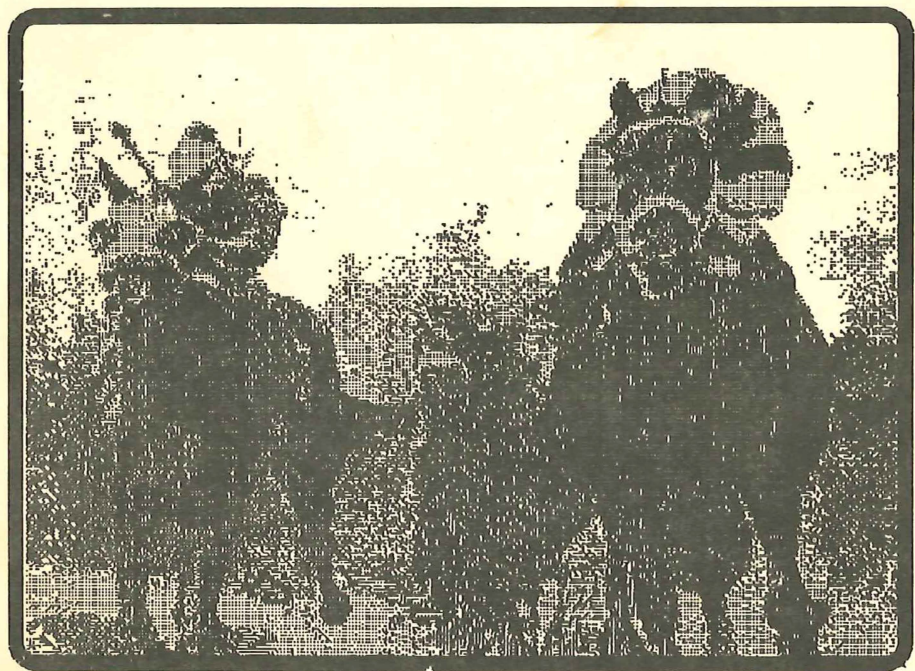


A Day at
the Races



Credits

**Design and programming by: Piet Francke
Marshall Lake**

**Much of the non-digitized sound was produced
using Synthetic Software's GIST.**

**The digitized sound was produced using 2-Bit
Systems' ST Replay.**

**Much of the graphics design was accomplished
using Tom Hudson's DEGAS.**

Introduction

Welcome to the exciting world of horse racing without leaving the confines of your comfortable home!

Through the use of "A Day at the Races" you can go to the track and place bets without the crowds, you can buy and sell horses without having to clean up after them, and you can take on jockeys without having to get up out of your favorite easy chair.

So, get your friends (or just yourself), gather around your computer, and leave your car keys on the table because after you experience "A Day at the Races" you won't care if you ever go to a real race track at all.

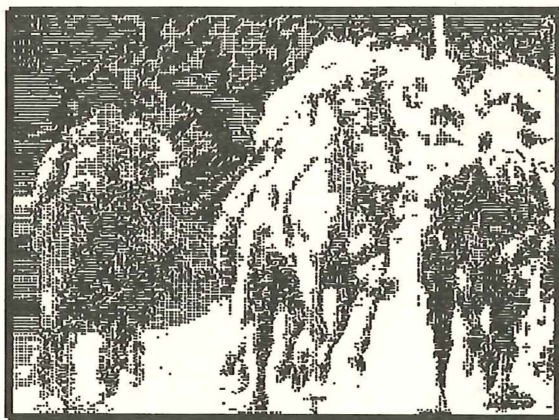
Enjoy!



System Requirements

"A Day at the Races" requires any Atari ST[®] system with at least 512K of RAM and TOS in ROM. The system must also have at least 1 floppy disk drive (single or double sided) and a color monitor.

Optional equipment includes a second floppy disk drive (single or double sided) and a printer. Also, if you have a hard disk drive you will be able to transfer the program to it which will greatly speed up load time and file I/O (see "Loading the Program" below).



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First Things First

The very first thing you should do is make back-up copies of the disks included in this package.

These disks are not copy protected and can be duplicated using the normal TOS operating system function. Please refer to your TOS manual if you are unsure of the proper procedure. After you have made successful back-ups, store the originals away in a safe place and use the copied disks for game play. Also, from time to time (after every two or three racing sessions is suggested) you should make a back-up of your current working disk (Disk B). The information on this disk is changed each time you run a session, so, in case of a problem with the media, periodic back-ups are advised to keep from losing more data than is absolutely necessary.

