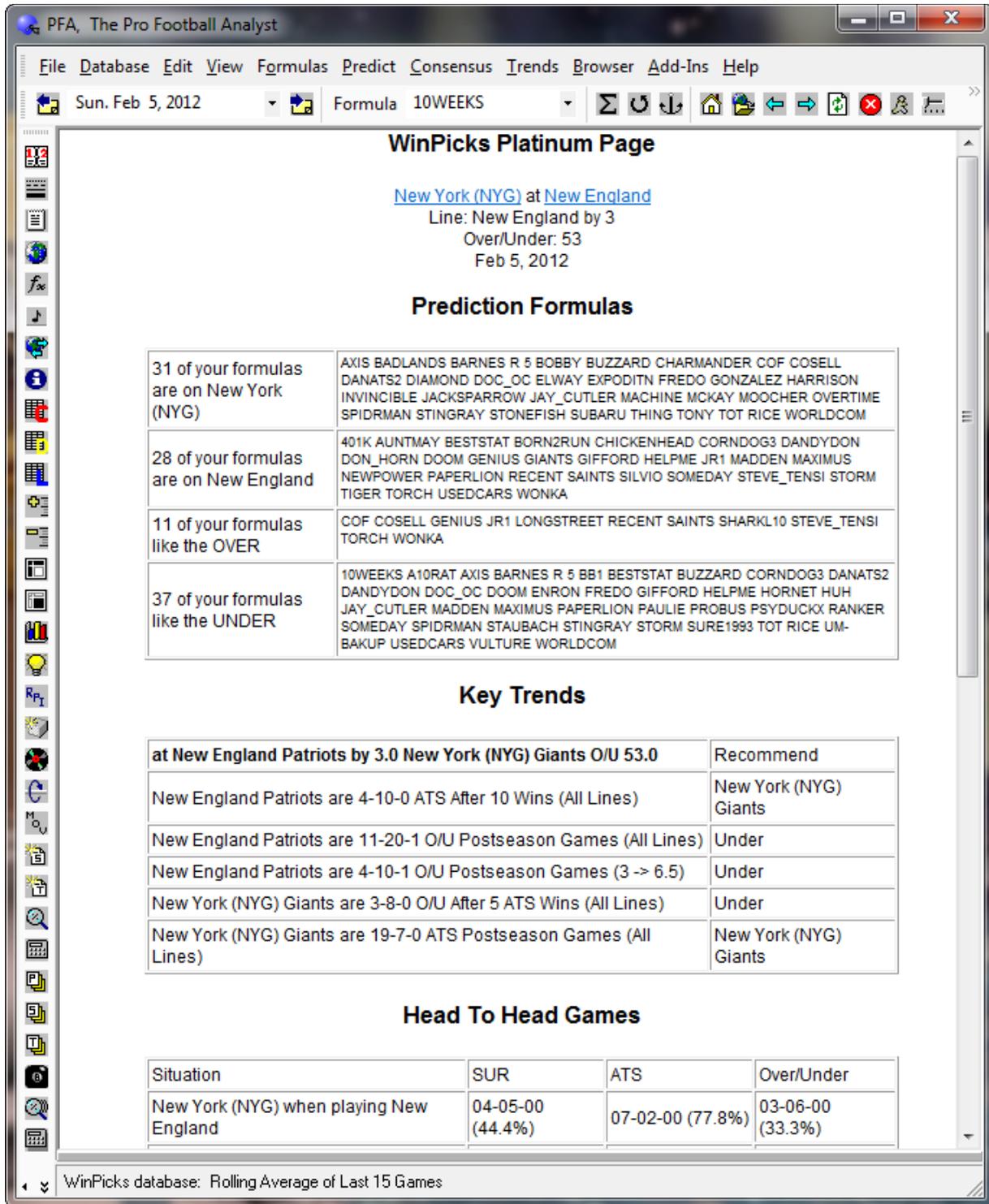


Figure 8.140 - The Top Section of the Platinum Page (PFA)

- *The Key Trends Method* - As shown in Figure 8.140, two key trends favor New York as the ATS pick, and none favor New England, so the edge goes to New York. Note all that three key trends recommended the under and none recommend the over.
- *The Head-to-Head Matchup Method* - This section summarizes all of the head-to-head matchups between the two teams in past games. A table summarizes the results, followed by a list that shows the date, the score, and the odds information for every head-to-head matchup. In this example, New York has the ATS edge (7-2) and the under also as the edge by 6-3.

## The Pick Recommendation Summary

The bottom of the “Platinum Page” shows the pick recommendation summary. All three of the methods favor New York ATS so New York +3 is recommended as a Platinum Pick. The under was also recommended as a Platinum Pick.

The screenshot displays a window titled "ATS Summary" and "Over/Under Summary". The ATS Summary section lists three methods favoring New York (NYG) and recommends New York (NYG) as a Platinum Pick with a final score of New York (NYG) 21 New England 17 WON. The Over/Under Summary section lists three methods favoring the UNDER and recommends the UNDER as a Platinum Pick with a final score of New York (NYG) 21 New England 17 WON. A legend at the bottom explains the recommendation logic: "If all 3 methods agree, then WinPicks recommends a Platinum Pick. If 2 agree, and 1 has no opinion, then its a 'strong play'. If 2 agree, and 1 is opposed, it's a 'possible play'. Otherwise, no recommendation is made."

Figure 8.141 - The Pick Recommendation Summary (PFA)

Platinum Picks should be given strong consideration when you place your wagers. In this particular game, the New York Giants (+3) not only covered, but won the Super Bowl by a score of 21-17. The point total of 38 was well under the totals line of 53, so the under was also a winner.

### Section 8.15. Show All Platinum Picks

SHOW ALL PLATINUM PICKS is a useful feature that summarizes all of the games on today's schedule, and displays whether or not the game received an ATS or OU recommendation as a "Platinum Play", a "Strong Play", or a "Possible Play". "Platinum Plays" are displayed in **boldface blue letters**. To use this feature, select SHOW ALL PLATINUM PICKS from the PREDICT menu. You'll see a screen similar to Figure 8.150.

Game	ATS Recommendation	ATS Result	OU Recommendation	OU Result
<a href="#">Memphis -8.5 at South Florida, OU 141</a>	Memphis is a Possible Play	LOST	The UNDER is a Possible Play	LOST
<a href="#">Toledo -2.5 at Eastern Michigan, OU NL</a>	Eastern Michigan is a Strong Play	WON	No recommendation	---
<a href="#">Georgia +8.5 at Vanderbilt, OU 134</a>	No recommendation	---	The OVER is a Possible Play	WON
<a href="#">Florida +2.5 at South Carolina, OU 142.5</a>	Florida is a Possible Play	LOST	The OVER is a Possible Play	LOST
<a href="#">St Bonaventure +10.0 at Dayton, OU 142</a>	St Bonaventure is a Possible Play	WON	The OVER is a Strong Play	WON
<a href="#">Xavier -2.5 at Georgetown, OU 149.5</a>	<b>Xavier is a Platinum Play</b>	<b>WON</b>	The UNDER is a Possible Play	LOST
<a href="#">Duke +7.0 at Louisville, OU 143</a>	Duke is a Possible Play	PUSH	No recommendation	---
<a href="#">Elon +6.0 at Towson, OU NL</a>	Towson is a Possible Play	WON	No recommendation	---
<a href="#">Miami +7.5 at North Carolina, OU 147</a>	Miami is a Possible Play	LOST	The OVER is a Possible Play	WON
<a href="#">Penn State -8.5 at Rutgers, OU 138.5</a>	Rutgers is a Possible Play	LOST	<b>The OVER is a Platinum Play</b>	<b>LOST</b>
<a href="#">Drexel +14.0 at William &amp; Mary, OU NL</a>	Drexel is a Possible Play	WON	No recommendation	---
<a href="#">Marquette -4.5 at DePaul,</a>	Marquette is a Possible	WON	No recommendation	---

WinPicks database: Rolling Average of Last 03 Games

Figure 8.150 – Platinum Pick Summary (CBA)

All of the recommendations displayed on this screen were generated using the “Platinum Page” feature. It is a good idea to become familiar with the “Platinum Page” to learn how these picks are generated, because SHOW ALL PLATINUM PICKS is only a summary of the recommended picks, it does not display the detailed information that the “Platinum Page” provides.

Please note that SHOW ALL PLATINUM PICKS is calculation intensive, and it can sometimes take several minutes or more before the summary is displayed. This will be particularly true with CFA and CBA when there are a large number of games on the schedule.

### Section 8.16. Analyze Platinum Picks

ANALYZE PLATINUM PICKS allows you to see the past winning percentage of the picks generated by the Platinum Page. It shows the past records of the "Platinum Plays", a "Strong Plays", and "Possible Plays" for both against the spread (ATS) and over/under (OU) selections.

Date	Platinum ATS	Strong ATS	Possible ATS	Platinum OU	Strong OU	Possible OU
ALL DATES	29-15-0 ( 65.9%)	4-7-0 ( 36.4%)	39-38-0 ( 50.6%)	19-13-3 ( 59.4%)	10-3-0 ( 76.9%)	48-40-2 ( 54.5%)
Sun. Nov 29, 2015	1-1-0 ( 50.0%)	0-0-0 ( 0.0%)	1-5-0 ( 16.7%)	0-3-0 ( 0.0%)	0-0-0 ( 0.0%)	3-2-0 ( 60.0%)
Sat. Nov 28, 2015	1-0-0 (100.0%)	1-2-0 ( 33.3%)	1-1-0 ( 50.0%)	1-0-0 (100.0%)	0-0-0 ( 0.0%)	3-2-0 ( 60.0%)
Fri. Nov 27, 2015	2-0-0 (100.0%)	0-2-0 ( 0.0%)	6-1-0 ( 85.7%)	1-0-0 (100.0%)	1-0-0 (100.0%)	5-4-0 ( 55.6%)
Wed. Nov 25, 2015	4-2-0 ( 66.7%)	1-0-0 (100.0%)	3-1-0 ( 75.0%)	2-3-0 ( 40.0%)	1-0-0 (100.0%)	3-3-0 ( 50.0%)
Tue. Nov 24, 2015	1-0-0 (100.0%)	0-1-0 ( 0.0%)	0-4-0 ( 0.0%)	0-0-1 ( 0.0%)	0-0-0 ( 0.0%)	2-3-0 ( 40.0%)
Mon. Nov 23, 2015	3-2-0 ( 60.0%)	0-0-0 ( 0.0%)	1-1-0 ( 50.0%)	1-0-0 (100.0%)	1-0-0 (100.0%)	5-0-0 (100.0%)
Sun. Nov 22, 2015	1-0-0 (100.0%)	0-0-0 ( 0.0%)	4-0-0 (100.0%)	1-0-0 (100.0%)	0-1-0 ( 0.0%)	2-0-0 (100.0%)
Sat. Nov 21, 2015	1-0-0 (100.0%)	0-0-0 ( 0.0%)	4-2-0 ( 66.7%)	2-0-0 (100.0%)	1-0-0 (100.0%)	2-2-0 ( 50.0%)
Fri. Nov 20, 2015	1-0-0 (100.0%)	1-0-0 (100.0%)	4-4-0 ( 50.0%)	1-2-0 ( 33.3%)	0-0-0 ( 0.0%)	5-2-0 ( 71.4%)
Thu. Nov 19, 2015	2-1-0 ( 66.7%)	0-0-0 ( 0.0%)	0-0-0 ( 0.0%)	0-0-0 ( 0.0%)	1-1-0 ( 50.0%)	1-0-0 (100.0%)
Wed. Nov 18, 2015	3-2-0 ( 60.0%)	0-1-0 ( 0.0%)	0-2-0 ( 0.0%)	0-0-1 ( 0.0%)	1-0-0 (100.0%)	1-7-0 ( 12.5%)
Tue. Nov 17, 2015	1-1-0 ( 50.0%)	0-1-0 ( 0.0%)	1-2-0 ( 33.3%)	1-2-1 ( 33.3%)	0-0-0 ( 0.0%)	1-1-0 ( 50.0%)
Mon. Nov 16, 2015	2-0-0 (100.0%)	0-0-0 ( 0.0%)	1-3-0 ( 25.0%)	1-0-0 (100.0%)	0-0-0 ( 0.0%)	3-1-1 ( 75.0%)
Sun. Nov 15, 2015	1-0-0 (100.0%)	0-0-0 ( 0.0%)	3-2-0 ( 60.0%)	2-0-0 (100.0%)	1-0-0 (100.0%)	1-2-0 ( 33.3%)
Sat. Nov 14, 2015	1-1-0 ( 50.0%)	0-0-0 ( 0.0%)	2-3-0 ( 40.0%)	0-1-0 ( 0.0%)	1-0-0 (100.0%)	3-1-0 ( 75.0%)
Fri. Nov 13, 2015	1-1-0 ( 50.0%)	0-0-0 ( 0.0%)	2-4-0 ( 33.3%)	2-0-0 (100.0%)	1-1-0 ( 50.0%)	3-3-1 ( 50.0%)
Thu. Nov 12, 2015	0-0-0 ( 0.0%)	0-0-0 ( 0.0%)	1-1-0 ( 50.0%)	0-1-0 ( 0.0%)	0-0-0 ( 0.0%)	0-2-0 ( 0.0%)
Wed. Nov 11, 2015	1-3-0 ( 25.0%)	1-0-0 (100.0%)	4-1-0 ( 80.0%)	3-1-0 ( 75.0%)	1-0-0 (100.0%)	3-2-0 ( 60.0%)
Tue. Nov 10, 2015	2-1-0 ( 66.7%)	0-0-0 ( 0.0%)	1-1-0 ( 50.0%)	1-0-0 (100.0%)	0-0-0 ( 0.0%)	2-3-0 ( 40.0%)

Figure 8.160 – Analyze Platinum Picks (PBA)

To use this feature, select ANALYZE PLATINUM PICKS from the PREDICT menu. You'll then see a menu that asks how many dates that you want to analyze. If you select 20 dates, for example, the analysis will cover the 20 dates prior to the current date. When the analysis is finished, you'll see a screen similar to Figure 8.160. The screen shows the winning percentage for each type of selection over all of the selected dates. It is a good idea to become familiar with the “Platinum Page” to learn how these selections were generated.

Please note that ANALYZE PLATINUM PICKS is calculation intensive, and it can sometimes take a long time (many minutes) before this feature has finished running. This will be particularly true with *CFA* and *CBA* when there are a large number of games on the schedule. Also note that the more prediction formulas that you have, the longer this feature will take to run, and that adding, deleting, or modifying prediction formulas can change the picks generated by the “Platinum Page”.

## Section 8.17. Line Shifter

Predictions formulas recommend picks that fall within the betting window (Section 8.2). The betting window is the difference between the point spread or total predicted by the formula, and the actual line or totals line. When the line moves, a formula might drop or add picks from its list of recommendations. If the pick is on the edge of the betting window, a line move as small as 1/2 point can cause this to happen.

