

# Pocket Punters

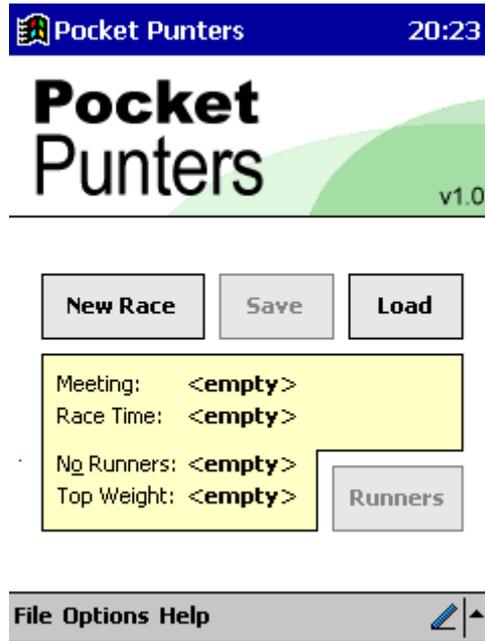
Getting Started Guide

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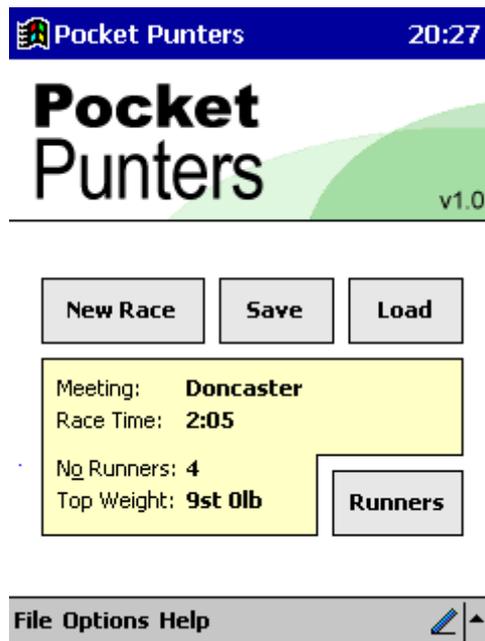


## 1. The Main Screen

The first screen displayed when starting Pocket Punters, is the main hub of the program. This is where you will access all the separate areas for adding runner and race information, along with the race analysis data. From here also, you can change the main Pocket Punters options, such as altering the way the program displays the weight information.



When the program is first started the information fields (Meeting Name, Race Time, No Runners and Top Weight) will show “<empty>”. When you start adding race information, these fields will change accordingly, to show the current race you are editing. Unlike Punter’s Professional (the desktop version), Pocket Punters can only edit one race at a time, instead of incorporating a database of all the meetings in, say, one day.



As soon as race and runner information has been entered, the “Save” button (and File menu option), will become active, which will allow you to save the race information to the physical RAM of your PDA.

## 2. Adding Race Information

By clicking “New Race”, you will be taken to the “Add New Race” screen, where you will be prompted to choose a course name (or enter your own, if the course you need is not in the list), enter the race time, the number of runners in the race and finally, the top weight. By this we mean the heaviest weight carried by a runner in this race.



The list of courses in the “Meeting” drop-down field, are all UK courses. If this causes a problem for you, please contact [support@punterspro.com](mailto:support@punterspro.com) and we will see what we can do!

In order to enter information into the text fields, you will need to tap the “pencil” icon on the menu bar at the bottom of the screen, to bring up your usual input system (either hand-writing recognition or the on-screen keyboard). However, this input system will cover up the “Create” and “Cancel” buttons, so you will need to tap the “pencil” icon again, to remove it.



When you have completed entering your information, tap “Create” to save it to memory. To exit this screen (and return to the main screen) at any time, tap “Cancel”.

If you ever tap the “New Race” button on the main screen, and you already have race information in the memory (that has not been saved), Pocket Punters will confirm that you want to continue, as doing so will erase any current race information from the memory to make space for any new information you enter.

### 3. The Runners Screen

When you have successfully entered the main race information, you are able to continue on, and enter the runner information for this race.

As in the desktop version (Punter's Professional), Pocket Punters will ask for: the runner's number, name (optional), form, weight carried and position in betting (betting forecast). It needs all this information to be able to analyse the runner and give it a score. All scoring information is displayed in the runners list on the "Edit Runners" screen. This screen is accessed from the "Main Screen", by tapping the "Runners" button. The "Runners" button is only made active when permissible race data has been entered.



The score is shown, along with the runner's number (and name in brackets). This is a selectable list that will allow you edit or delete runners as necessary. The top-rated (i.e. the highest scoring runner) is at the top of this list, and the list is sorted numerically. In Punter's Professional, 2 horses were mostly chosen as the top-rated and second top-rated horses. In this case, you would take the top 2 horses on this list as top-rated and second top-rated respectively.

You can return to the main screen at any time, by tapping "Close". Remember, you need to be on the main screen to save or load data, or to change options and quit the program.

#### Edit

To edit any runner at any time, highlight the runner by tapping the entry on the list and then tap "Edit". This will bring up the appropriate screen that will allow you to edit the runner's information, as appropriate. More information on the data fields of this screen, are explained in section 5.

#### Delete

To delete a runner, highlight the runner by tapping the entry on the list and then tap "Del". Pocket Punters will confirm with you first before the delete action occurs.

