

Program Title

Dog RACES

Contributor's Name

Donald L. Miller

Address

505 Papaya Dr.

City

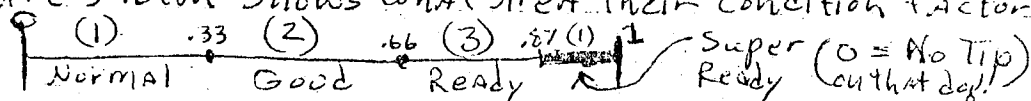
Tampa

State FLA.

Zip Code 33619

Program Description, Equations, Variables

The rules for this program would also be the same for horse racing, Jai Alai or any parimutuel betting. All tickets cost \$2.00 except for \$3.00 perfectas (exact finish order of first 2 dogs). When there is to be a Daily Double (picking 2 winners in 2 consecutive races) or a Big Q (picking 2 quintellas in 2 consecutive races) the winning tickets from the first half are exchanged for choice in second half after odds and tips have been shown. Program shows win odds, in order, from Box 1 to Box 8 then all quintella odds with box numbers e.g. (Box odds) 12-035. Three factors determine the outcome of the race. The number of tickets sold on each dog we'll say is their CLASS FACTOR (The more, the better). Each dog gets a CONDITION FACTOR which is how he is feeling for that race (higher, the better). The tips you get after the odds are shown shows what area their condition factor lies in - - -



The program will give an average of 6 tips per race so there will be a couple you don't know about, also, you couldn't blame a person if he knew a dog were super ready for telling you he was just

~~normal~~ normal so as not to bring the odds down on his bet. Right? Right! So you can expect an average of one dog per race that is super ready that shows up as a false tip of 1 in the tips (unless no tip is given which would be 0). There is also a TROUBLE FACTOR. When low, the longest shot in the race will just barely have a chance to win, but when the factor is high, anything can happen. [See Program Description 1B] →

This program has been verified only with respect to the numerical example given in Program Description II. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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Program Title	(A)	F L B L A	h X ↔ Y	1	0	(B) Previous days' race results → Zip Code	3.90
Contributor's Name		1	÷	0	STO 1		12.90
Address		+	STO + 1	0	h X ↔ Y		7.40
City		1	R/S	RCL 1	EEX		2.60
		0	F L B L B	÷	2		2.30
		0		1	X	16.20	
		0		—	R/S	9.00	

Program Description, Equations, Variables. The formula used for each dog with upper and lower limits rounded is... $(1.3 \text{ to } 2.6) \times (0 \text{ to } 1) + (.1 \text{ to } 1.1) =$
 (Trouble Factor) (Condition Factor) (Class Factor)
 (Tickets)

highest number being the winner, etc. down. A 1 in the integer part of register A will cause the quiniella odds to be skipped if not wanted. If you want to try your luck with a percentage taken out like at the track you can put it in the fractional part of register A, e.g. 1.175 means no quiniella readouts with 17.5% taken out. To find what percent is missing from your track take the final win odds from the result charts in a program book and run the small program in (A) above. Press (A) for each of the win odds, then (B) to show what percent is missing. You could average a few because they vary slightly. (B) above is the results of a race from our track for sample.

Ever wonder why you seem to be hitting good but just can't seem to stay ahead? Run a race twice starting with the same random number in register E but on the second time take out your percent and compare the odds and payoffs. You've got more to beat than just the races.

• The win and quiniella chances are saved for the following race to calculate the Daily Double and Big Q if there is to be one. If you change the percent taken from the pool from one race to the next it will affect

these 2 payoffs for that race.

• It's possible a dog could go off at such low odds that there would not be enough money in the pool to pay all winning tickets. If this should happen the minimum payoff is \$2.20.

• Set up a black board. Get some friends together. Use Monopoly money and poker chips for change. Run a set number of races and the richest wins the game.

• For longer pause on quiniella readouts put E 1 X in step 27 on card #1 instead of Hi Pause.