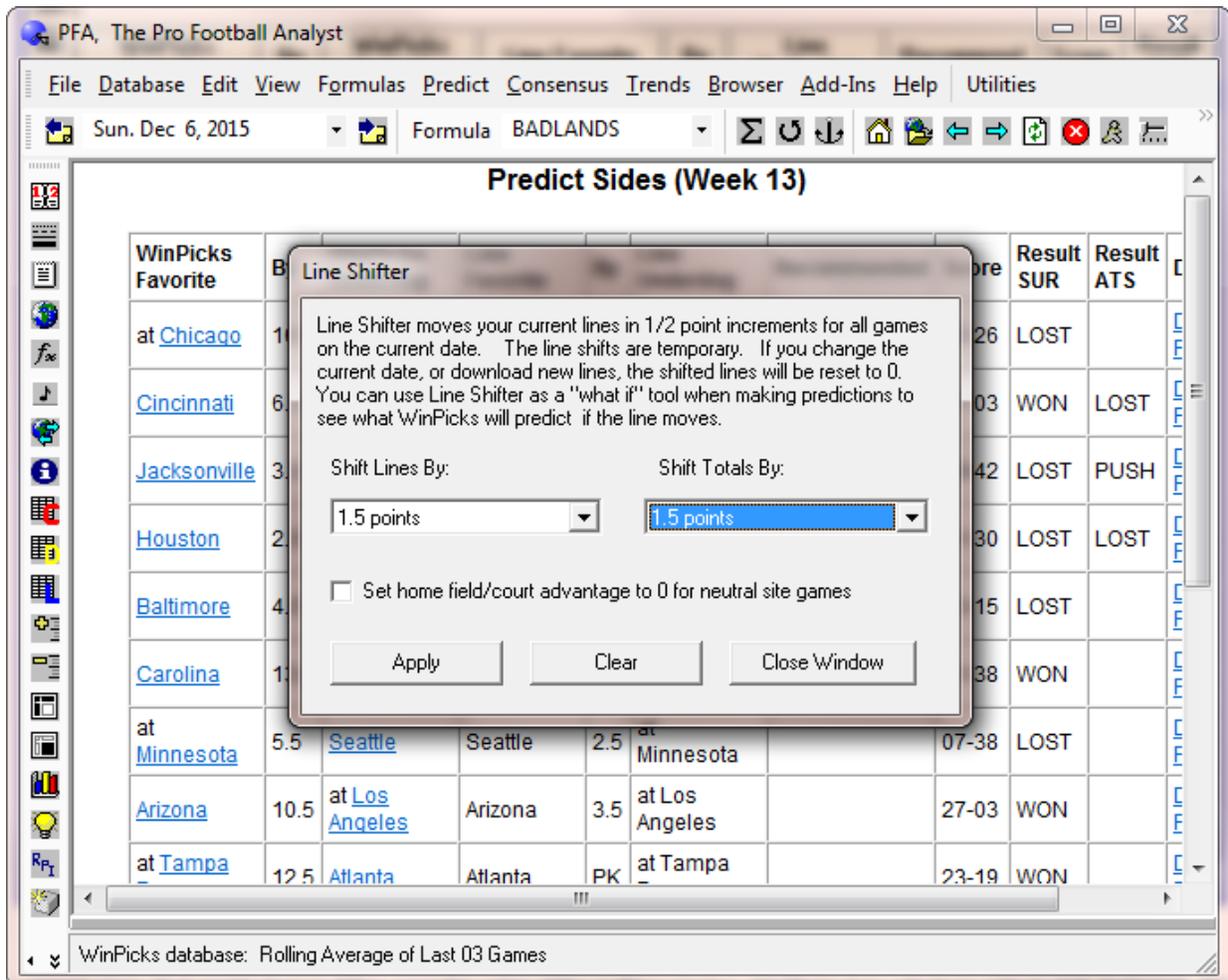


Figure 8.170 – Line Shifter (PFA)

To validate picks that might change if they near the edge of the betting window, WinPicks has a feature called LINE SHIFTER. This feature allows you to shift all of the lines for the current date to see what happens to the picks when the line moves. To use this feature, select LINE SHIFTER from the FILE menu. A window appears as shown in Figure 8.170. Use the menus to shift either the line or the totals line by any amount up to 10 points in 1/2 point increments. Check the box in the window if you want the home field/home court advantage to be set to 0 for games played at a neutral site. Click the "Apply" button to see how your picks change. Click the "Clear" button to return to the original lines.

## Section 9. Analyzing Trends

WinPicks lets you check the performance history of any team. It can show you how a given team (or an entire conference or league) has performed in thousands of different situations. You can go as far back as your database allows. The size of the database varies from product to product, as listed below:

- *Pro Football Analyst (PFA)* - The database includes all schedules, scores, lines, and statistics from the 1985-86 NFL season to the present.
- *College Football Analyst (CFA)* - The database includes all schedules, scores, and lines from the 1985-86 NCAA season to the present.
- *Pro Basketball Analyst (PBA)* - The database includes all schedules, scores, and lines from the 1990-91 NBA season to the present.
- *College Basketball Analyst (CBA)* - The database includes all schedules, scores, and lines from the 1999-2000 NCAA season to the present.

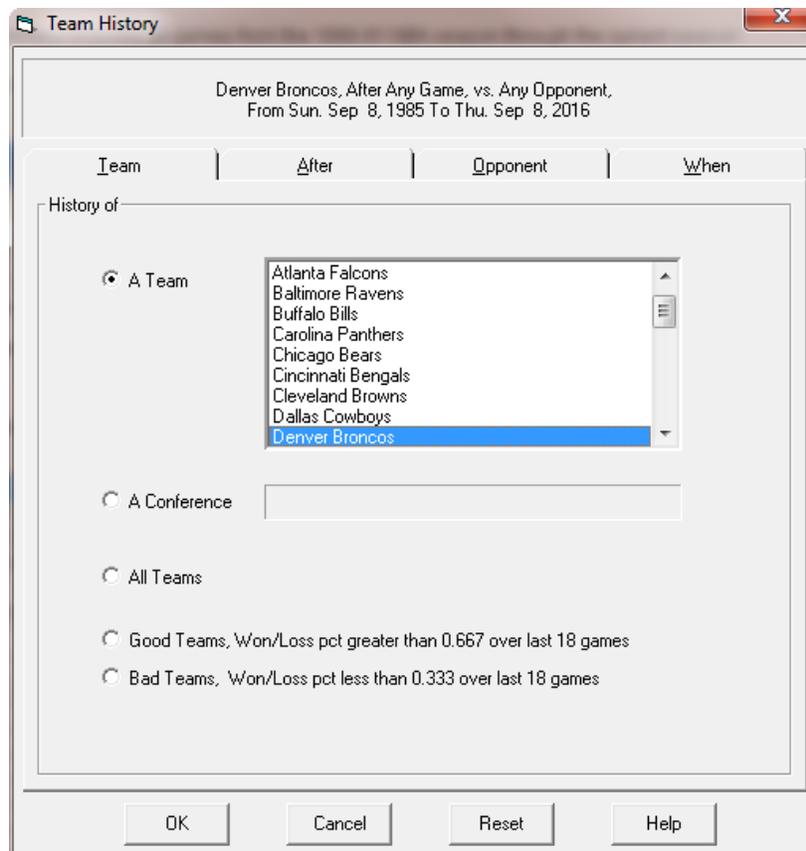


Figure 9.00 - The Team History Window (PFA)

This section covers the following topics:

- 9.1 - Finding Trends Manually using Team History
- 9.2 - Displaying and Saving Trends using Team History
- 9.3 - Finding Trends Automatically using Trend Seeker
- 9.4 - Viewing Trends using the Trend Seeker Watch List or My Trends
- 9.5 - Using Trends to Generate Alerts
- 9.6 - Situation Analysis
- 9.7 - The Key Trends Report
- 9.8 - Statistically Significant Trends

## Section 9.1. Finding Trends Manually using Team History

The team history window allows you to set four different parameters (TEAM, AFTER, OPPONENT and WHEN). Each parameter is represented by an “index card”. When you select the “file tab” of one of the “index cards”, you can modify the parameter and customize TEAM HISTORY so that it only includes the games that you are interested in.

Whenever you change a parameter, the text at the top of the team history window is modified so that it describes which games are now being included in the team history. For example, PBA users could customize TEAM HISTORY so that the heading looks like this:

*Denver Nuggets, After Losing ATS 3 or More Games, vs. Conference Opponents, When Playing on Thursday*

As you can see from this heading, the number of trends you can look for is almost limitless. The four parameters you can modify are explained below:

### Team

The TEAM parameter allows you to select the team(s) that you wish to include in the team history. You may select one of the following five options:

- *A Team* - This is the most commonly selected option. After selecting this option, you are required to select a team from the menu (teams are listed alphabetically). *PFA* users may select any NFL team, *PBA* users may select any NBA team, and *CFA* and *CBA* users may select any Division-1 college team.
- *A Conference* - After selecting this option, you are required to select a conference or division from the menu (listed alphabetically). *PFA* users may select any NFL division or conference, *PBA* users may select any NBA division or conference, and *CFA* and *CBA* users may select any Division-1 division or conference.

- *All Teams* - When you select this option, you select all of the teams tracked by WinPicks. For example, *PFA* users select all NFL teams, *PBA* users select all NBA teams, and *CFA* and *CBA* users select all Division-1 college teams.
- *Good Teams* - When you select this option, you select teams that have done well in recent games. By default, a good team is defined as one with a winning percentage of better than 66.7 percent in a number of games approximately equal to one season. However, you can define the settings by selecting *Set Trend Options* (Section 9.8).
- *Bad Teams* - When you select this option, you select teams that have done poorly in recent games. By default, a bad team is defined as one with a winning percentage of less than 33.3 percent in a number of games approximately equal to one season. However, you can define the settings by selecting *Set Trend Options* (Section 9.8).

## After

This parameter allows you to limit the team history to games that took place after a specified condition. There are six different selectable categories. Each category has two possible choices, or you can deselect both choices to ignore the category completely, as shown in Figure 9.10. Every possible combination can use the number of games that you select, up to a maximum of 10 games.

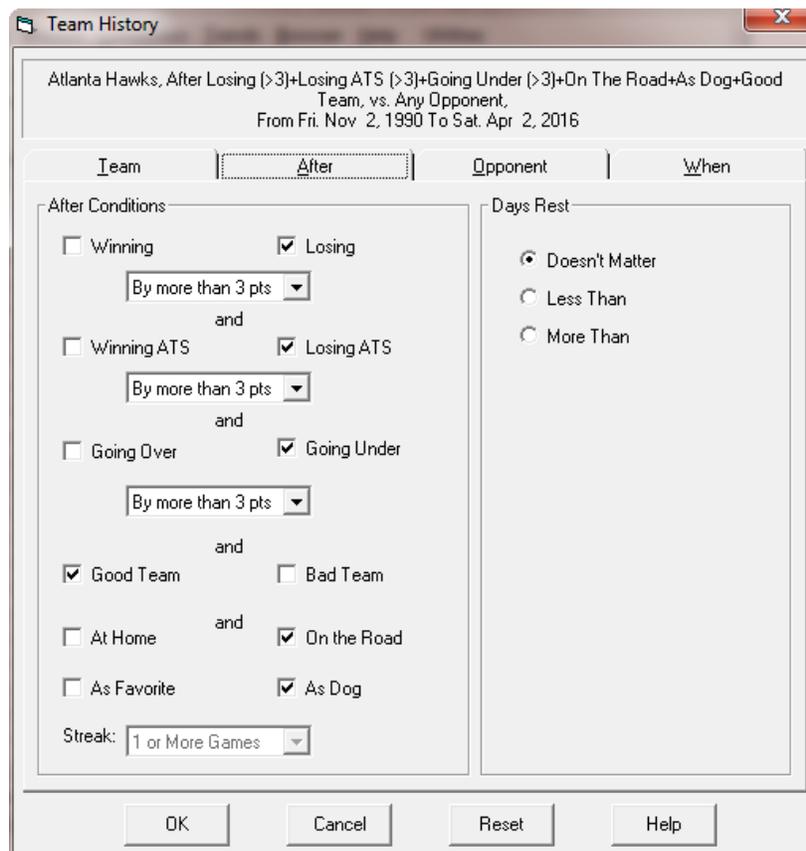


Figure 9.10 - Selecting the After Conditions (PBA)

The six categories are:

- *Winning & Losing* - *Winning* only includes games where the selected team(s) was playing after a win. You can select the number of games (from 1 or more to 10 or more). For example, if you select “3 or more games” the team history only includes games where the selected team(s) was playing after having won 3 or more consecutive games. *Losing* works the same way, except that it only includes games where the selected team(s) was playing after a loss.
- *Winning ATS & Losing ATS* – *Winning ATS* only includes games where the selected team(s) was playing after a game where they covered the point spread. You can select the number of games (from 1 or more to 10 or more). For example, if you select “3 or more games” the team history only includes games where the selected team(s) was playing after covering the spread in 3 or more consecutive games. *Losing ATS* works the same way, except that it only includes games where the selected team(s) was playing after failing to cover the point spread.
- *Going Over & Going Under* - *Going Over* only includes games where the selected team(s) was playing after a game where the combined point total went “over” the totals line. You can select any number of games (from 1 or more to 10 or more). For example, if you select “3 or more games” the team history only includes games where the selected team(s) was playing after having gone “over” the projected total in 3 or more consecutive games. *Going Under* works the same way, except that it only includes games where the selected team(s) was playing after a game where the combined point total was “under” the totals line.
- *Good Team & Bad Team* – By default, *Good Team* only includes games where the selected team(s) was playing after playing a team with a winning percentage of 66.7% or higher in recent games. *Bad Team* only includes games where the selected team(s) was playing after playing a team with a recent winning percentage of less than 33.3%. To change these settings, select *Set Trend Options* (Section 9.8).
- *On the Road & At Home* – *On the Road* only includes games where the selected team(s) was playing after a road game. You can select the number of games (from 1 or more to 10 or more). For example, if you select “3 or more games” the team history only includes games where the selected team(s) was playing after having been on the road for 3 or more consecutive games. *At Home* works the same way, but only includes games where the selected team(s) was playing after a home game.
- *As Favorite & As Dog* - *As Favorite* only includes games where the selected team(s) was playing after a game where they were favored. You can select any number of games (from 1 or more to 10 or more). For example, if you select "3 or more games" the team history only includes games where the selected team(s) was playing after having been favored in three or more consecutive games. *As Dog* works the same way, except that it only includes games where the selected team(s) was playing after a game where they had been the underdog.

You are allowed to customize the team history further by using the “Days Rest” feature. There are three “Days Rest” options that you can choose from:

- *Doesn't Matter* - The default setting. It includes all games.
- *Less Than & More Than* - These two settings allow you to include games where the selected team was playing after “less than” or “more than” a specific amount of rest. You can set the amount of rest to an interval of from 1 to 20 days. This feature is especially useful when looking for NBA trends.

## Opponent

The “Opponent” setting lets you limit the team history to games where the selected team(s) was playing against a selected opponent or group of opponents. All members of the WinPicks family allow you to select from any one of the following 10 “Opponent” options:

- *Any Opponent* - Includes all games against all opponents.
- *Regular Season Opponents* - Includes all games except for postseason games. WinPicks does not track preseason games.
- *Post-Season Opponents* - Includes postseason games only.
- *Division Opponents* - Includes all games against teams in the same division.
- *Conference Opponents* - Includes all games against teams in the same conference.
- *Non-Conference Opponents* - Includes all games against teams in other conferences.
- *Home Opponents* - Includes all games played at home.
- *Away Opponents* - Includes all games played on the road.
- *Good Team Opponents* - Includes all games against good teams as defined by *Set Trend Options* (Section 9.8).
- *Bad Team Opponents* - Includes all games against bad teams as defined by *Set Trend Options* (Section 9.8).
- *vs. Specific Team* - Includes all games against a specific team that you select.
- *vs. Specific Conference* - Includes all games against a specific conference or division that you select.
- *Exact Line Value* - Includes all games when the line was set to the specified value. For example, selecting 7 will show all games when the line was set to 7 points.

*Pro Football Analyst (PFA)* also allows you to see how a team has performed in specific types of stadiums. This option is not available in the other versions of WinPicks. There are three stadium types you may select from:

- Dome
- Open Natural Surface
- Open Artificial Surface

## When

The “When” setting allows you to limit the team history to only includes games when the selected team(s) was playing at a specific time, as shown in Figure 9.11.