The second thing you should do is fill out the enclosed warranty card, attach a stamp to it, and drop it in the nearest mailbox. Having your name and address on file is the only way we can send you our forthcoming newsletter. We will also notify you of new products as we release them. If you EVER have any problems with any of our disks (they're guaranteed FOR LIFE) just send us your original disk(s) and \$5 (per disk) and we will return the latest revision of the same (if you are outside the continental United States please include \$10 per disk instead of \$5). Also, if you ever have any questions, problems, general comments, or anything drop us a line or give us a call at the address or phone numbers that follow.

TEAM Software
P. O. Box 7332
Washington, D.C. 20044
U.S.A.

(703) 533-2132 - Virginia
~~(603) 679-1211 - New Hampshire~~

We would LOVE to hear from you.

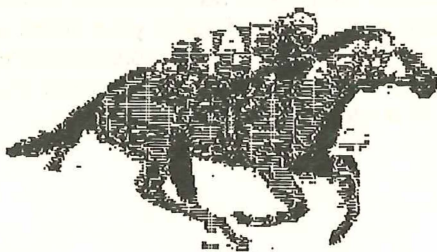
Loading the Program

Remove a cartridge if you have one inserted and turn off all your peripherals. Insert Disk A into drive A (for a two-drive system you may insert Disk B into drive B now to avoid disk swapping later). Turn on your computer. Now double-click on the program icon labeled "adar.prg". If you have a printer, turn it on after the simulation is completely loaded.

If you have a hard drive you may move the entire simulation onto it. From the GEM desktop create a folder on the hard disk and name it what you wish. Then copy all the files from Disk A and Disk B into the newly created folder on your hard drive. From this point on you may run "A Day at the Races" from your hard drive by double-clicking on "adar.prg".

PLEASE NOTE - to run "A Day at the Races" from your hard drive, Disk A must first be inserted into drive A.

If you wish you may write-protect Disk A, however, DO NOT write-protect Disk B. Disk B contains the dynamic data bases that are constantly written to.



Overview

"A Day at the Races" (hereafter referred to as ADAR) is a simulation of a horse racing track. More than just the horse race itself, this simulation allows the player(s) to auction and purchase horses, and to choose jockeys that will hopefully lead their horses to victory (or at least finish in the money). Many of the features of a real race track are included in ADAR. While reading through this documentation, if you ever come across a word or a phrase that you are unsure about, check in the "Definitions" section towards the end of this manual for the word or phrase in question. More than likely, it will be explained there.

ADAR keeps three separate active data bases of information: one is for the players, another is for the horses, and the last one is for the jockeys. You may have up to 15 players, 500 horses, and 50 jockeys on the active data bases. Each of the data bases contain information with regard to identification, attributes (all of which affect the outcome of a race and some of which change as time goes by) and statistics (all of which change as time passes). You, as the horse owner and bettor, are responsible to deduce each horse's and jockey's strengths and weaknesses so as to enter your horse into the proper race with the proper jockey against competition that will give your horse a good chance of finishing in the money. Being able to distinguish these strengths and weaknesses will also benefit you when wagering on a race, of course.

Some horses are stronger in a shorter race, some in a longer race. Some horses are better on a dry track, some excel on a wet track, and with some it doesn't matter as to the track condition. Age might make a difference, gender just might matter, etc., etc. And don't forget to watch how strong the wind is blowing - some horses run better in the wind than others, especially if their jockey is smart enough to "draft" other horses until the stretch run. These are just some of the factors that determine the outcome of a race.

There are two main portions of this simulation: the utilities portion and the horse race itself. In the utilities portion various functions may be performed such as establishing the racing session; auctioning or selling horses; performing maintenance on the player, horse, or jockey files; and viewing various statistics and information concerning many different phases of the simulation. Some of the different types of information that may be viewed are the Racing Form or the Racing Program for the upcoming racing session.

After you have studied all the handicapping aids for the upcoming session (or you may wait until you are actually at the track) and have made your decision as to the entrants most likely to succeed, you will then attend the track to see the horses run and place your bets (off-track betting is illegal here!). You may choose to attend the track by yourself or with a small party of players along with up to thousands of other gamblers.

Of course, there is no rule which dictates that you must wager. Wagering on the horses may be of no interest to you. Your style of play might be just to purchase horses and enter them into specific races to try to obtain a share of the purse. There is absolutely nothing wrong with this strategy. Whatever works for you.