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(A) (B) (D) (E) (F)

WIN PLACE SHOW

Sketch(es)

12-22								
13-27	23-17							
14-65	24-26	34-35						
15-21	25-14	35-16	45-26					
16-51	26-24	36-30	46-82	56-23				
17-31	27-18	37-22	47-41	57-18	67-35			
18-47	28-23	38-29	48-73	58-22	68-56	78-33		

(C)

1	11.70	2
2	3.40	2
3	4.90	0
4	34.30	1
5	3.30	0
6	16.70	0
7	6.20	3
8	14.00	1

5	4
2	7
3	5
7	2
1	3
8	1
6	6
4	8

4	70.60	35.30	23.50
7		7.20	4.80
5			2.80
47 Quiniella = 83.20			
47 Perfecta = 249.70			
475 Trifecta = 625.40			
(H) Daily Double = 0.0			
Big Q = 0.0			

Sample Problem(s) Starting with a 7 digit fractional number (that ends with 1, 3, 7 or 9)...

.7654321 STO E. Press A and win odds are shown, starting with box #1 to box #8

As above, under (A) and (B). As at the track, you can expect the lower odds dogs to be in the money more often. Quiniellas are then shown as in (C) above with odds to 1.00 in fractional part. Program stops on handicapping tips as under (D) above.

A 0 means no information, 3 means top condition. e.g. (Box 1 and 2 are both in good condition (2) but their class factor (odds) will usually make the difference in their finish order.) Press B and watch dogs advance or get bumped back as race is run. Results are final when 2 zeroes appear after decimal point.

In (E) above, the dogs have been arranged in order of popularity (lowest odds on top etc, down). Under (F) is finish order to compare. Pretty good picking, but surprise! The tip given on Box 4 was false. It was really a 3 in the program besides having an extra large trouble factor of 2.4.

Enter Card #2 and press A for payoffs in left to right, top to bottom order as in

(G) Above. There is no Daily Double or Big Q since their payoffs depend on a previous race being run. Enter Card #1 and go to step 4 on User Instruction page for another race with Daily Double or Big Q. To the right are the steps in the race showing dogs' positions.

1	2-2	4-4	4
2	3-4	5-5	7
3	4-5	2-7	5
4	1-3	7-2	2
5	1-7	3-3	3
6	1-1	1-1	1
7	6-6	6-6	6
8	8-8	8-8	8

Start/Finish

Finish

Reference(s) This is based on what I think I've learned from Library books and asking questions and quite a few trips to the dog track. If it's not entirely accurate it should be close enough to have some fun with.

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
001	RS	84			STO 9	33 09	
	FLBLA	3125 11			RCL 5	34 05	Quinella payoff
	DSP 1	23 01			$\div$	81	
	1	01		060	f-X-	31 84	
	hSTI	35 33	Recall number of tickets sold on days.		2	02	
	fGSBO	3122 00			$\div$	81	
	STO 4	33 04			fP $\leftrightarrow$ S	31 42	
	STO 5	33 05			RCL 9	34 09	
	RCL 9	34 09			hX $\leftrightarrow$ Y	35 52	
010	hX $\leftrightarrow$ Y	35 52			STO 9	33 09	Perfecta payoff
	$\div$	81			fP $\leftrightarrow$ S	31 42	
	fP $\leftrightarrow$ S	31 42	Save and recall win chances for Daily Double calculation.		hX $\leftrightarrow$ Y	35 52	
	RCL 0	34 00			STO 8	33 08	
	hX $\leftrightarrow$ Y	35 52		070	hX $\leftrightarrow$ Y	35 52	
	STO 0	33 00			6	06	
	fP $\leftrightarrow$ S	31 42			X	71	
	hX $\leftrightarrow$ Y	35 52			f-X-	31 84	
	STO 7	33 07			RCL 9	34 09	
	hX $\leftrightarrow$ Y	35 52			1	01	
020	2	02	Show win payoff		8	08	
	hSTI	35 33			X	71	
	X	71			RCL 4	34 04	
	f-X-	31 84			$\div$	81	Trifecta payoff
	2	02			R/S	84	HP-97 f-X- for printout, but leave out XXXX
	$\div$	81	1st Day place payoff	080	FLBLO	3125 00	Big Q and do manually when wanted.
	f-X-	31 84			RCL(i)	34 24	
	1	01			EEX	43	
	.	83			7	07	
	5	05	1st Day show payoff		X	71	
	STO D	33 14			gFRAC	32 83	
	$\div$	81			1	01	
	f-X-	31 84			0	00	
	fGSBO	3122 00			X	71	
	STO + 4	33 61 04		090	hSTI	35 33	Recalls number of tickets sold on day for calculation of payoffs
	STO + 5	33 61 05			fP $\leftrightarrow$ S	31 42	
	RCL 9	34 09	2nd day place payoff		RCL(i)	34 24	
	hX $\leftrightarrow$ Y	35 52			fP $\leftrightarrow$ S	31 42	
	$\div$	81			hRTU	35 22	
	f-X-	31 84			FLBLB	3125 12	
040	RCL D	34 14			RCL 7	34 07	
	$\div$	81	2nd Day show payoff		fP $\leftrightarrow$ S	31 42	
	f-X-	31 84			RCL 0	34 00	
	3	03			fP $\leftrightarrow$ S	31 42	
	hSTI	35 33			X	71	
	fGSBO	3122 00			2	02	
	STO + 4	33 61 04			X	71	
	RCL 9	34 09			R/S	84	
	hX $\leftrightarrow$ Y	35 52	3rd Day show payoff		FLBLC	3125 13	
	$\div$	81			RCL 8	34 06	
050	RCL D	34 14			fP $\leftrightarrow$ S	31 42	
	$\div$	81			RCL 9	34 09	
	f-X-	31 84			fP $\leftrightarrow$ S	31 42	
	RCL 9	34 09			X	71	
	1	01			2	02	
	4	04			X	71	
	X	71			R/S	84	