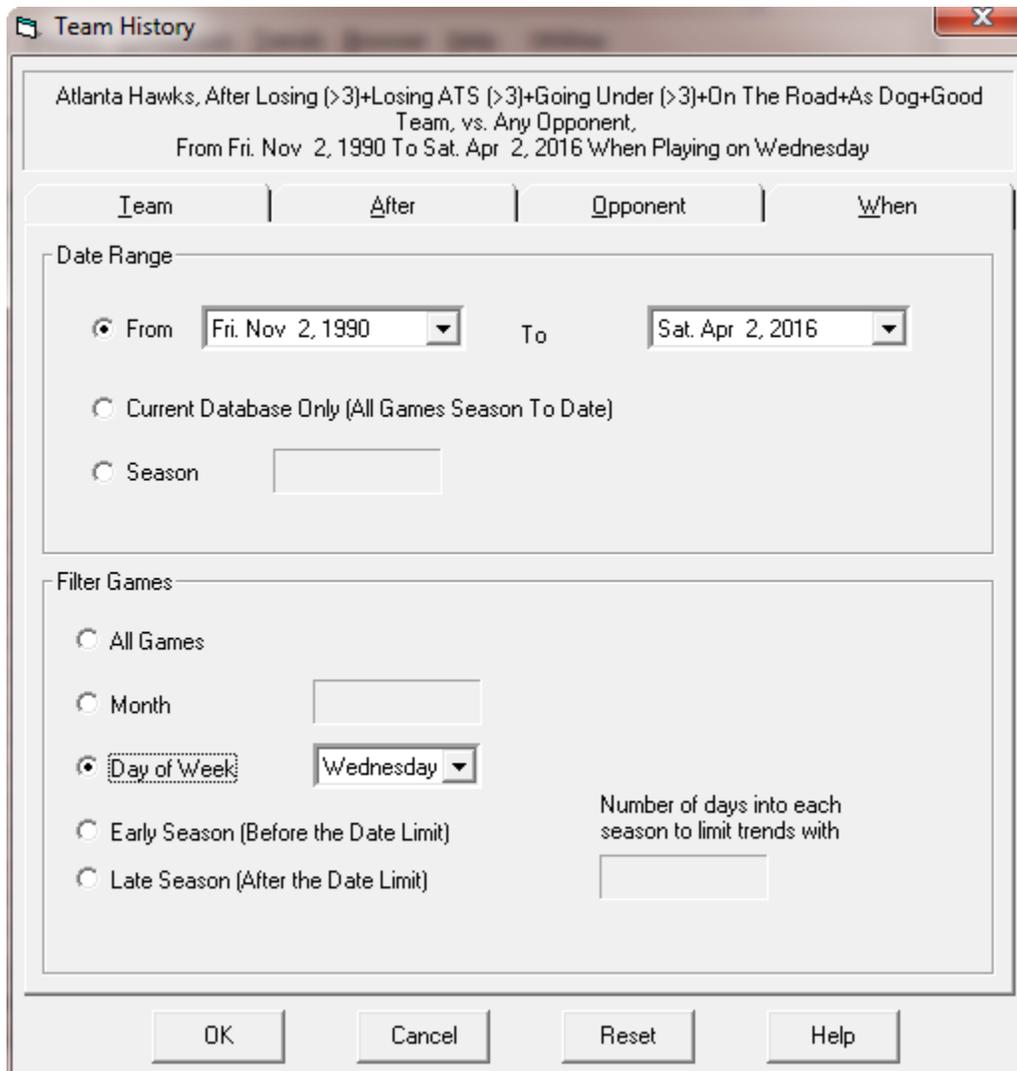


Figure 9.11 - Selecting the When Conditions (PFA)

All members of the WinPicks family allow you to select a date range and filter options from the *When* screen. The date range allows you to choose from the following settings:

- *From* - Allows you to pick a starting date and end date. The default settings use the first date in the database as the start date, and the current date as the end date.
- *Current Database Only* - Only includes games from the current database. For example, if a 3-game rolling average is in use, the team history only includes the 3 most recent games played by the selected team(s).
- *Season* - Includes games from the selected season.

The filter settings allow to filter out the games you want from the selected date range:

- *All games* - Includes all games from the selected date range.
- *Month* - Only includes games from the selected month.
- *Day of Week* - Includes games from the selected day of week. This feature's most common application is finding trends relating to Monday Night NFL games. However, it is also quite valuable when handicapping NBA games, since many teams follow strong day of week trends.
- *Early Season or Late Season* - This option allows you to only include games early in the season or late in the season, using a day number that you specify. For example, if you select "Early Season" and set the day setting to 50, the team history will be limited to games played before the season was 50 days old.

After all team history parameters have been set:

- Click the OK button to view the team history
- Click the CANCEL button to quit
- Click the RESET button to reset all parameters

### **More Information about Querying the Database with Team History**

TEAM HISTORY is extremely powerful and quite easy to use. It allows you to query the database and locate just about any imaginable trend. To give you a better idea of its power, here are a few sample questions you can answer in seconds using TEAM HISTORY (use RESET to reset the parameters before beginning a new query):

*How often do NFL home dogs cover on Monday night?*

You can answer this question with *PFA*. Use *TEAM* to select All Teams. Use *WHEN* to set Day of Week to Monday. To find the answer, look at the *ATS* record for home dogs.

*How often do away dogs win in dome stadiums?*

Another question for *PFA*. Use *TEAM* to select All Teams. Use *OPPONENT* to set Stadiums to "Dome". To find the answer, look at the *SUR* record for away dogs.

*How often do the Chicago Bulls cover after two or more losses?*

A question for *PBA*. Use *TEAM* to select A Team and then select the Chicago Bulls. Use *AFTER* to select Losing, and then select "2 or More Games". To find the answer, look at the *ATS* record for all games.

*How well do college football teams do ATS after failing to cover in 5 or more consecutive games?*

A question for *CFA*. Use *TEAM* to select All Teams. Use *AFTER* to set *LOSING ATS* to "5 or More Games". To find the answer, look at the *ATS* record for all games.

*How well do college basketball teams do ATS when playing at home after losing 3 or more consecutive games during the first 30 days of the season?*

A question for *CBA*. Use *TEAM* to select All Teams. Use *AFTER* to set "Losing" to 3 or more games. Use *WHEN* to set "Early Season" with a 30 day limit. To find the answer, look at the *ATS* record for home games.

*How well do Big 10 basketball teams do against the spread when playing a home conference game during the month of January after three or more consecutive losses?*

A question for *CBA*. Use *TEAM* to select the Big 10 Conference. Use *AFTER* to set "Losing" to 3 or more games. Use *WHEN* to set the month to January. To find the answer, look at the *ATS* record for home games.

*How well does Notre Dame do in football against the spread after winning 5 or more consecutive games during the month of October?*

A question for *CFA*. Use *TEAM* to select Notre Dame. Use *AFTER* to set "Winning" to 5 or more games. Use *WHEN* to set the month to October. To find the answer, look at the *ATS* record for all games.

## Section 9.2. Displaying and Saving Trends using Team History

The team history display shows the performance history for the selected team(s). A sample screen is shown in Figure 9.20:

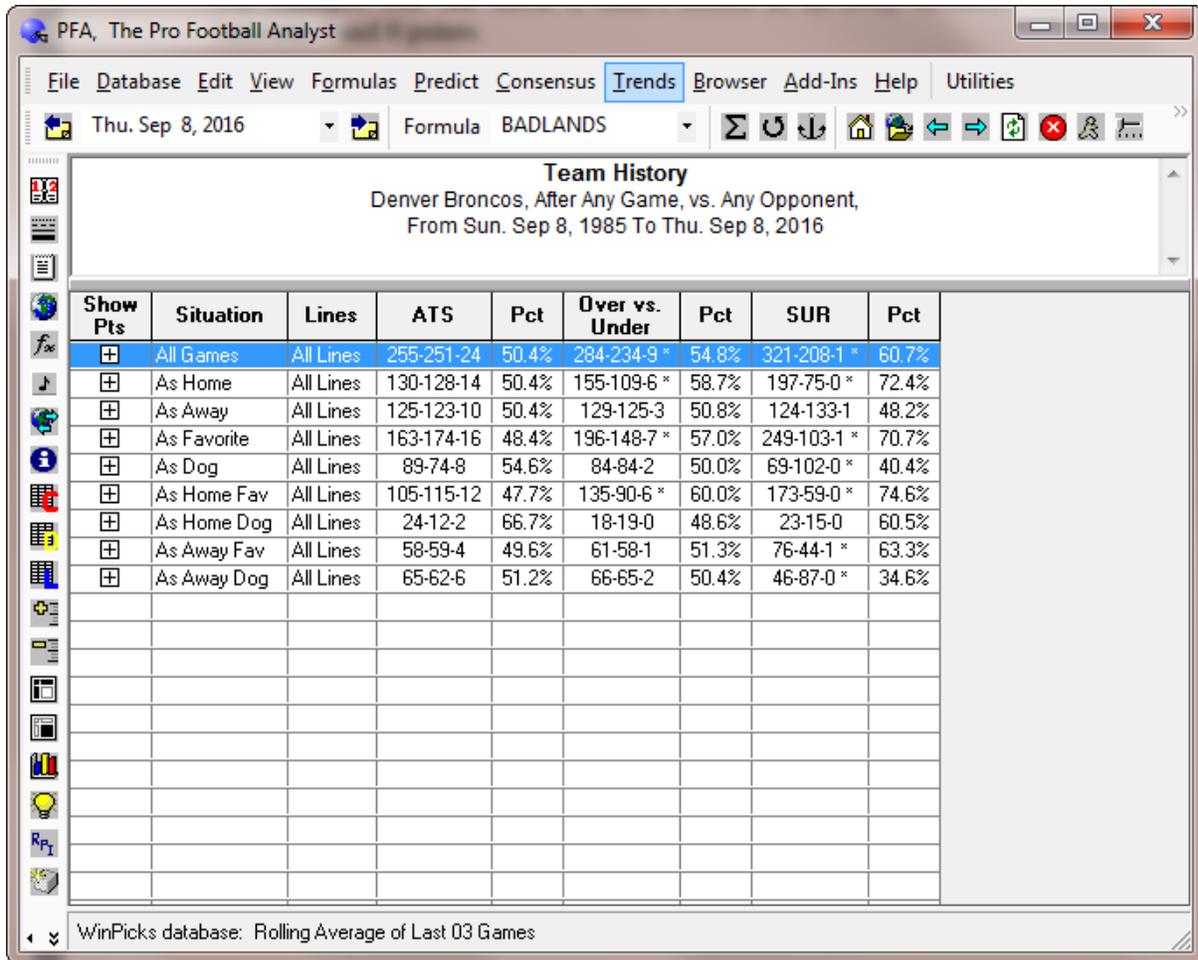


Figure 9.20 - Viewing a Team History (PFA)

The title at the top of this screen explains which data has been included in the team history. This data is further broken down into nine situations, with each situation having its own line on the grid:

- All Games
- As Home
- As Away
- As Favorite
- As Dog
- As Home Favorite
- As Home Dog
- As Away Favorite
- As Away Dog

The screen shows how the selected team(s) has fared in each situation by listing their against the spread record (ATS), their over/under record (Over vs. Under), and their straight-up record (SUR). The winning percentage in each situation is also shown (Pct). Records that show a statistically significant trend (Section 9.8) are marked with an asterisk. Keep in mind that some situations will not contain any games. For example, if you have customized team history to only include home games, all situations involving road games (Away, Away Favorite, and Away Dog) will remain blank.

The leftmost column of the TEAM HISTORY screen (Show Pts) contains a small white box with a plus sign (+) inside. If you click on this box, the plus sign becomes a minus (-) sign. At this point, the window expands, and the situation is broken down further based on the size of the point spread. This allows you to quickly research trends that would be nearly impossible to find anywhere else. For example, you can check a team's record as an away favorite when the point spread was between 3 and 6 points.

**Trend: Denver Broncos, After Losing (>3)+Losing ATS (>3)+Going Over, vs. Any Opponent, All Games, All Lines**  
**From Sun. Sep 8, 1985 To Thu. Sep 8, 2016 During the Month of October**  
**Avg Pts Scored: 22.1 Avg Pts Allowed: 23.8 Avg MOV: -1.8**

YYYY/MM/DD	Opponent	Score	Line	ATS	Total	OU
1985/10/06 (Sun.)	Tennessee Titans	31-20	-9.0	WON	43.0	OVER
1988/10/31 (Mon.)	at Indianapolis Colts	23-55	1.0	LOST	40.5	OVER
1990/10/21 (Sun.)	at Indianapolis Colts	27-17	1.0	WON	44.0	PUSH
1991/10/20 (Sun.)	Kansas City Chiefs	19-16	1.0	WON	36.5	UNDER
2000/10/08 (Sun.)	at San Diego Chargers	21-07	-7.0	WON	44.5	UNDER
2001/10/21 (Sun.)	at San Diego Chargers	10-27	-3.0	LOST	44.5	UNDER
2002/10/06 (Sun.)	San Diego Chargers	26-09	-6.0	WON	40.5	UNDER
2003/10/26 (Sun.)	at Baltimore Ravens	06-26	1.5	LOST	37.5	UNDER
2007/10/07 (Sun.)	San Diego Chargers	03-41	1.0	LOST	42.5	OVER
2007/10/21 (Sun.)	Pittsburgh Steelers	31-28	3.5	WON	37.5	OVER
2008/10/05 (Sun.)	Tampa Bay Buccaneers	16-13	-3.5	LOST	47.0	UNDER
2010/10/17 (Sun.)	New York (NY) Jets	20-24	3.5	LOST	43.0	OVER
2010/10/31 (Sun.)	at San Francisco 49'ers	16-24	2.5	LOST	42.0	UNDER
2011/10/09 (Sun.)	San Diego Chargers	24-29	3.5	LOST	45.5	OVER
2012/10/15 (Mon.)	at San Diego Chargers	35-24	1.0	WON	47.5	OVER
2013/10/27 (Sun.)	Washington Redskins	45-21	-11.0	WON	58.5	OVER

Figure 9.21 - The History Viewer Window (PFA)

If you select any situation in the TEAM HISTORY grid, the history viewer window appears (Figure 9.21). The window title shows the options that have been selected. It also shows the average points scored and allowed in this situation, and the average margin of victory (MOV). This window contains a list of games that match your selection criteria. It shows the game date, the team names, score, line, and totals line (Total) for each game (if numbers are available). The ATS column indicates whether the selected team covered against the spread (WON), or failed to cover

(LOST). The OU column indicates whether the game went over or under the totals line. The folders on the left side of the window allow you to select past games or future games, so you can find upcoming games on the schedule that match this trend. If you right click the mouse button on any game in the history window, a window appears showing the previous game result.

## Saving a Trend

You can save any trend that you find to a list of your own personal trends that you want to follow in the future. This feature is known as MY TRENDS. To add a trend to MY TRENDS, simply click on the ADD TO MY TRENDS button shown in Figure 9.21. Note that you can only save an ATS or an O/U trend with MY TRENDS, trends relating to SUR cannot be saved. However, conference trends can be saved as well as team trends. Once you add a trend to MY TRENDS, you'll be able to view it again later, or use it to generate a trend alert.

## Section 9.3. Finding Trends Automatically using Trend Seeker

WinPicks has many features to help you find significant trend information, including Team History (Section 9.1) Situation Analysis (Section 9.6), and Key Trends (Section 9.7).

Trend Seeker goes one step beyond the other features by searching through multiple combinations of game conditions to find significant trend patterns in the database. And best of all, it will alert you when the trends it finds match games yet to be played.

Trend Seeker is built upon three key features listed in the table:

Feature	Manual Section	Function
Trend Seeker	9.3	Searches through past games and compiles a list of significant trends.
Trend Seeker Watch Lists	9.4	Displays the most recent list of significant trends found by Trend Seeker.
Trend Seeker Alerts	9.5	Scans upcoming games against the Watch List, and produces a detailed report of all games that match.

You can expect to find more trends using Trend Watch than you could manually find using the other WinPicks features. However, you should become familiar with Team History (Section 9.1) before using Trend Watch in order to understand all of the data.

## Trend Seeker

“Trend Seeker” does exactly what its name implies. It seeks out significant trends using a range of game dates and conditions you select. It saves all of the significant trends it finds to the Watch List. Select “Trend Watch”, then “Seeker” from the TRENDS menu, and the following window will be displayed:

The screenshot shows the 'Trend Seeker' dialog box with the following settings:

- Seeker Conditions:**
  - Test "After" Conditions One At a Time (selected)
  - Test All "After" Combinations
  - Up to game limit: 3 Game(s)
  - or
  - Must win or cover by: 0 points
  - Test "Opponent" Conditions One at a Time
  - Test Good/Bad Teams
  - Combine After and Opponent Conditions
- Date Range:**
  - From: Sun. Sep 8, 1985 To: Thu. Sep 8, 2016
  - Current Database Only (Season To Date)
  - Season: 1985
- Filter Games:**
  - Month: January
  - Day of Week: Sunday
  - Early Season (before the day limit)
  - Late Season (after the day limit): 1 day
- Filters:**
  - Include Game Situations
  - Include Point Ranges
  - Sample Size: Only find trends where the number of games is more than this number: 8 games
  - Units: Only find trends where the number of units won is more than this number: 8 units
  - Pct: Only find trends where percentage is more than this number: 55%

At the bottom, it displays '376299 Combinations To Scan' and '0 Trends Found'. A progress bar shows 0%. Buttons for 'Start Seeker...', 'Cancel', and 'Help' are at the bottom.