Playing the Simulation

Maintaining the data base files

Upon first loading the program as described under "Loading the Program" you may want to perform maintenance to the files of players, horses, or jockeys. Using the "Maintenance" drop-down menu item click on "Players", "Horses", or "Jockeys" to enable you to perform maintenance to these files. Use 'Display' to show all the members on a particular data base. Use 'Add' to add a new member (a new player is given a bankroll of \$1,000 to start, a new horse or jockey is created by the computer with random attributes). Use 'Rename' to change the current name of a member. Use 'Archive' to remove a member from the availability pool.

A few horses and jockeys have been included on the data disk (Disk B) to get you started. You may use them or archive them off. You must, however, add at least one player before you can go to the track. Also, keep in mind that there must be enough horses available since the same horse cannot run more than once per racing session. So, if you establish a racing session (see "Setting the options for a racing session" below) to have 7 races and each race to have 8 horses, you need to have at least 56 horses (7 races X 8 horses per race) on the data base. There needs to be only enough jockeys to accomodate any one race. Any one jockey can ride a horse in every race if you like, but, of course, the same jockey cannot ride two horses in the same race.

The maximum number of horses that the data base file can support is 500, the maximum number of jockeys is 50, and the maximum number of players is 15. ADAR will not allow two players, two horses, or two jockeys with the exact same name to exist at the same time on any of the active data base files (you may, however, have duplicate names on the archive files).

After you have completed all the additions and/or changes you wish to make to the players, horses, and/or jockeys, you may want to save the changes you have made. To do that drop down the "Play" menu item and click on "Save DB Changes". It is not necessary that you save the changes now. If you attempt to quit the simulation without saving the changes, the program will warn you. If you make changes, and then set the options for an upcoming racing session, ADAR will not allow you to go to the track without first saving the changes for an obvious reason: if you add a horse or a jockey, it may be used as an entrant in the options that are set, and, if not saved, would cause problems later on.

Archiving horses, players, and jockeys

While maintaining the data base files as explained above, you may have marked one or more of the players, horses, or jockeys for archiving. If so, you will want to complete the archival procedure by selecting "Save DB Changes" under the "Play" drop-down menu item. Please note that once a member of any data base is archived, that member cannot be un-archived!

There is room on each of the archive files for ten members. The archive files are, in actuality, Hall of Fame lists. For a jockey or horse to be retained on their Hall of Fame list they must be at least the tenth best in WINS. For a player to make the Hall of Fame list he must be at least the tenth best in BANKROLL.

NOTE - after marking a horse or a jockey for archiving, the I/O procedure during "Save DB Changes" will be much longer than usual. The reason being that each past performance item of each horse record must be searched to find any occurrence of the horse or jockey being archived.

Players, horses, and jockeys may be automatically archived by ADAR. A horse or jockey will be automatically archived when they reach retirement age (15 years old for a horse, 50 for a jockey - a year corresponds to 20 sessions). A horse or jockey will also automatically archive if they become so injured that they cannot race any longer. A player may monitor the health of the horses he owns (see "Viewing and/or printing various statistics"). However, the jockeys will not let you know if they are hurting! They figure if the owners knew they were hurt then they wouldn't be selected to ride on a horse. The only way to tell if a jockey is less than 100% is to monitor his performance. A player will be automatically archived if his bankroll gets to a point where he doesn't have enough money to continue. If a player's bankroll gets so low that he can't pay his bills but he owns horses, his horses will be automatically sold to the track at a discount price and placed in the free pool. Only enough of his horses will be sold so as to pay the expenses he has at that particular point in time. A player will also be retired (automatically archived) if his bankroll exceeds 10 million dollars! Don't expect that to happen any time soon!

Auctioning a horse

Next you might want to auction a horse. To do this, first you must select the players who will participate in the auction. There must be at least two players for an auction to exist. Move the mouse pointer to the "Set-up" menu item at the top of the screen display. After the sub-menu drops down, move the mouse pointer so as to highlight "Pick Players" and press the left mouse button. Now simply click on all the players' names that will be participating in the auction by pressing the left mouse button while the mouse pointer is positioned inside their particular box or button. You may also de-select a player by clicking on their box a second time. After you are finished, click on the "OK" button on the bottom left of the screen to accept the selections you have made. Disregard the string "Number of Computer Players" for now. It has no meaning for the auction. You will be presented with two windows and a command bar across the middle. The top window will contain the names of

the horses available for auctioning. The horse names are sorted in descending sequence by WINS. If you would like to see the statistics for a particular horse they will be displayed in the bottom window. To display a horse's statistics simply click on his name in the top window. The top window has room for 30 horse names. To see more names click on "Next" in the command bar. To select a horse for auctioning bring up his statistics and then click on the "Select" box in the command bar. To see additional statistics for a horse displayed in the bottom window click on the boxes labeled "<<<<" or ">>>>" in the command bar. There are six "pages" of statistics for each horse (see Appendix A for an explanation of the various statistics). If you would like to quit auctioning, click on the "Quit" box in the command bar.