REGISTERS									
0	1	2	3	4	5	6	7	8	9
S0	S1	S2	S3	S4	S5	S6	S7	S8	S9
A	B	C	D	E	F	G	H	I	J

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
	STO D	33 14			h X ↔ Y	35 52	
	f ISZ	31 22 15		170	f ISZ	31 34	
	.	83			STO (i)	33 24	
	2	02	will a tip be shown?		STO B	22 12	
	5	05			f LBL 8	31 25 08	
	g X > Y	32 81			1	01	
	STO 6	22 06			h STI	35 33	
120	RCL D	34 14			STO B	33 12	
	3	03			0	00	
	h X	35 62			STO 0	33 00	
	÷	81			f LBL 9	31 25 09	
	1	01	will a false tip be shown?	180	RCL (i)	34 24	
	+	61			EEX	43	
	3	03			7	07	
	.	83			X	71	
	8	08			g Frac	32 83	
	7	07			RCL B	34 12	
130	h X ↔ Y	35 52			1	01	
	g X > Y	32 81			0	00	
	1	01			÷	81	
	f LBL 6	31 25 06			STO B	33 12	
	f INT	31 83			X	71	
	RCL B	34 12		190	STO + 0	33 61 00	
	1	01			f ISZ	31 34	
	0	00			h RCL	35 34	
	X	71			9	09	
	STO B	33 12			g X ≠ Y	32 61	
140	X	71			STO 9	22 09	
	STO + 0	33 61 00	Place tips in correct position with Boxes (dogs)		RCL D	34 14	
	RCL D	34 14			RCL 0	34 00	
	RCL C	34 13			EEX	43	
	X	71		200	9	09	
	DSP 7	23 07			X	71	
	f RND	31 24			STO D	33 14	
	STO + (1)	33 61 24			g X = Y	32 51	
	f DSE	31 33			STO 7	22 07	
	STO 5	22 05			DSP 0	23 00	
150	RCL 0	34 00			f -X-	31 84	
	DSP 0	23 00			0	00	
	h SFZ	35 51 02			h STI	35 33	
	R/S	24	stop to display tips on dogs.		h SFZ	35 51 02	
	f LBL B	31 25 12			STO E	22 12	
	f ISZ	31 34			f LBL 7	31 25 07	
	9	09	f-x- for printed on HP-97		DSP 2	23 02	
	h RCL	35 34			h Pause	31 72 4	
	g X = Y	32 51			R/S	24	
	STO 8	22 08			f LBL E	31 25 15	
160	h X	35 53			RCL E	34 15	
	h X	35 53			9	09	
	RCL (i)	34 24			9	09	
	h FZ 2	35 71 02			7	07	
	STO B	22 12			X	71	
	g X > Y	32 81			g Frac	32 83	
	STO B	22 12			STO E	33 15	
	f DSE	31 33			h RTN	35 22	
	STO (i)	33 24					