Figure 9.30 - The Trend Seeker Window (CFA)

You can control what conditions the seeker will look for by selecting different options in the window.

### Test After Conditions One At A Time

Checking this box will cause "Trend Seeker" to look for trends using all of the possible "After Playing" conditions in Team History (Section 9.1). These conditions include:

*After Any Game*  
*After Winning*  
*After Losing*

*After Winning ATS*

*After Losing ATS*

*After On The Road*

*After At Home*

*After Over*

*After Under*

If you select “Test After Conditions One At A Time”, the seeker will try each condition one at a time. This is the default setting, and will identify many significant trends.

### **Test All After Combinations**

If you select “Test All After Combinations”, “Trend Seeker” will combine the individual “After” conditions together. There are 191 unique combinations of “After” conditions tested. Using “Test All After Combinations” takes much longer to run than testing with just one at a time. However, Seeker will find trends like “After Winning+After Winning ATS +After On The Road+After Going Over” if you run it this way.

You can also change how many games to include in the “After” search. This is set using the “Up To:” list. The “Up To” list allows searches from 1 to 10 games back. For instance, if you check “Test All After Conditions One At A Time”, and then set the “Up To” value to 3 games, the seeker will search for trends “After Winning 1 Game”, “After Winning 2 Games”, and “After Winning 3 Games”. It repeats this process for all of the “After” conditions listed above.

### **Test Opponent Conditions One At A Time**

Checking this box will cause “Trend Seeker” to look for trends using most of the “Opponent” conditions listed in Team History (Section 9.1). These include:

*Any Opponent*

*Post Season Opponents*

*Division Opponents*

*Conference Opponents*

*Non-Conference Opponents*

*Head to Head Matchups*

*Stadium (PFA only)*

### **Combine After and Opponent Conditions Together**

The “Combine After and Opponent Conditions Together” option tells “Trend Seeker” to look at all “After” conditions and “Opponent” conditions together when searching for trends. If it is turned off, then Seeker only varies one condition at a time. For instance, suppose you have selected both the “Test All After Conditions One At A Time” and the “Test All Opponent Conditions One At A

Time” conditions in your search. “Trend Seeker” will then start searching each “After” condition, but with the next opponent always set to “Any Opponent”. It will then search each “Opponent” condition, but with the after condition always set to “After Any Game.”

If “Combine After And Opponent Conditions Together” is turned on, then the seeker combines both the “After” and “Opponent” conditions for a comprehensive trend search. Using the example above, it would try “After Winning” against every “Opponent” condition, then “After Losing” against every “Opponent” condition, and so forth until every possible combination has been searched for and found.

### **Test Good/Bad Teams**

This option tells Seeker to search for trends involving *good teams* or *bad teams* as defined by *Set Trend Options* (Section 9.8).

### **Date Range and Filter Games Option**

The games that “Trend Seeker” will search are selected here. “Trend Seeker” uses the same database options as the *When* feature of “Team History”. Refer to the “Team History” section (Section 9.1) for a description of each setting.

### **Filters**

The seeker filters let you limit the game situations to search. “Include Game Situations” tells the seeker to check all of the home/away and favorite/underdog trends. This is the default setting. If the filter is disabled, fewer trends will be found, but “Trend Seeker” will run faster.

“Include Point Ranges” is also the default setting, and tells the seeker to try each of the point ranges in “Team History” when searching for trends. If you turn it off, only trends which are significant for any point range value are saved.

### **Start Seeker**

The “Start Seeker” button begins the search. When you click “Start Seeker”, the progress bar indicates how long the search will take. You can stop at any time by clicking the the “Cancel” button. When the search is finished, Seeker reports the number of significant trends (Section 9.8) found and saves the data to the “Watch List”.

A final note about “Trend Seeker” - you may recall from the “Team History” section (9.1) that you can search for trends for any team, a conference, or for all teams. The seeker will perform searches on each team individually, and then for all teams in the league, but does not attempt to find trends for each conference.

## Section 9.4. Viewing Trends using the Trend Seeker Watch List or My Trends

WinPicks allows the trend handicapper to easily keep track and view trends they have uncovered using “Trend Seeker”, or trends saved to the “My Trends” list. Trends can be saved to “My Trends” using “Team History” (Section 9.2), or by right clicking on any trend displayed by the “Trend Seeker”.

### Viewing Trends using the Trend Seeker Watch List

The “Trend Seeker Watch List” displays the most recent results from running the “Trend Seeker”. It can be used to check the results from the seeker, or to verify the most recent list is current.

After you select “Watch List”, a window will ask which list you want to view. WinPicks always saves the last ten results of running the “Trend Seeker” in a list. This allows you to check trends from multiple watch lists without having to run the seeker again. The selection window is shown below:

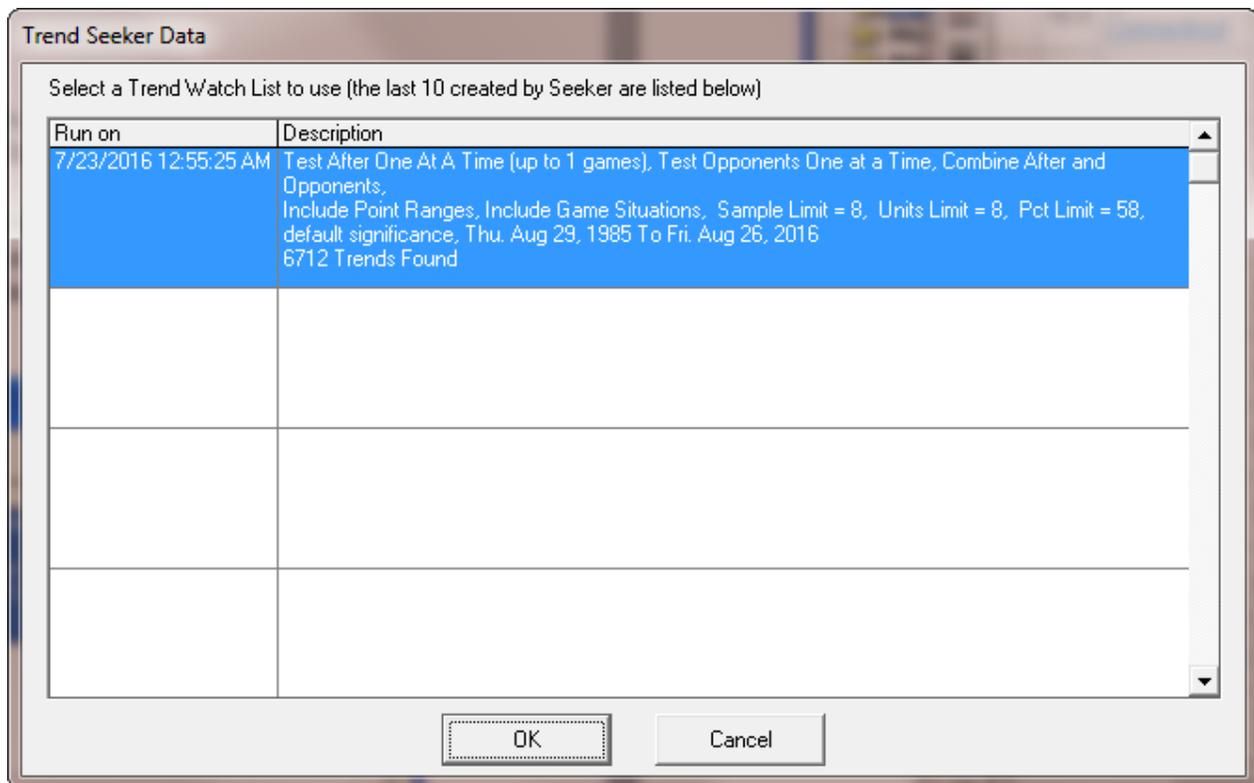


Figure 9.40 - The Trend Seeker Database Window (CFA)

Select a “Trend Seeker” database to view, and the “Watch List” window will be displayed next:

Test After One At A Time (up to 1 games), Test Opponents One at a Time, Combine After and Opponents,  
Include Point Ranges, Include Game Situations, Sample Limit = 8, Units Limit = 8, Pct Limit = 58,  
default significance, Thu. Aug 29, 1985 To Fri. Aug 26, 2016  
6712 Trends Found, Last run on 7/23/2016 12:55:25 AM

Record	Pct	Units	After	No.	Opponent	Situt
34-11-0 *	75.6%	22	Going Over	1 game	Conference	All G
47-23-1 *	67.1%	22	Going Over	1 game	Any Opponent	All G
27-8-0 *	77.1%	18	Going Over	1 game	Any Opponent	As D
29-11-0 *	72.5%	17	Winning ATS	1 game	Any Opponent	All G
20-4-0 *	83.3%	16	Going Over	1 game	Conference	As A
26-44-1 *	62.9%	15	On The Road	1 game	Conference	As F
29-14-2 *	67.4%	14	Winning ATS	1 game	Any Opponent	As A
12-27-0 *	69.2%	14	Going Under	1 game	Conference	As F
26-11-0 *	70.3%	14	On The Road	1 game	Any Opponent	As A
17-3-0 *	85.0%	14	Going Over	1 game	Conference	As D
25-10-1 *	71.4%	14	Going Over	1 game	Any Opponent	As A
7-21-0 *	75.0%	13	On The Road	1 game	Any Opponent	All G
13-27-0 *	67.5%	13	Any Game	1 game	Any Opponent	As F
22-9-0 *	71.0%	12	Any Game	1 game	Head To Head vs. A...	All G
13-1-0 *	92.9%	12	Going Over	1 game	Conference	As A
16-4-0 *	80.0%	12	Winning ATS	1 game	Any Opponent	As A
11-23-0 *	67.6%	11	Going Under	1 game	Any Opponent	As H
15-4-0 *	78.9%	11	On The Road	1 game	Any Opponent	As A
4-15-0 *	78.9%	11	Any Game	1 game	Head To Head vs. B...	As D
14-3-1 *	82.4%	11	Winning ATS	1 game	Any Opponent	As A
18-6-0 *	75.0%	11	Going Over	1 game	Any Opponent	All G
17-5-0 *	77.3%	11	Going Over	1 game	Any Opponent	As A
20-9-0 *	69.0%	10	Any Game	1 game	Head To Head vs. A...	As F
13-3-0 *	81.3%	10	Any Game	1 game	Head To Head vs. A...	As H
2-12-2 *	81.3%	10	At Home	1 game	Any Opponent	All G

Figure 9.41 - The Watch List Window (CFA)

At the top of the “Watch List” window, the status of the most recent search is displayed. This is useful, since it indicates the last time that the Seeker was run, and the selections that were used.

Below the status information is a Windows Explorer type interface that lets you view the significant trend information in the watch list. The left pane of the interface allows you to display the trends found on a team by team basis, or the trends found for all teams. When you click on any of the folders in the left pane, the right pane of the Explorer interface will display the significant trends found.

The columns in the right pane include:

- *After* - The “After” playing condition that matches the trend.
- *No.* - The number of games (1-10) associated with the “After” condition.
- *Opponent* - The “Opponent” condition that matches the trend.

- *Situation* - The situation associated with this trend. Situations include “All Games”, “As Home”, “As Home”, “As Favorite”, “As Dog”, “As Home Fav”, “As Home Dog”, “As Away Fav”, and “As Away Dog.”
- *Pt. Range* - The point range that the line was at for this trend. This can include “All Lines”, or specific point range values that are unique to each sport.
- *ATS/OU* - The type of trend found is displayed as ATS (against the spread, for sides) or OU (over/under, for totals).
- *Record* - Displays the record for the significant trend that the seeker found. ATS trend records are shown in this order: Won-Loss-Push. OU trend records are shown in this order: Over-Under-Push.
- *Pct* - The winning percentage for this trend. The percentage is calculated using the side the trend favors.
- *Net Units* - The net units for this trend. Net units are calculated using the side the trend favors, and using the standard method (Units = Wins - 1.1 x Losses). Trends with the most Net Units are initially displayed at the top of the list.

All columns in the watch list can be sorted. Click the button at the top of any column to sort the data based on that column. Click the button again to reverse the sort order.

After viewing the significant trends in “Watch List”, the window can be closed by clicking the “X” in the upper right hand corner.

### Viewing Trends using My Trends

Select MY TRENDS from the TRENDS menu to view all of the trends you have saved. Trends that pertain to a team's conference are marked with a "(c)" next to the won-loss record. You can recalculate all your saved trends using the “Recalc” button, or right click on a trend to view the trend details or remove the trend from the list.

## Section 9.5. Using Trends to Generate Alerts

WinPicks allows you to generate alerts from trends you have uncovered using “Trend Seeker” (Section 9.3), or from trends saved to the “My Trends” list. Trends can be saved to “My Trends” using “Team History” (Section 9.2), or by right clicking on any trend displayed by the “Trend Seeker”.

### Show Trend Seeker Alerts

Once a watch list has been created, you can quickly see what games on the upcoming schedule match the trends. To do this, select SHOW TREND SEEKER ALERTS from the TRENDS menu. This feature will scan every game being played on the schedule against every trend in the watch list. If a match occurs, it will display the information.

After you select SHOW TREND SEEKER ALERTS, a window will appear asking you which watch list you want to use. WinPicks always saves the last ten results of running “Trend Seeker” in a list. This allows you to check trends from multiple watch lists without having to run the seeker again. The “Alerts” report shows all games for the current date, similar to the screen below:

**Trend Watch Alerts**

Game Date: Sun. Dec 6, 2015

Watch List: Test After One At A Time (up to 3 games), Test Opponents One at a Time, Combine After and Opponents, Include Point Ranges, Include Game Situations, Sample Limit = 8, Units Limit = 8, Pot Limit = 55, default significance, Sun. Sep 8, 1985 To Thu. Sep 8, 2018 During the Month of January  
421 Trends Found

Game	# of Favorable Trends Which Match
<a href="#">at Chicago by 6.5 San Francisco O/U 43.0</a>	San Francisco 1 Over 8 Chicago 28 Under 0
<a href="#">Cincinnati by 7.5 at Cleveland O/U 44.5</a>	Cincinnati 0 Over 3 Cleveland 5 Under 1
<a href="#">at Tennessee by 3.0 Jacksonville O/U 43.5</a>	Jacksonville 0 Over 3 Tennessee 6 Under 0
<a href="#">at Buffalo by 3.0 Houston O/U 42.0</a>	Houston 1 Over 9 Buffalo 17 Under 0
<a href="#">at Miami by 3.5 Baltimore O/U 42.5</a>	Baltimore 1 Over 0 Miami 14 Under 0
<a href="#">Carolina by 6.5 at New Orleans O/U 50.5</a>	Carolina 2 Over 10 New Orleans 12 Under 2
<a href="#">Seattle by 2.5 at Minnesota O/U 43.0</a>	Seattle 4 Over 6 Minnesota 0 Under 34
<a href="#">Arizona by 3.5 at Los Angeles O/U 43.0</a>	Arizona 7 Over 9 Los Angeles 5 Under 2
<a href="#">at Tampa Bay by PK Atlanta O/U 46.5</a>	Atlanta 1 Over 1 Tampa Bay 8 Under 42

WinPicks database: Rolling Average of Last 03 Games

Figure 9.50 - The Trend Alert Report (PFA)

The “Trend Alerts” information is formatted as a web page. The top of the report contains summary information for each game on the schedule. The number of favorable trends that match each team (and over/under) summarized, with links to detailed trend information further down the

page. You can also use the “Back To Top”, “Previous”, and “Next” links to move from game to game on the page.