Once you have selected a horse to put up for bidding, the auction screen will be presented. On the auction screen you will see the current bid and how much the "auctioneer" is asking. If you click on a player button, ADAR will recognize that as a bid by that player for the "asking amount". (A player's button may be disabled for one of the following reasons: that player is the current high bidder, that player does not have enough money to bid higher than the current bid, that player owns 10 horses (10 horses is the maximum any player may own), or that player currently owns the horse that is being bid upon (an owner may put one of his horses up for auction).) You may bid a different amount than the "asking amount" by entering it through the keyboard and then clicking on the player making the bid. When the bidding is over click on the END BIDDING button and the horse will be assigned to the player making the highest bid and his bankroll will be adjusted accordingly. (You may find it easier to do your bidding verbally and then simply enter the final bid into the computer, especially if there are a lot of players involved in the auction.) Why would you want to buy a horse you ask? When a horse finishes in the money (first four finishers), his owner (if he has one) will receive a percentage of the purse depending upon the horse's place of finish as such: first place - 60% of the total purse, second place - 22%, third place - 12%, and fourth place - 6%. The owner must keep in mind, though, that he will have to dole out jockey fees and stable fees! The stable fees for each player are \$200 per racing session per horse owned. The jockey fees are

as follows: if the horse wins the race the jockey receives 10% of the winner's share of the total purse; if the horse finishes second and the purse is equal to or greater than \$5,000 the jockey receives \$55, a purse of less than \$5,000 and the jockey gets \$50; for a third place finish the jockey receives \$45 or \$40; and for a fourth place finish the jockey receives \$35 or \$30. Please note that two horses with the same owner cannot be entered in the same race.

Executing an auction will cause the database file of horses and players to be modified. As with "Maintaining the data base files" explained above, you will need to save the changes before going to the track via "Save DB Changes" under the "Play" drop down menu item.

Selling a horse

A horse owner may elect to sell one or more of his horses back to the track. Do this by selecting "Sell Horse" under the "Set-up" menu item. Be aware that if you sell a horse using this method it will be for a price that is somewhat less than the horse's worth. You may get a better return if you auction the horse as described above.

Setting the options for a racing session

Next you will probably want to establish the racing options for the upcoming session. This function includes setting the number of races, track condition, number of horses in each race, amount of each purse, etc. This also includes selecting the horses and jockeys that will participate in each of the races. You may let the computer set random options or you may set the options yourself.

Pull down the "Set-up" item and click on "Options". Now you will be given the choice of selecting your own options or letting the computer select random options. If you want to establish the options yourself, you will be greeted with a series of dialogs that you will need to complete.

First, a dialog appears that allows you to select two options for the entire racing session: the "Track Condition" and the "Number of Races" in the session. Use the mouse pointer to select which "Track Condition" you want. See the "Definitions" section for an explanation of each of the different types of "Track Conditions". The "Number of Races" needs to be entered through your keyboard. The valid range is 1 through 9. After selecting what you want, press <RETURN> or click on CONTINUE to move to the next screen.

Now you must describe the options for each of the races in the session. There are two dialogs for each race with which to declare the options. In the first dialog there are two options which you must enter through the keyboard. These are standard TOS/GEM dialogs and all the editing keys which are normally valid are available (i.e., <ESC> to clear a field, up and down arrow keys or the mouse pointer to move between fields, left and right arrow keys and <BACKSPACE> to move the cursor within a field, etc.). Please refer to your TOS/GEM manual if you are unsure as to the proper procedures. The options entered via the keyboard on the first dialog are the "Purse" and the "Number of Horses in Field". Valid values for the "Purse" are 1000 through 50000. Valid values for the "Number of Horses in Field" are 5 through 9. Also, at this point you need to select the race "Length" and the race "Type". For the "Type" only the first race may be a Maiden Race and there also must be enough maiden horses available. Here an explanation of each of the different race types is in order:

Claiming Race - a Claiming Race is one in which any horse entered into the race can be claimed or taken away for the claiming price (same amount as the purse). The claimant must be a player attending the track at the time of the claim. If the horse wins a share of the purse, it goes to the current owner. The claimant is effectively the new owner of the horse at the conclusion of the race.