LABELS						SET STATUS		
A Used	B Used	C Used	D	E Used	F	FLAGS	TRIG	DISP
a	b	c	u	u	1	ON OFF	DEG ☐	FIX ☐
0 Used	1 Used	2 Used	3 Used	4 Used	5 Used	0 ☐ 1 ☐	GRAD ☐	SCI ☐
						1 ☐ 1 ☐	MODE ☐	ENG ☐

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
001	f LBL A	31 25 11	Prepare for race.		+	61	Keep track of quiniella box numbers to show with odds.
	DSP 1	23 01			STO D	33 14	
	0	00			h STI	35 33	
	STO 0	33 00		060	8	08	
	STO 9	33 09			9 X = Y	32 51	
	STO C	33 13			STO 4	22 04	
	STO D	33 14			RCL C	34 13	
	8	08			1	01	
	h STI	35 33			1	01	
010	f LBL 0	31 25 00			+	61	
	f GSB E	31 22 15	Sell tickets and position box numbers for later use.		STO C	33 13	Calculate quiniella odds and pause to show with box numbers.
	.	83			RCL (i)	34 24	
	1	01			STO B	33 12	
	+	61		070	F I S E	31 34	
	h RCI	35 34			f LBL 3	31 25	
	EEX	43			RCL (i)	34 24	
	8	08			+	61	
	÷	81			RCL 9	34 09	
	+	61			h X ↔ Y	35 52	
020	STO + 9	33 61 09			÷	21	
	STO (i)	33 24	Is A percent to be taken out of pool?		7	07	For printout on HP-97 replace with f -x-
	f DSE	31 33			X	71	
	STO 0	22 00			1	01	
	RCL 9	34 09		080	-	51	
	RCL A	34 11			EEX	43	
	9 FRAC	32 83			3	03	
	EEX	43			÷	81	
	2	02			+	61	
	X	71			1	01	
030	f %	31 82			+	61	
	-	51	Save number of tickets sold on each dog. Pause to show win odds.		h Pause	35 72	Used for Tips
	STO 9	33 09			f INT	31 83	
	f LBL 1	31 25 01			h RCI	35 34	
	f I S E	31 34		090	8	08	
	RCL (i)	35 24			-	51	
	f P ↔ S	31 42			f X = 0	31 51	
	STO (i)	33 24			STO 2	22 02	
	f P ↔ S	31 42			h ↓	35 53	
	RCL 9	34 09			RCL B	34 12	
040	h X ↔ Y	35 52			f I S E	31 34	
	÷	81	Are quiniella odds to be shown?		STO 3	22 03	Condition Factor
	1	01			f LBL 4	31 25 04	
	-	51			.	83	
	f -x-	31 84		100	1	01	
	h RCI	35 34			STO B	33 12	
	8	08			1	01	
	9 X ≠ Y	32 61			.	83	
	STO 1	22 01			3	03	
	RCL A	34 11			ENT	41	
050	f INT	31 83			ENT	41	
	f X ≠ 0	31 61	Trouble Factor.		f GSB E	31 22 15	Used for Tips
	STO 4	22 04			X	71	
	DSP 3	23 03			+	61	
	f LBL 2	31 25 02		110	STO C	23 13	
	RCL D	34 14			f LBL 5	31 25 05	
	1	01			f GSB E	31 22 15	

REGISTERS									
0 Used	1 Used	2 Used	3 Used	4 Used	5 Used	6 Used	7 Used	8 Used	9 Used
S0 Used	S1 Used	S2 Used	S3 Used	S4 Used	S5 Used	S6 Used	S7 Used	S8 Used	S9 Used
A Quiniella ready? B. Percent out		C Used	D Used	E Quiniella numbers	I Used				