#### 4. Add New Runner

To add a new runner to this race, tap “Add” from the “Edit Runners” screen. You will then be presented with the “Add Runner” screen, which prompts for: runner number, name (optional), form, weight carried and position in betting (betting forecast). As explained in section 2, to enter information into text fields, you need to tap the “pencil” icon on the menu bar at the bottom, to bring up your usual input system (either hand-writing recognition or the on-screen keyboard).

**Pocket Punters** 20:28

### Add Runner

Fill-in runner details and tap "Add" to add the runner to this race.

**Horse No:** 5 **Name:** Mad Max

**Form:** 1 2 3 1

**Age:** 2

**Weight:** 9 st 0 lb

**Betting:**  (Betting Forecast)

**Add** **Cancel**

To progress through the text fields, you will need to tap the field first with your stylus, before entering the information required. To find out more about the information required from you, please see section 5 – The Runner’s Data.

To exit this screen at any time and return to the “Edit Runners” screen, tap “Cancel”.

## 5. The Runner's Data

The horse number is the actual race card number of the runner in the current race and the runner's name is self-explanatory. The name field however, is optional.

Next, is the runner's form; what we need here is the last 6 (or up to 6, if you have less) results for this runner in the last 6 races it has run. The latest 6 results will be the **last 6** numbers in the runners form information (usually taken from your local newspaper). You must enter these into Pocket Punters from left to right (i.e. start in the first form box and work along from there). For example...

**52-1174** You would enter "4" in the first form box, "7" in the second, and so on. You must ignore any dashes ("-") or slashes ("/") as these are just separators to separate a runner's break in racing, or a year-end.

**1641** You would enter "1" in the first form box, "4" in the second, "6" in the third and "1" in the fourth. The other 2 boxes you must leave blank.

If you come across any letters in the form (e.g. "F", "D" or "P" etc), you can just enter them as is. Pocket Punters will sort them out when you click "Add" at the end.

You then have to enter the runner's age and the weight it is carrying (by default this is entered in stones and pounds, however this can be changed to metric or U S, by altering the options on the main screen).

Lastly you are required to enter the runner's betting forecast position (position in betting). Let's look at the following example...

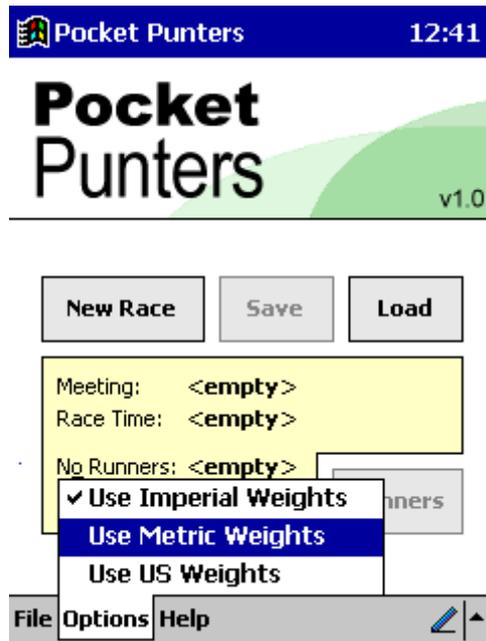
**15-8 The Bonus King, 4-1 Fleetwood Bay, One Last Time, 11-2 La Campanella, 7-1 Monsieur Boulanger, 10-1 Midnight**

Here, "The Bonus King" is first in the betting, because it has the lowest odds at time of print. For this, you would enter "1" in the betting forecast (Position in Betting) field. "Fleetwood Bay" and "One Last Time" both share the second place in the betting as they both share the 4-1 odds. For this, you would enter "2" in this field.

In the above example, 2 runners ("Cape Town" and "Highdown") did not appear in the betting forecast. Occasionally this does happen. What you need to do is enter them as position "6" in the betting, as this is the next position after "Midnight" at 10-1. If there was many other runners in this race that also didn't appear in the betting forecast, they too would be entered as position "6" in the betting. This is the Pocket Punters (and Punter's Professional) rule, and should be applied to other races you come across, that are in the same situation.

## 6. The Pocket Punters Menu Bar

On the main screen you are able to access the menu bar menus, such as “File”, “Options” and “Help”. These can be accessed, by tapping their entries with the PDA stylus.



### The File Menu

From here, you can save the race data and load previously saved race data. You can also start a new race or exit the program. The 2 latter options will confirm (if you already have some data loaded into memory) that you wish to do them, as continuing will result in the loss of that data.

Please note that the “Save Race” option on this menu (along with the “Save” button) is not made active until you have permissible race data in the PDA’s memory.

### The Options Menu

The options menu only allows you to change how Pocket Punters shows and calculates it’s weight information. By weight information, we mean the top weight of the current racecourse, or the weight carried by the specified runner. This can be set to Imperial (stones and pounds), Metric (kilograms) or US Weights (pounds only).

Please note that when you save race information to RAM, the weight calculation mode is also saved with it. So, when you load your previously saved races, the weight mode that that race was entered in, will automatically be set upon re-loading.

### The Help Menu

All that can be found on this menu is the product release information (“About”). The document you are currently reading is the main help documentation that is freely downloadable for use with Pocket Punters.

For this reason, should you need any further help (out of the scope of this document) then please contact [support@punterspro.com](mailto:support@punterspro.com) with all your details.