## **How to Read the Trend Alert Report**

Each game on the report is divided into two sections. The first section is titled “Individual Team Trends Which Match.” This section shows all of the matching trends found using specific team trends. For instance, suppose Baltimore is playing at home against Cincinnati. If Baltimore is 10-0 ATS at home after winning 2 games, and Baltimore has just won their last 2 games, the trend will be reported here.

The second section is titled “General (Any Team) Trends Which Match.” This section shows trends found by the seeker when searching for general situations using all teams in the league. For instance, suppose all teams in the league are also winning significantly ATS at home after winning 2 games. Baltimore would also show up in the second section, since they match the general trend.

The team that matches a significant trend is always highlighted using green or red text for ATS trends. If the trend is favorable to the team, the name is displayed in green text. If the trend is not favorable to the team, the trend is displayed in red text.

For OU trends, the words “Over” and “Under” are highlighted in green and red to indicate what side the trend favors. For instance, if the word “Over” is shown in green, it indicates the game is expected to go over.

At the top of the report, each game is summarized with the total number of favorable trends for each team, and for the over and under.

Trends that pertain to a team's conference are marked with a "(c)" next to the won-loss record.

## **Show My Trends Alerts**

You can view the alerts for trends saved in your MY TRENDS list by selecting SHOW MY TRENDS ALERTS from the TRENDS menu. A screen similar to Figure 9.50 (above) will appear, listing all games on the schedule that match your stored trends.

## Section 9.6. Situation Analysis

SITUATION ANALYSIS summarizes many of the important trends that relate to a specific game. When you select SITUATION ANALYSIS, a list is displayed of all games scheduled on the current date. When you select a game from this list, a screen appears (Figure 9.60) showing how the two teams have performed in this situation in past games. Statistically significant trends (Section 9.8) are marked with an asterisk (\*).

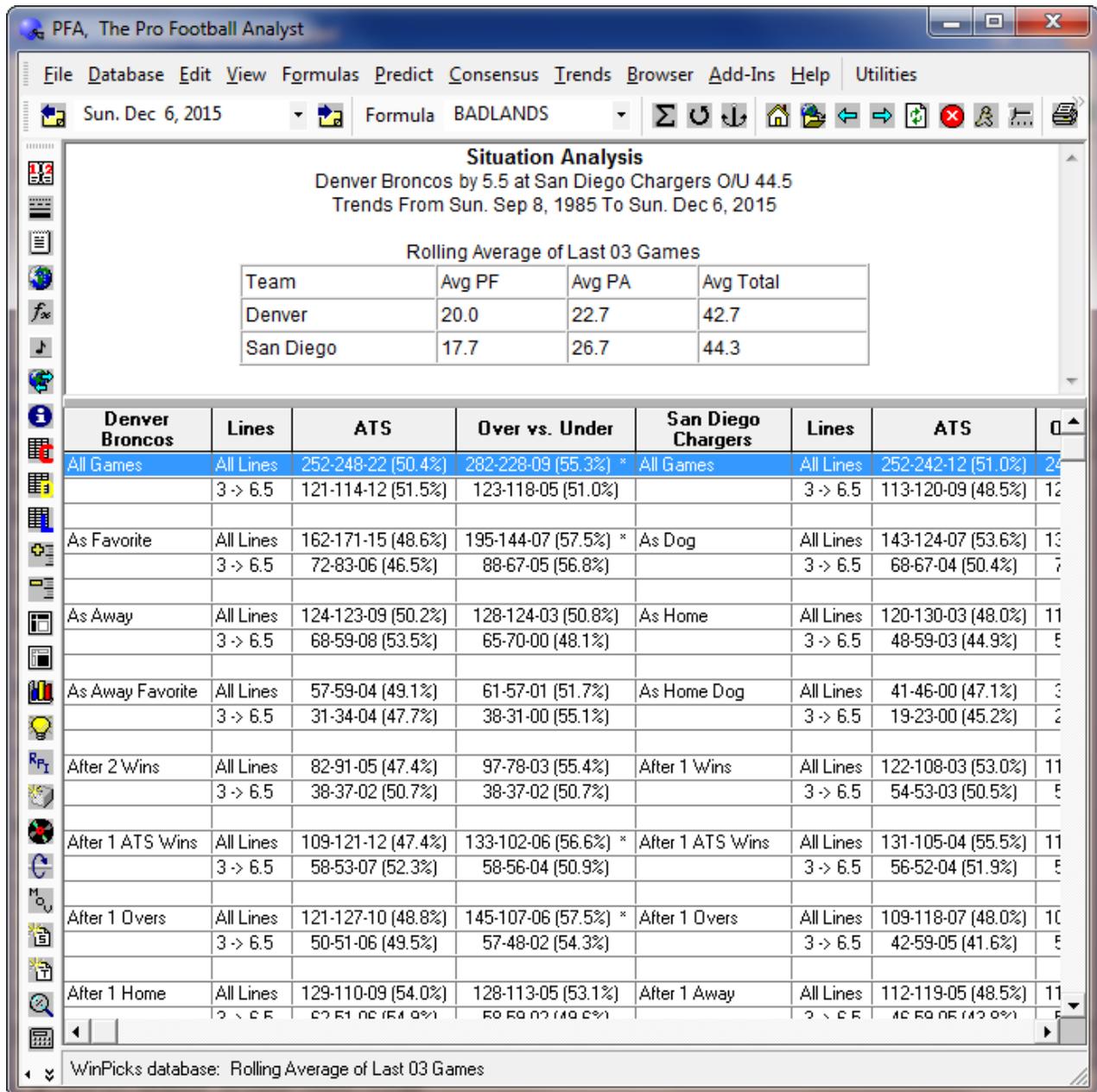


Figure 9.60 - The Situation Analysis Screen (PFA)

## Section 9.7. The Key Trends Report

Once we know what a statistically significant trend is (Section 9.8), wouldn't it be nice to quickly extract all of them from today's schedule? The KEY TRENDS feature on the TRENDS menu does exactly that, it lists all of the statistically significant trends for the currently selected date.

The KEY TRENDS feature lets you select the date range to scan when looking for trends. You can scan the entire database or just a portion of the database. The report then lists every game on the schedule for the current date. Of course, many games won't have any statistically significant trends, and some will have just one or two, but it is always worth looking at this report. Many handicappers agree that the trend is their friend and find the KEY TRENDS report to be an extremely useful handicapping tool.

**Key Trends Report**

Game Date: Sun. Dec 6, 2015

Trends From Sun. Sep 8, 1985 To Sun. Dec 6, 2015

<b>at Chicago Bears by 6.5 San Francisco 49'ers O/U 43.0</b>	Recommend
Chicago Bears are 4-14-1 ATS After 4 ATS Wins (All Lines)	San Francisco 49'ers
Chicago Bears are 2-9-0 ATS After 4 ATS Wins (3 -> 6.5)	San Francisco 49'ers
<b>Cincinnati Bengals by 7.5 at Cleveland Browns O/U 44.5</b>	Recommend
Cincinnati Bengals are 21-11-0 O/U As Favorite (7 -> 9.5)	Over
Cincinnati Bengals are 1-5-1 ATS As Away Favorite (7 -> 9.5)	Cleveland Browns
Cleveland Browns are 3-8-0 O/U After 6 Losses (All Lines)	Under
Cleveland Browns are 1-5-0 O/U After 6 Losses (7 -> 9.5)	Under
Cleveland Browns are 1-5-0 O/U After 5 ATS Loss (All Lines)	Under
Cleveland Browns are 0-3-0 O/U After 5 ATS Loss (7 -> 9.5)	Under
Cleveland Browns are 5-12-1 O/U After 1 Overs (7 -> 9.5)	Under
<b>at Tennessee Titans by 3.0 Jacksonville Jaguars O/U 43.5</b>	Recommend
Tennessee Titans are 15-26-1 O/U vs. Jacksonville (All Lines)	Under
Tennessee Titans are 9-18-1 O/U vs. Jacksonville (3 -> 6.5)	Under
Jacksonville Jaguars are 48-33-2 O/U As Away (3 -> 6.5)	Over
Jacksonville Jaguars are 86-65-4 O/U After 1 ATS Loss (All Lines)	Over
Jacksonville Jaguars are 46-29-2 O/U After 1 ATS Loss (3 -> 6.5)	Over
Jacksonville Jaguars are 33-18-4 O/U After 2 Home (All Lines)	Over
Jacksonville Jaguars are 18-8-1 O/U After 2 Home (3 -> 6.5)	Over
Jacksonville Jaguars are 15-26-1 O/U vs. Tennessee (All Lines)	Under
Jacksonville Jaguars are 9-18-1 O/U vs. Tennessee (3 -> 6.5)	Under

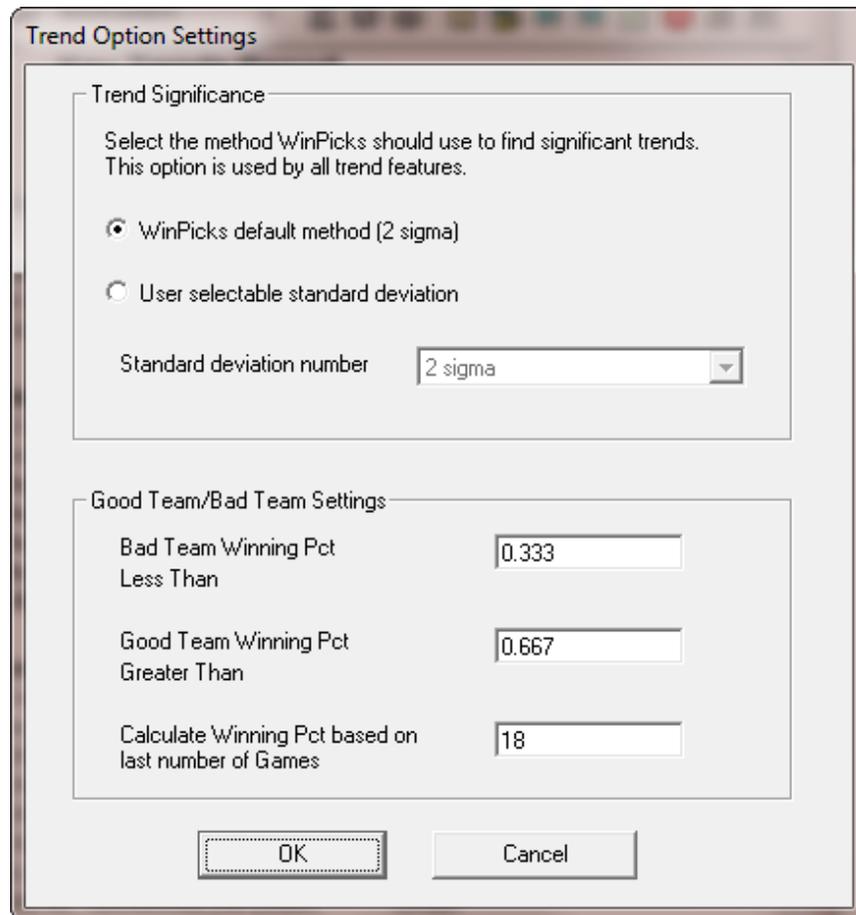
WinPicks database: Rolling Average of Last 03 Games

Figure 9.70 - The Key Trends Report (PFA)

## Section 9.8. Set Trend Options

When you use TEAM HISTORY or any of the trend features of WinPicks, you may notice that some trends are marked with an asterisk (\*). When you see an asterisk, it means that the team in question has done much better (or much worse) than average in this situation, and therefore this trend is considered to be statistically significant.

By default, WinPicks identifies trends that are more than two standard deviations from the mean as statistically significant. However, you can vary the number of standard deviations from 1 to 4 by selecting SET TREND OPTIONS from the TREND menu (Figure 9.80). This feature also allows you to change the settings that determine good and bad teams. By default, good teams are defined as having won more than 66.7 percent of their games over a period equal to about one season, and bad teams are defined as having won fewer than 33.3% of their games over the same interval. However, you can change the parameters to anything you wish.



*Figure 9.80 - Significant Trend Settings*

If you want to learn more about standard deviation, nearly any book on statistics will explain how to calculate it. However, one simple way to illustrate standard deviation is to empty a box of toothpicks onto a flat surface. When the toothpicks come to rest, most will remain clustered near

the spot where they landed. This spot represents the average or mean. You'll probably see toothpicks spread out around the mean in a fairly consistent fashion. Statisticians call this normal distribution. As you get further and further from the mean, you'll see fewer and fewer toothpicks. If you recorded the final resting position of each toothpick and used the numbers to calculate standard deviation (distance from the mean), you'd find that there is a high probability (about 68%) that a given toothpick will come to rest within one standard deviation of the mean. If you used two standard deviations (double the distance from the mean), you'd find that there is a 95% probability that a toothpick will land within this range, or only a 5% probability that a toothpick will land outside this range.

The trends marked with an asterisk are just like the toothpicks that defied the odds and landed far away from the mean. They represent situations that are out of the ordinary, and thus deserve the attention of every handicapper.

## Section 10. Utilities

This section discusses some features we added to make the WinPicks software as versatile as possible. We think you will find them useful. All of the menu items discussed in this section (except the help information) are located on the EDIT menu.

This section covers the following topics:

- 10.1 - Changing the Screen Fonts
- 10.2 - Changing the Data Directory
- 10.3 - Copying Information to the Clipboard
- 10.4 - Getting Help
- 10.5 - Exporting Data to Microsoft Excel

### Section 10.1. Changing the Screen Fonts

WinPicks lets you customize the screen fonts using any of the fonts included with your version of Windows. If you have trouble reading any of the WinPicks screens, you may want to use a font that is easier for you to see. However, keep in mind that some combinations of fonts will cause the screen to become unreadable, since they may overlap each other on the screen. To change the fonts, select FONTS from the EDIT menu. A menu appears with four options:

- *Titles* - Select this option to change the font (or font size) of the titles listed at the top of the WinPicks main window.
- *Normal* - Select this option to change the font (or font size) of the text used to print category headings and other information on the WinPicks main window.
- *Grid* - Select this option to change the font (or font size) of the text which WinPicks displays inside the main window grid.
- *Reset To Default Fonts* - Select this option to go back to the default fonts originally selected by WinPicks.

### Section 10.2. Changing the Data Directory

You can change the WinPicks data directory (folder) using DATA DIRECTORY. The data directory is the place where WinPicks stores its database and prediction formula files.

When you install WinPicks, it automatically creates a data directory. To change the data directory, you must first create the new directory on your disk. Then, copy all of the files from the old data directory into the new one. When you run WinPicks, select DATA DIRECTORY from the EDIT menu and choose the name of the new data directory. WinPicks will then reload the data files from their new location.

If you can't remember where your data directory is, use the START SEARCH button. This button will search all of the directories on your system, and lists those that contain WinPicks data.

### **Section 10.3. Copying Information to the Clipboard**

COPY TO CLIPBOARD lets you copy the information currently on screen to the Windows clipboard so that it can be used by other Windows applications. See your Windows manual for more details.

### **Section 10.4. Getting Help**

WinPicks has an extensive help section that includes all of the text from this reference manual. To use it, select CONTENTS from the HELP menu.

The HELP menu also includes a item called CHECK FOR SOFTWARE UPDATES. When WinPicks maintenance releases are made available, you can download them here. It is a good idea to check periodically to see if a new maintenance release is available, since we fix all known bugs as fast as possible, generally within a few days after they are reported.

If you are connected to the Internet, you can view the entire Reference Manual on-line. Under the BROWSER menu you'll find links that go directly to the WinPicks FAQ (a list of frequently asked questions), or the WinPicks Technical Support Forum. Most questions about WinPicks can be answered using these resources. However, if there is any question that you can't find the answer to, please send us an email ([winpicks@microbro.com](mailto:winpicks@microbro.com)). We respond to most questions within 24 hours.

### **Section 10.5. Exporting Data to Microsoft Excel**

Nearly all of the data in the WinPicks database can be exported to Microsoft Excel. WinPicks can also generate a comma-separated value (.csv) file; that makes it possible to export its data to nearly any spreadsheet, database, or programming language. There are three different export features in WinPicks. All of them support either Excel or .csv files, and each feature is described below.

#### **Export Current Report**

To use this feature, select one of the WinPicks features that displays report information on the screen. All report information can be exported, with the exception of data displayed in the Formula Warehouse, and web pages displayed within the WinPicks browser. After the information that you want to export is displayed, select EXPORT CURRENT REPORT from the FILE menu. A window will appear as shown in Figure 10.50:



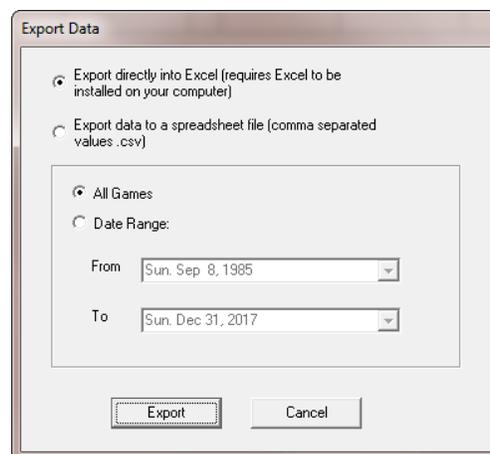
*Figure 10.50 - The Export Data Window*

The first option provided in the window allows you to export data directly into Microsoft Excel. This will only work if Excel is already installed on your computer. If you select this option, Excel will be run automatically, and the WinPicks data will be formatted and copied into an Excel worksheet.

The second option allows you save the data as a comma-separated value (.csv) file. This is a comma delimited file, where the values are separated by commas. This type of data file can be imported into nearly any spreadsheet or database, or used with any programming language. If you select this option, you will be asked to enter a filename before the data is exported.

### **Export Games (Scores, Lines, Stats by Date)**

To export the game data in WinPicks to a single Excel spreadsheet or to a .csv file, select EXPORT GAMES from the FILE MENU. When this option is selected, the window shown in Figure 10.51 will appear, and you will have the option of exporting data to either Excel or to a .csv file as described above. You will also have the option of exporting the entire data base or selecting a range of dates to export.



*Figure 10.51 - The Export Data Window*

When this option is used for *PFA*, it exports the date, Nevada rotation number, score, point spread, and totals (over/under) information; as well as all of the game statistics found in the boxscore, as shown in Figure 10.52. When used with the other WinPicks applications (*CFA*, *PBA*, and *CBA*), it exports date, Nevada rotation number, score, point spread, and totals (over/under) information. Please note that Nevada rotation numbers are only included for games with odds, and that odds (particularly totals) are not included for some games. The rotation numbers will also be missing for *CFA*, *PFA*, and *PBA* games prior to 1997.

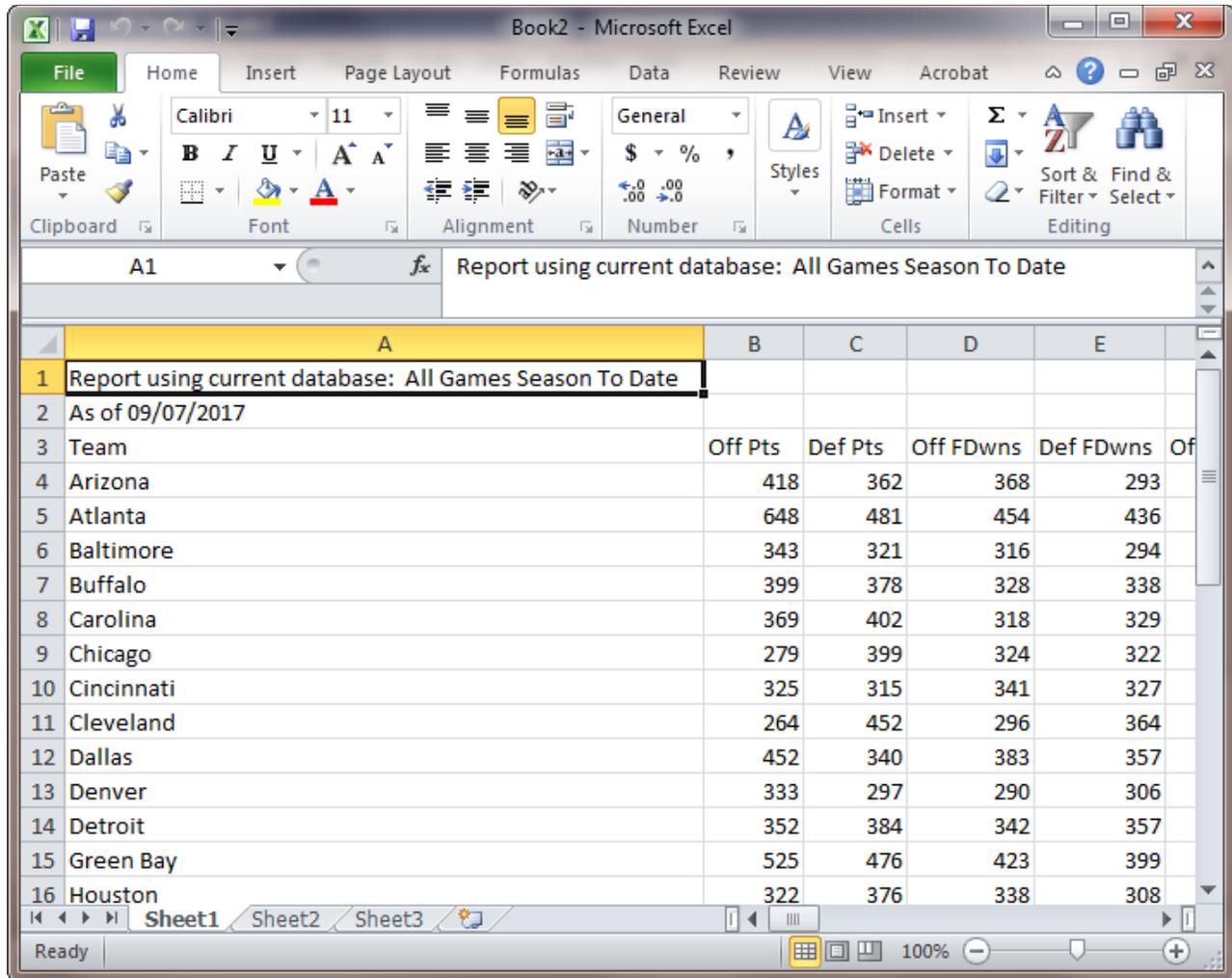


Figure 10.52 - Exporting PBA Game Data to Excel

All versions of WinPicks contain all regular season and postseason games in their database dating back to 1985 for the football versions, to 1990 for *PBA*, and to 2000 for *CBA*. Many thousands of games are exported if you select all games with this feature.

### Export Team Database (totals)

To export the team database information in WinPicks to a single Excel spreadsheet or to a .csv file, select EXPORT TEAM DATABASE from the FILE MENU. When this option is selected, the window shown in Figure 10.51 will appear, and you will have the option of exporting data to either Excel or to a .csv file as described above. You will also have the option of exporting the entire data base or selecting a range of dates to export.

When this option is used for *PFA*, it exports information found in the database about each team, including won/loss records, against the spread (ATS) and totals records, average margin of victory (AMOV) at home and on the road, and all of the game statistics found in the boxscore, as shown in Figure 10.53. When used with the other WinPicks applications (*CFA*, *PBA*, and *CBA*), it exports the same information, with the exception of the game statistics, which are not available. The amount of information that is exported depends upon the database method that is currently in use.

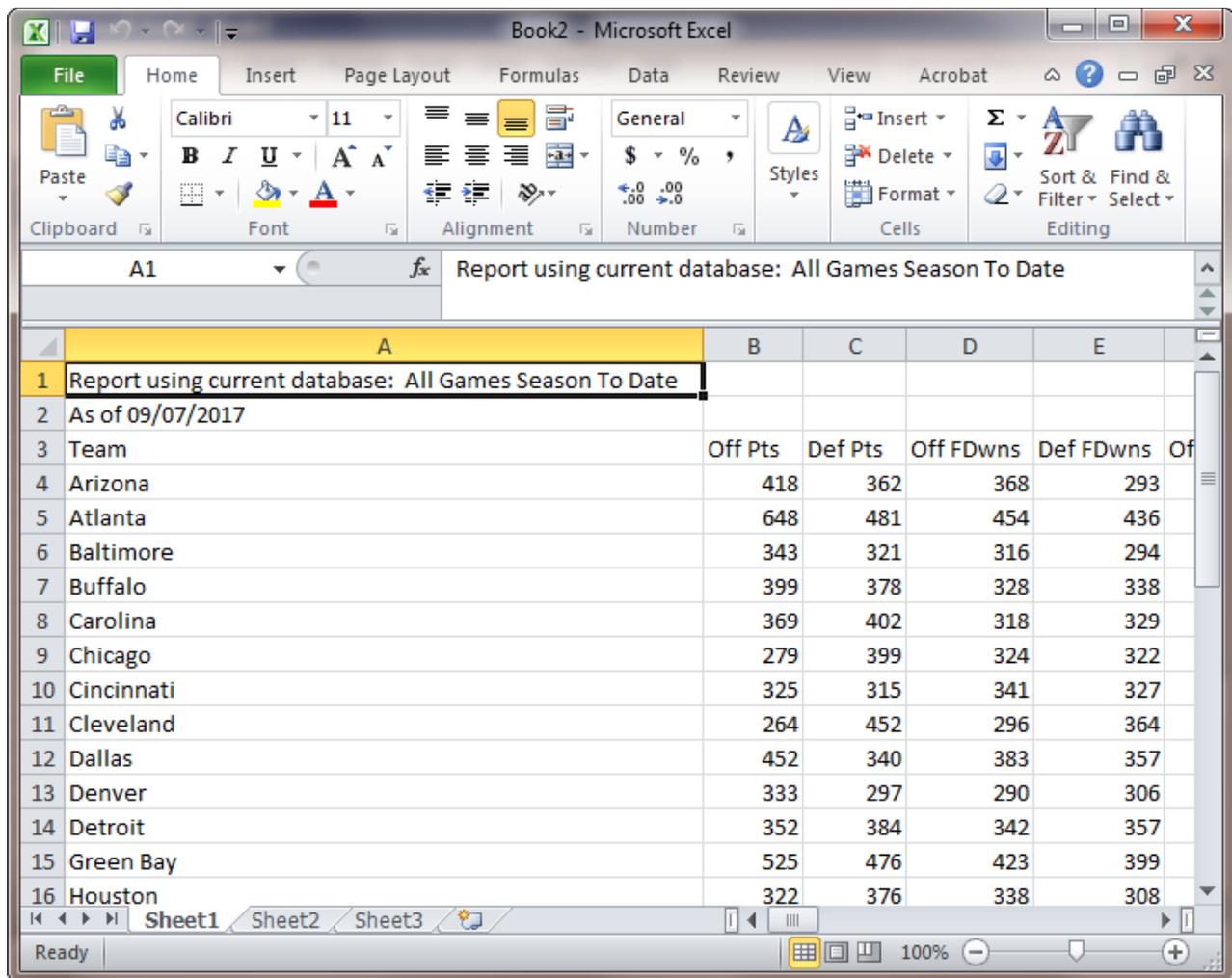


Figure 10.53 - Exporting PFA Team Data to Excel

## Section 11. Using SureLock

The *SureLock Formula Wizard* is a powerful formula creation tool that is only included with *Pro Football Analyst (PFA)*. This section explains how to use *SureLock*. It also describes how *SureLock* works.

Before starting *SureLock*, select the database you want to use when creating a formula. The formulas created by *SureLock* will probably work best with that same database. For example, if you run *SureLock* while using a 3-game rolling average, it will create formulas that work best with a 3-game rolling average.

This section covers the following topics:

11.1 - Starting *SureLock*

11.2 - How *SureLock* Works

### Section 11.1. Starting SureLock

To start *SureLock*, select SURELOCK FORMULA WIZARD from the ADD-INS menu. You'll see a screen like the one in Figure 11.10:



Figure 11.10. The “Welcome to SureLock!” Screen

Select NEXT to move to the next screen. The screens will lead you through the steps required to create a prediction formula. Each step is explained in detail here.

To get the best results from *SureLock*, you may want to follow the steps in this section and create a new prediction formula during each week of the season. By doing so, you will always be using a formula derived from the latest data available, and this should increase your winning percentage.

### **Step 1. Set the Sample Size**

The sample size is simply the number of weeks of data to use when designing a formula. *SureLock* loads the data from these weeks and then builds a formula by correlating the data to actual game results.

You can select a sample size from 1 to 17 weeks. The actual data sample used depends upon the current date setting shown on the left side of the toolbar. For example, if you select a sample size of 8 weeks, the 8 weeks of data prior to the current date will be used to design the formula.

After selecting a sample size, select NEXT to proceed to the next step.

### **Step 2. Automatic or Manual Stat Selection**

*SureLock* can build a formula using stats that it selects, or stats that you select. If you want to pick the stats that will be included in the formula, then select MANUAL MODE. If you want *SureLock* to pick the stats, select AUTOMATIC MODE.

#### **If you select MANUAL MODE:**

A menu appears listing all of the stats that can be used in a prediction formula. Each stat has a check box that you can click on with your mouse. To deselect a stat, click on the box again. You can select a maximum of 10 stats. If 10 stats have already been selected, *SureLock* won't let you select any more. Please note that using more stats increases the time required to create a formula, and may not result in more accuracy. Usually, six stats are enough to tune a formula to beat the point spread. You should also note that some selected stats may not be considered important enough to be used in the formula.

When you finish selecting stats, select NEXT.

#### **If you select AUTOMATIC MODE:**

The AUTOMATIC STAT SELECTION menu appears. This menu allows you to pick the number of stats that you want to use in the prediction formula. Select a value from 1 to 10. *SureLock* will automatically determine the best stats to use based on how well they correlate to actual game results. Please note that using more stats increases the amount of time required to create a formula, and may not result in more accuracy. Usually, six stats are enough to tune a formula to beat the point spread. Also, some formulas may use one or two fewer statistics than you specified. This is

because some data samples make it mathematically impossible to optimize the formula's percentage weights using the exact number of statistics that you specified.

### **Step 3. Select the Type of Formula**

*SureLock* can create formulas that work best when recommending picks against the point spread (Sides), or when recommending over/under selections (Totals). At this stage, you need to decide whether you want a "Sides" formula or a "Totals" formula. After answering this question, select NEXT to continue.

### **Step 4. Formula Design in Progress**

At this stage, *SureLock* will create the formula. The FORMULA DESIGN IN PROGRESS screen will appear. As the formula is being built, the bar graphs on this screen will keep you informed of the progress.

Creating a formula involves many thousands of calculations, and *SureLock* may take a few seconds to build a formula on some computers. The time required to create a formula is roughly proportional to the sample size. For example, by using an 8 week sample (instead of 16 weeks) you could cut the times in half. However, the time required is not proportional to the number of weights. For example, using 10 weights may take three times longer than using 6 weights. If you need to, you can stop the process at any time by selecting EXIT. When the formula is completed, select NEXT.

### **Step 5. Save the Formula**

When the formula is finished, the formula window shown in Figure 11.11 will appear. The "Parameter" column shows the statistics that will be used by the formula. If you asked *SureLock* to pick the stats, they were chosen because they produced the highest correlation to the actual game results.

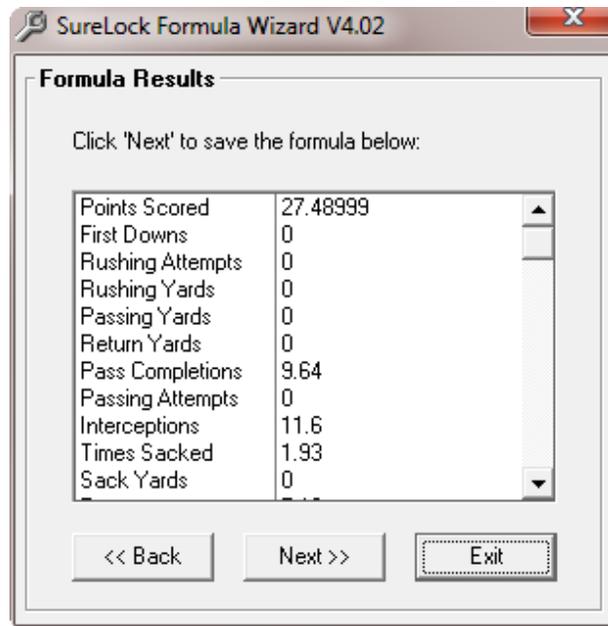


Figure 11.11. The Formula Results Window

The “Value” column shows the percentage weight assigned to each stat, plus the optimum values to use for the home field advantage, the point spread multiplier, and the betting window. The sum of the percentage weights always equals 100.

When you are finished viewing the completed formula, select NEXT and select a name for the formula. Then, select NEXT again to save the formula. You may then create more formulas, or exit *SureLock* and return to *PFA*.

## Section 11.2. How *SureLock* Works

*SureLock* produces prediction formulas using a multiple linear regression model. Obviously, no knowledge of statistics is needed to use *SureLock*, but the mathematics behind the method may still interest you. If you are interested in mathematics and statistics, then please read on.

This section describes the prediction model in mathematical detail, but is not a proof of its effectiveness. We welcome any comments you may have about the methods described in this section.

### Prediction Formula Model

Many statistical problems require one or more independent variables. These variables are used to design a prediction model that determines future outcomes based on past results. Simple problems with just one independent variable are often solved with a technique called linear regression. However, more complex problems often have more than one independent variable. If the model is

linear in its coefficients and uses more than one variable, it is called a multiple linear regression model. The general form of such a model used to estimate future outcomes can be expressed as:

$$y = b_0 + b_1 x_1 + \dots b_k x_k$$

where

$y$  is the estimated outcome of the model,  $x_1$  through  $x_k$  are data samples taken from previous measurements, and  $b_0$  through  $b_k$  are regression coefficients that are estimated using multiple linear regression.

*PFA* allows you to use 32 separate statistical categories when you create prediction formulas. These 32 categories are independent variables that serve as inputs to the model. Therefore, the value of  $k$  in the standard equation is 32.

### Inputs to the Model

Each input data measurement is one game. For each of the 32 statistics,  $i = 1..32$ , the input measurement to the model is:

$$x_i = (R_{ho} - R_{vd}) + (R_{hd} - R_{vo})$$

where

$R_{ho}$  is the home team league rank on offense  
 $R_{vd}$  is the visitor team league rank on defense  
 $R_{hd}$  is the home team league rank on defense  
 $R_{vo}$  is the visitor team league rank on offense

### Coefficients in the Model

The coefficients in the equation,  $b_1$  through  $b_{32}$ , are related to the prediction formula weights by a multiplier. The constant term,  $b_0$ , is simply the home field advantage value in the formula. In the prediction formula, the coefficients  $b_1$  through  $b_{32}$  are derived using the relationship shown below. The actual percentage weights in the formula are called  $w_1$  through  $w_{32}$ . These percentage weights are always positive and always add up to 100 (normalized). Another variable, called the point spread multiplier (PSM) is used to vary the magnitude of the predicted margin of victory as shown:

$$y = b_0 + \text{PSM} (w_1 x_1 + \dots w_k x_k)$$

From this relationship we see that the coefficients  $b_1$  through  $b_{32}$  are related to the prediction formula's percentage weights by:

$$b_i = \text{PSM} \times w_i$$

and thus we can solve for the percentage weights  $w_1$  through  $w_{32}$  by solving the standard regression model for  $b_1$  through  $b_{32}$  and then back substituting the above equation.

## Output from the Model

The output from our model,  $y$ , is the projected margin of victory of the home team over the visiting team.

To obtain an equation to estimate  $y$ , we collect data samples ( $x$ ) from our sample of past games. The next step is solving for the coefficients  $b_1$  through  $b_{32}$  to produce an optimum formula.

## Solving the Model Using Regression

Solving the linear regression model for all 32 statistics is time consuming even on the fastest computers and does not necessarily produce a more accurate formula. In addition, as previously noted, the coefficients in a prediction formula are all positive. Therefore, a more effective solution is to use a subset of the 32 statistics, each with a positive coefficient, and then solve the model for that subset.

## Forward Selection

After we select a sample size, there are still two more important questions to ask: How many statistics should we use and which statistics should we use? Both questions can be answered using a method called forward selection. Forward selection is a stepwise procedure, and requires several iterations to find an "optimum subset" of statistics to include in the model. The basic process is performed as follows:

- 1) Each statistical category (Points Scored, First Downs, and so on) is solved independently using linear regression. The category which produces the highest correlation to the actual game results is selected.
- 2) Each remaining category is inserted, in addition to the category selected in step 1. Linear regression is used to solve the model for two variables. The category with the highest correlation to the actual game results and which has a positive coefficient is added to the model.

Step 2 is repeated until the number of categories in the model equals the number of statistics that you selected.

## Ridge Regression

Once the statistics are selected, *SureLock* solves for the coefficients. One problem that occurs when solving for the coefficients is called multi-collinearity. This occurs when two or more statistics are highly correlated to each other. For example, points scored and first downs may correlate closely in a given game. Multi-collinearity causes the standard regression solution to produce coefficients with large variances, and sometimes a solution is not even possible.

Ridge regression is another form of multiple linear regression, but is known as a biased estimation technique. It allows a certain amount of bias in the coefficients in order to reduce their relative magnitudes. Another nice feature of ridge regression is that the solution of the coefficients yields positive values (most of the time), which is exactly what *SureLock* needs to create prediction formulas.

*SureLock* uses ridge regression to solve for the coefficients  $b_1$  through  $b_{32}$  in the prediction model. Ridge regression is fairly complex, and we lack the space to discuss it here. If you are interested, the topic is covered in several books on statistics and forecasting.

## The Finished Formula

After using Ridge Regression, some coefficients still have negative values due to precision errors in floating point arithmetic. The negative coefficients are numbers very close to zero, and can be set to zero without degrading accuracy. *SureLock* then normalizes the set of coefficients so that the sum of the percentage weights equals 100, and sets the point spread multiplier to an optimum value. The result is a formula that *Pro Football Analyst* can use to accurately forecast future games.

## Appendix A. Winning with WinPicks

The WinPicks software is a powerful handicapping tool. When used for legal gambling, it can give you the "winner's edge" by providing you with a wealth of information that the average gambler simply doesn't have. But as with any tool, you need to know how to use WinPicks wisely. This section includes a tutorial on sports wagering and some handicapping tips, and will help you get the most out of WinPicks.

This section covers the following topics:

- A.1 - Wagering Against the Line
- A.2 - The Purpose of the Line
- A.3 - Wagering on the Total (Over/Unders)
- A.4 - Beating the Line
- A.5 - Pro Football Handicapping
- A.6 - College Football Handicapping
- A.7 - Pro Basketball Handicapping
- A.8 - How WinPicks Produces a Line
- A.9 - Measuring the Success of a Formula
- A.10 - Checking Trends
- A.11 - The Bottom Line

### Appendix A.1. Wagering Against the Line

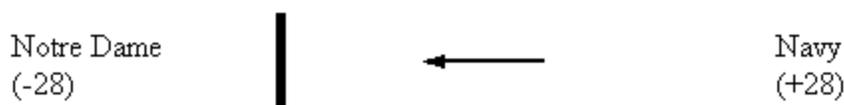
When you place a wager on a football or basketball game you have to concern yourself with the *line* (also called the *point spread* or *spread*). For example, let's look at a college football game between Notre Dame and Navy. If both teams have an equally good chance to win, you could take a piece of paper, write Notre Dame on one side and Navy on the other, and draw a line right down the middle. The paper might look like this:

Notre Dame



Navy

Since the line is exactly in the middle of the paper, it means that the two teams are considered to be even and that each team has an equally good chance to win. This is called a *pick-em*. Of course, college football fans know that Notre Dame and Navy play each other nearly every season, and Notre Dame almost always wins (although Navy ended a 43 game losing streak against Notre Dame with a triple overtime win in 2008!). Due to the past history of the series, it seems highly probable that Notre Dame will win again this time. Therefore, if the game was a pick-em, everyone would take Notre Dame. The bookmakers don't want that to happen. They want some people to take Navy even if they think Navy will lose, and so they compensate by moving the line towards Notre Dame and away from Navy:



In the above example, the line was moved 28 points to the left of center. This means that if you wager on Notre Dame, they need to win by more than 28 points in order for you to collect your money. The notation for this wager is Notre Dame (-28). Even if Notre Dame wins by 31-7, you lose. Why? Because when you take 28 points away from Notre Dame, the score becomes 7-3 in favor of Navy. The notation for a wager on Navy is Navy (+28). They need to win or lose by 27 points or less in order for you to win your wager. If the outcome of the game falls right on the line (Notre Dame wins by 28), the game is a *push* and the wager is off. Often, the line is set on a half-point (27.5, for example) to eliminate the possibility of a push.

The type of wager we've just described is the most common type of sports wager. Some gamblers refer to this type of wagering as playing *sides*, since you simply choose a side (either Notre Dame or Navy in our example). The 28 points in our example is called the line, point spread, or simply the spread. A pick-em has a point spread of 0. Notre Dame is the *favorite*, and Navy is the underdog, or *dog*. If you play the favorite you lay points, if you play the dog, you take points. If Notre Dame wins by more than 28, or if Navy loses by less than 28, you can say that they *covered the point spread*.

## Appendix A.2. The Purpose of the Line

The purpose of the line is to make both teams look equally attractive to the gambling public. Perhaps no one would take Navy as a pick-em against Notre Dame, but Navy might look attractive to many bettors if they get Navy plus 28 points. The opening line is set by oddsmakers who try to gauge the public's opinion of the game and who want to make both sides look equally attractive. They want to balance their book, or in other words, make sure that they receive an equal amount of money on both sides of the line. The reason for this is simple -- oddsmakers don't like to gamble! If their book is balanced, they can't lose since they get to keep about 4.5% of the total amount of money wagered. If their book isn't balanced, they're gambling just like the public, and there is a good chance they could lose.

If too much money is wagered on one side of the line, the oddsmaker moves the line to encourage gamblers to take the other side. For example, if too few gamblers take Navy at +28, the line might move to +29 to make Navy look more attractive. Money moves the line. If the line is moving further and further away from Navy, you'll know that most of the money is being wagered on Notre Dame. During the week before a game, the line might constantly move. For example, it may go from 28 to 29, back to 28.5, and so on. However, the opening line seldom differs from the closing line by more than 2 or 3 points.

Sometimes it cannot be avoided, but oddsmakers try to avoid moving the line too far in the same direction. If they do, they may be *middled*, which means they'll have to pay out money on both sides of the line. To illustrate this, let's look at a hypothetical situation where the line on the Notre

Dame-Navy game opens at Notre Dame (-27). The majority of the gambling public feels that Notre Dame will win by more than 27 points, so nearly all of the money is being wagered on Notre Dame. To entice gamblers to put money on Navy, the line keeps moving away from Navy. By kickoff, the line is Notre Dame (-32), meaning that the opening line moved by a full 5 points. Notre Dame winds up winning by a score of 40-10. This puts the sports book in the unenviable position of having to pay all of the gamblers who took Notre Dame and laid from 27 to 29.5 points earlier in the week, and to also to pay the gamblers who took Navy plus 30.5 to 32 points later in the week. Some gamblers may have wagered on Notre Dame early in the week and Navy later in the week and *won both wagers*. This is what it means to be middled. Normally a sports book only has to pay the people on one side of the line. In this case, they have to pay out money on both sides of the line. To avoid this situation, oddsmakers try to make the opening line as *sharp*, or accurate, as possible so that line movement can be kept to a minimum.

In some cases, large sums of money will unexpectedly show up on one side of the line. This isn't supposed to happen, because the oddsmakers have a lot of experience and they have set a line that (in their opinion) makes each team look equally attractive to the gambling public. Therefore, when nearly all of the money is being wagered on the same team it is sometimes referred to as *unnatural money*. When a sports book detects the presence of unnatural money, they may elect to investigate (or at least ask around) and see where the money is coming from. While they investigate, they may take the game *off the board* and refuse to accept further wagers. In other cases, injuries to key players or an unusual situation surrounding a team will force a game to go temporarily off the board.

As it turns out, the sports book industry has years of experience setting lines, and have developed an excellent feel for how the public will wager. To most people the line seems like it's about right. Normally, about half of the gamblers will like one team, and about half will like the other team. The money will usually start to fall fairly evenly on both sides of the line, which is exactly what the sports books want. If the oddsmakers have done a good job of gauging the public opinion of a game and have set a good line, everything else takes care of itself. Not much line movement is necessary, the book stays balanced, and the sports book collects about 4.5% of the action regardless of who wins or loses. Sport's gambling has more favorable odds than almost all other forms of gambling, but the odds are still against the player.

Knowing that the odds are against you, can you still beat the line? Sure. Many gamblers routinely beat the line. The key is learning as much as you can about the relative strengths and weaknesses of the two competing teams. Respect the public's perception of a game, but don't assume that it's always right. Do your homework and form your own opinions. The single most important thing to remember about handicapping is:

*The line is based on the public's perception of the game, and not on the relative strength of the two teams.*

### Appendix A.3. Wagering on the Total (Over/Unders)

Another popular type of wager is called an *over/under*. Interestingly enough, the over/under player isn't concerned about the point spread or with who is expected to win the game. None of that matters. Instead, this type of wager is based on predicting the total number of points to be scored in a game by both teams. The line on such a wager is called the *totals line*.

To illustrate how the totals line works, let's go back to our Notre Dame-Navy example and state that the totals line is 47 points. You can wager on either the *over* or the *under*. If you play the under, you are expecting the teams to score a combined total of more than 47 points. If the combined score goes above 47, you'll win. For example, if the score is 49-0, 38-21, or 28-27, the over players win. If the combined point total is 46 points or less, then the under players will win. If it lands on 47 (27-20, for example) the game is a push and the wager is off. Like the point spread, the totals line is often set on a half point (47.5, for example) to eliminate the possibility of a push.

### Appendix A.4. Beating the Line

One of the first questions asked by prospective gamblers is "How often do you have to win to make money?" Well, as we mentioned earlier, the book gets a percentage of every wager. This percentage is called the *vig* (short for vigorish) or the *juice*. The vig is usually 10%. All gamblers have to pay the vig, but the winners get it back. To illustrate this, consider that anyone who makes a \$10 wager has to give \$11 to the book. Winners are paid \$21. This \$21 consists of the return of the original \$10 wager, the return of the \$1 vig, and the \$10 that the winner just won. In contrast, if you lose you're out \$11, since the book keeps the \$10 wager and the \$1 vig. If the number of winners and losers are equal, the book keeps \$1 out of every \$22 wagered, or the 4.5% that we mentioned earlier.

Every sports bettor should know that, due to the vig, you need to win more than 50% of the time to break even. For example, if you made a hundred \$10 wagers, and won half of them you would lose \$50. You would win only \$500 (50 x 10) and lose \$550 (50 x 11). The winning percentage you need to break even is 52.4%, which happens to be 11 out of 21.

Beating the line more than 52.4% of the time is harder than it sounds. You have probably seen advertisements or web sites where tout services claim against the spread (ATS) records of 70% or higher. Many thousands of customers have fallen for these exaggerated claims. Don't believe it. Every gambler has a hot streak once in a while, but experienced handicappers know that a 70% winning percentage is impossible to maintain over long periods of time. If you consistently hit in the 55% to 60% range, you'll outperform nearly all of the tout services. Every year, the organizations that monitor touts services report that many hit less than 50%, or worse than they would do by flipping a coin. Far less than half of the tout services reach the 52.4% required to break even. And these services aren't cheap; some charge thousands of dollars per year for their selections! When you factor in their fees, turning a profit becomes even less likely.

The plain truth is that the oddsmakers know their business. They normally set a sharp, accurate line, and beating it consistently requires a lot of work. However, WinPicks can greatly improve your chances since it does nearly all of the work for you. The majority of WinPicks customers routinely beat the point spread. In the following sections we'll discuss how to tap the power of WinPicks when wagering on pro football, college football, pro basketball, and college basketball.

## Appendix A.5. Pro Football Handicapping

WinPicks is versatile enough to implement almost any handicapping method you can think of. Developing a method requires two things: deciding how many weeks of stats to use, and deciding which prediction formula to use.

Pro football handicappers often debate the number of weeks of stats to use. It's tempting to go back as far as possible (particularly to look for trends), but it isn't always wise. Teams go up and down from season to season. Part of this is because the NFL gives last year's division winners the most difficult schedules the following season. This makes it difficult for them to repeat as champions. Teams that finish last in their division are usually given an easier schedule, which often means they turn things around the following season. Another key factor is free agency. It's common for a team to change from 30% to 50% of their players between seasons. Some say that this makes it more difficult to be a fan, and it obviously makes it more difficult to be a handicapper.

To accurately handicap the NFL, you need to use a sample of games that reflects the way a team is playing now. For this reason, WinPicks lets you use a rolling average that only looks at a team's most recent games. Most handicappers use a rolling average from the last 3 to 8 games, or else use the season-to-date totals.

Before choosing a prediction formula, we hope you try to create your own. We supply several formulas with WinPicks that have worked well in past seasons, but your own formulas might do better. The ANALYZE option lets you instantly test any formula to see how well it works. When you create a formula, you should put most of the emphasis on the major stats like points scored, points per 100 yards, total yards, winning percentage, and so on. Stats like field goal percentage and yards per punt are usually less important. If you use them at all, assign them a low weight.

If you use the *SureLock Formula Wizard* (Section 11), it does the formula design work for you. It automatically builds a complete formula by selecting the stats to use, and then computing the optimum percentage weights to assign to each stat. Another outstanding feature of WinPicks is the "Formula Tuner" (Section 8.5), which can fine tune your formulas to produce the very best results.

## Appendix A.6. College Football Handicapping

College football handicapping with WinPicks is similar in many respects to pro football handicapping. As with pro football, you need to decide how many weeks of stats to use, and which prediction formula to use. However, since college football is a different game than pro football, the

size of the database you use may be different, and the contents of prediction formulas are very different.

When choosing a database, remember that the turnover rate among college players is high. Most teams lose about half of their starters from the previous season to graduation. For this reason, many college handicappers prefer a season-to-date database that uses games from the current season only. This type of database might not work well early in the season, but generally improves as the season goes on. Other handicappers prefer a rolling average of 4 to 8 games, to accurately reflect how a team is playing now.

Before choosing a prediction formula, try creating your own. We supply several formulas that have worked well in past seasons, but your own formulas might do better. The ANALYZE option lets you instantly test any formula to see how well it works. Unlike pro football formulas which are based on actual game statistics, college football formulas are based on home field advantage, margin of victory, and the relative strength of the conferences. Having a good understanding of the relative strength of the conferences is the key to successful college football handicapping. Although people talk about parity in college football, it really doesn't exist. There is actually a large disparity between the strengths of the various conferences and teams. The large number of teams makes this disparity statistically unavoidable. With about four times as many NCAA Division-1 teams as NFL or NBA teams, there is a huge top-to-bottom difference in the quality of teams that doesn't exist in pro sports. In pro football, a 40 point victory over any team probably means that you're good. In college football, a 40 point victory over a Big 10 team is meaningful, but a 40 point victory over a Sunbelt Conference team may not mean anything at all to a team from a major conference. In fact, many a Division-1 team has scored a 30 or 40 point victory in non-conference play, and went on to win only 2 or 3 games all season.

When creating college football formulas, it is often wise to use the first week or two of the season to get a good feel for how the conferences are stacking up so you can assign an accurate value to each conference. You'll probably find that the SEC, Big 10, Big 12, and PAC-12 are going to be stronger than the Sunbelt, Conference USA, MAC, and Mountain West. It's also wise to use the "Formula Tuner" (Section 8.5) to optimize your formulas so that they produce the best possible results.

You should also be aware that college lines can be much larger than pro lines. Pro football lines of larger than 17 points are extremely rare. On the other hand, Nebraska was favored by more than 30 points 54 times from 1985-1999. On four occasions, they were favored by more than 50 points! For many handicappers, the big lines represent a real opportunity. When the oddsmakers have to set lines ranging from 0 to 50 points, instead of 0 to 17 points, they are more likely to make a mistake. This is one reason why many gamblers believe that college football is easier to beat than pro football.

## **Appendix A.7. Pro Basketball Handicapping**

Pro basketball handicapping also requires deciding how many games of stats to use, and which prediction formula to use. The number of games you use should be large enough to include a good

mixture of road and home games, but small enough to reflect how well teams are playing now. Many handicappers prefer a rolling average of from 10 to 15 games. Since the 82-game NBA schedule is so long and grueling, you can divide the season of many teams into several “mini-seasons” where the quality of their play varies considerably. The intensity level of a team varies, and since the teams are only allowed to have 12 players on their active roster, injuries influence the NBA results far more than they do in football. A 10 to 15 game roll seems to capture the essence of these “mini-seasons” well. Using a balanced rolling average (based on an equal number of home and road games) often seems to improve the results.

As with our football products, we supply several pro basketball prediction formulas that have worked well in past seasons. However, we suggest that you try creating your own formulas and testing them with the ANALYZE option to see how well they work. The pro basketball prediction formulas are based on rest and weariness factors. NBA teams travel extensively, and the home team has a distinct advantage. Teams that have been playing at home for several games often play extremely well, whereas teams may start to falter towards the end of a long road trip. The WinPicks formulas allow you to add or subtract points from a team’s power ranking, based on the number of consecutive home or road games a team has played. We suggest using the “Formula Tuner” (Section 8.5) to optimize the formulas that you create so that they produce the best possible results.

As everyone knows, the home team has a distinct advantage in the NBA, perhaps more so than in any other sport. In some instances, it seems nearly impossible for the weaker teams in the NBA to win on the road, or for the top teams to lose at home. Since the gambling public is aware of this fact, however, a strong home court advantage is already factored into the line. In fact, the line often exaggerates the dominance of the home team. You’ll find that bad teams often cover on the road, even if they can’t win. For this reason, you’ll get the best results with formulas that show respect for the home court advantage, without giving it undue emphasis.

## **Appendix A.8. How WinPicks Produces a Line**

After you select a database and a formula, WinPicks produces its own line based on the relative strength of the two teams. As we mentioned earlier, the actual line is based on public perception of the game. The key to successful handicapping is to find meaningful differences between the public perception of the game, and the actual strength of the teams involved in the game. In other words, if you can out think the public, you can beat the line.

You can look for these differences by adjusting a formula's betting window. For example, if you set the window from 1 to 7 points, the formula recommends picks when the actual line differs from the WinPicks line by 1 to 7 points. If you increase the size of the window, the formula recommends more picks. If you decrease the size of the window, the formula recommends fewer picks.

WinPicks might do a poor job picking games if the difference between the actual line and the WinPicks line is too large. If a formula disagrees with the oddsmakers by a large amount, it might be overlooking some non-statistical factor that is influencing the line. Or, it might be relying too

much on unimportant statistics. The best picks are often close to the actual line, but still give you the slight edge needed to win.

## **Appendix A.9. Measuring the Success of a Formula**

There are two ways to measure the success of a formula. The first way is to track its straight-up record (SUR). The SUR is the percentage of winners a formula picks without considering the point spread. Over the course of a season, an SUR of 65% to 70% or higher is very good for either pro football or pro basketball. In college football and college basketball, where one-sided games are common, many formulas will have an SUR of 70% to 75%, because just picking the winner is often not difficult. A high SUR (65% to 70% for pro football or basketball, 70% to 75% for college football or basketball) should make you competitive in nearly any contest you enter. Formulas with a high SUR are great for football contests, office pools, and parlay cards.

Of course, gamblers are more interested in a formula's winning percentage against the spread (ATS). It's important to remember that formulas with a high SUR often don't do well ATS, and vice versa. The ATS rules are the same for football and basketball, and the same for sides or totals. A formula that picks 55% ATS is a good formula, and one that picks 60% or higher is an excellent formula. Remember, you'll break even with 52.4%, and you can get a very nice return on your investment with 60%.

Even the best formulas have bad weeks (and the bad ones have good weeks), so don't get too depressed or excited about a bad or good week. Always stay focused on turning a profit, and look for formulas that beat the line over long periods of time.

## **Appendix A.10. Checking Trends**

After you find a successful formula, you may want to use SITUATION ANALYSIS (Section 9.6) TEAM HISTORY (Section 9.1) to check the recommended picks. For example, your formula might pick a certain team to cover as a road underdog against a divisional opponent. When you check the team's history, you might find that they seldom cover the line in this situation. Or, your formula might pick a team that is clearly superior "on paper", but has a history of playing poorly against this week's opponent. To make you aware of these situations, routinely checking trends is often a good idea. You can then qualify your formula's picks by checking to see if they agree with the trends.

A pick based on sound statistical information that agrees with the trends is usually a solid play. Of course, it won't always be right. However, in the long run you can usually do quite well by combining a good formula with some trend analysis.

Finding trends is a popular pastime among handicappers, perhaps the most popular pastime of all. Many handicappers, perhaps the majority, base all of their selections on trends. If you choose to go this route, the WinPicks software is probably the most powerful tool you can buy, since it includes a trend engine that lets you study a game from nearly every conceivable angle. There are also

dozens of articles published each year that uncover “hidden” trends with incredibly high winning percentages, and trend information is routinely discussed by radio and television talk show hosts and play-by-play announcers. While it’s certainly possible to profit from staying on top of existing trends, it’s usually not wise to handicap using only trend information. Here are several reasons why:

- *Few pro teams have a distinct personality* - Pro football and basketball are big business, and this means that there is high turnover among the players and coaches. Owners are always trying to shake up the team to win more games or save more money, and even the ownership is subject to change. A team may still have only a few (if any) of the players that played for them three years ago, in fact, entire NBA rosters have changed in one year. Also, many head coaches only last from one to three years before getting fired. Why should any organization with this much change follow trends? Our experience shows that college football teams seems to follow trends more closely even though their players can only play for four years. The reason is that many college football teams have a distinct personality imprinted on them by their coach and the emphasis (or lack of emphasis) placed on football by the university. Also, there are many well-known rivalries in college football that the schools, players, and fans take very seriously. As college fans know, the atmosphere at these games is very similar from year to year. Few such rivalries exist in pro sports.
- *Once a trend is discovered, the oddsmakers often won't let you play it* - Since so many handicappers look for trends, the oddsmakers look for them, too. For example, one of the best known trends in pro football is to take Kansas City as a home dog (29-10-3 ATS, 74.4%, from 1985-2007). The trend was so strong from 1985-1991 that the oddsmakers decided not to let gamblers play it. Although they had many seasons without a strong team, the Chiefs were a home dog only 17 times, or about once per year on average, from 1992-2007 (going 8-7-2 ATS). Because so many people were waiting to take Kansas City as a home dog, the oddsmakers usually made them a home favorite instead, robbing this once strong trend of most of its value. By 2008, however, when the Chiefs had hit rock bottom, the oddsmakers no longer feared this trend, and the Chiefs were underdogs in seven of their eight home games. The Chiefs won only one of the seven games, and went 3-4 ATS.
- *Strong trends carry a high price, and the value goes away* - Many gamblers refer to the line as the “price”, much as an investor refers to the price of a stock. And as stock players know; the stocks most likely to make money often have the highest price. The trick is knowing when something is overpriced, or too expensive to remain a good value. For example, during their Super Bowl years the San Francisco 49’ers were an excellent road team that routinely covered the line. However, since the oddsmakers knew this, they kept raising the price, favoring them by more and more points every week until they were no longer a good value. During their championship years with Michael Jordan, the Chicago Bulls were considered so invincible that they were routinely a 15 to 18 point favorite and yet still covered over 60% of the time, often winning by 20 to 30 points. However, late in the year once they had clinched the division title and started resting for the playoffs, they were unable to meet the high expectations of the gambling public. There is always a point where the price is too high for the risk involved, and all trends eventually turn around and go the other way.

The key factor when doing trend handicapping is to try and find a trend before everyone else knows about it. Then, profit from it while it lasts. Remember, it doesn't help to know what everyone else knows, you have to know something that other gamblers don't. As we stated earlier, trends are best used as support for your statistical analysis. We recommend handicapping with formulas, and then checking each recommended pick to see if it agrees with the trends.

## **Appendix A.11. The Bottom Line**

The WinPicks software includes a powerful set of handicapping tools that have been refined over a number of years. These tools can greatly improve your chances of being a winner, but they are not a substitute for common sense. Please remember that statistics and trends aren't the only factors involved when handicapping sports, and never forget that there is no such thing as a "lock". If you keep these things in mind and use WinPicks wisely, you'll find that sports handicapping is both an entertaining and a profitable pastime.

## Appendix B. WinPicks Files

This section lists the files that are added to your system when you install WinPicks. The actual number of files added to your system depends upon the number of applications installed (all listed files are included with the Parlay Pack).

*Files Installed in the C:\Program Files\WinPicks 2018 folder*

Filename	Description
WP_PF.EXE	Pro Football Analyst (main program)
WP_CF.EXE	College Football Analyst (main program)
WP_PB.EXE	Pro Basketball Analyst (main program)
WP_CB.EXE	College Basketball Analyst (main program)
Help	Help Files Folder
UNWISE.EXE	Uninstalls WinPicks
INSTALL.LOG	Log of installation activity

*Files installed in the C:\WinPicks 2018 folder*

Filename	Description
WINPICKS.INI	Initialization settings file
WP_PF.TMS	Team list for Pro Football Analyst
WP_CF.TMS	Team list for College Football Analyst
WP_PB.TMS	Team list for Pro Basketball Analyst
WP_CB.TMS	Team list for College Basketball Analyst
WP_PF.CNF	Conferences for Pro Football Analyst
WP_CF.CNF	Conferences for College Football Analyst
WP_PB.CNF	Conferences for Pro Basketball Analyst
WP_CB.CNF	Conferences for College Basketball Analyst
WP_PF.GAM	Game codes for Pro Football Analyst
WP_CF.GAM	Game codes for College Football Analyst
WP_PB.GAM	Game codes for Pro Basketball Analyst
WP_CB.GAM	Game codes for College Basketball Analyst

*Files installed in the C:\WinPicks 2017\Stats folder*

<b>Filename</b>	<b>Description</b>
PFSTATS.*	Pro Football Stat Files
PFLINES.*	Pro Football Line and Totals Files
*.PFF	Pro Football Formula Files
CFSTATS.*	College Football Stat Files
CFLINES.*	College Football Line and Totals Files
*.CFF	College Football Formula Files
PBSTATS.*	Pro Basketball Stat Files
PBLINES.*	Pro Basketball Line and Totals Files
*.PBF	Pro Basketball Formula Files
CBSTATS.*	College Basketball Stat Files
CBLINES.*	College Basketball Line Files
*.CBF	College Basketball Formula Files
Toolbar sub-folder: *.DAT	Toolbar data files
Trends sub-folder: *.DAT	“Trend Seeker” and “My Trends” data files
Html sub-folder: *.HTM	WinPicks Temporary Browser Files

List of library files installed in the Windows system folder. All files are version checked. Only newer versions will be installed.

ASYCFILT.DLL  
 COMCAT.DLL  
 COMDLG32.OCX  
 CSCAL32.OCX  
 CSCMD32.OCX  
 CTHTML.OCX  
 GRAPH32.DLL  
 GRAPHS32.DLL  
 GSW32.EXE  
 GSWAG32.DLL  
 GSWDLL32.DLL  
 IGTHREED40.OCX  
 IGTOOLBARS50.OCX  
 MFCANS32.DLL  
 MFC42.DLL  
 MSCOMCTL.OCX  
 MSVBVM60.DLL  
 MSVCRT.DLL  
 MSVCIRT.DLL  
 OC30.DLL  
 OLEAUT32.DLL  
 OLEPRO32.DLL  
 PVXPLORE8.OCX

QPRO32.DLL  
REGISTRY.OCX  
STDOLE2.TLB  
TDBG5.OCX  
VBSCRIPT.DLL  
VSOX32.OCX  
XARRAY32.OCX