Maiden Race - a Maiden Race contains only horses who haven't yet won a race.

Allowance Race - in an Allowance Race, the weights carried by each of the horses are set arbitrarily depending upon the age of the horse and the length of the race as such:

Age	Race Length --	4 1/2	6 1/2 or 7	1 1/16
2		114	111	105
3		129	128	123
4 or more		130	130	126

Note - a horse may carry more weight than prescribed but never less.

Handicap Race - in a Handicap Race the weight each horse must carry is assigned separately in an attempt to give each of the horses an equal chance at winning the race. The weights are assigned based upon past performances.

The remaining options to establish for a race are on the second dialog. Here you decide upon the "Special Wagers" (DD = Daily Double, BEX = Big Exacta) you want and the "Minutes Until Post" (amount of time you have to wager before the horse race begins). The "Minutes Until Post" can be 1 through 99. There are certain combinations of "Special Wagers" that are obviously invalid (e.g., you cannot select "2nd Half DD" for a race without having selected "1st Half DD" for the previous race) and some combinations that are not so obviously invalid (e.g., each race is limited to 2 special wagers). When selecting the "Special Wagers", ADAR will ensure you do not select an invalid combination. Press <RETURN> or click on SO FAR, SO GOOD to continue on to the next race. Click on RESET BUTTONS to reset all the unnecessary special wager buttons to the off position (i.e., not highlighted).

Continue to cycle through the dialogs until you have described the options for all the races in the session. After defining all the options for all the races, the entrants (both horses and jockeys) must be selected. You may let the computer select all the entrants for the whole session at one time or you may decide race by race. If you let the computer select the horses it will attempt to match them up as evenly as possible. Selecting "by race" allows you to decide race by race whether you or the computer should select the entrants. If you decide to select the horses for the race by clicking on "I'll do it" you will be presented with two windows and a command bar across the middle. The top window will contain the names of the horses available to race. The horse names are sorted in descending sequence by WINS. If you would like to see the statistics for a particular horse they will be displayed in the bottom window.



To display a horse's statistics simply click on his name in the top window. The top window has room for 30 horse names. To see more names click on "Next" in the command bar. To select (or de-select) a horse to (from the) race bring up his statistics and then click on the "Sel/Desel" box in the command bar. To see additional statistics for a horse displayed in the bottom window click on the boxes labeled "<<<<" or ">>>>" in the command bar. There are six "pages" of statistics for each horse (see Appendix A for an explanation of the various statistics). The box in the command bar labeled "CSRH" means Computer Selects Remaining Horses. In other words you may select as many horses as you want to see run against each other and then click on this box and the computer will select the rest of the horses for this race. The box with the two numbers in it indicates the number of horses you have selected for the current race so far and how many horses need to be selected all together. If you would like to quit selecting horses for this race, click on the "Quit" box in the command bar.

After selecting the horses for a particular race the jockeys need to be selected. You may do it yourself or you may let the computer select them. Doing it yourself will present two windows and a command bar just as with the horse selection. At the bottom of the top window you can see for which horse you are selecting the jockey. The jockey command bar differs from the horse command bar as such: there is no "CSRH" box, the user must select all the jockeys or the computer must select all of them; there is no "Sel/Desel" box, only "Select" - you cannot de-select a jockey once you have selected him; and there is only one page of statistics for a jockey hence there are no "<<<<" or ">>>>" boxes.

The one page of jockey statistics shows his name, whether or not he has been selected to ride on a horse in this race, his weight, his age, and his lifetime statistics for total races, races won, placed, showed, and finishing fourth.

After selecting the horses and jockeys for each race you will be given the choice of continuing on with the next race or quitting. If you quit at any time and come back later you will need to select the horses and jockeys for ALL the races in the session again.

Viewing and/or printing various statistics

After you have established all the options for the upcoming racing session you may want to view or print the various handicapping tools available. You may also, at any time, display or print various statistics such as the player rankings, the horse rankings, the jockey rankings, the status of the various data base files, etc. (these items, too, could prove to be a valuable handicapping aid). The major handicapping items available for outputting include: the Racing Program, the Racing Form, and the Greek's Cheat Sheet. These three items will not be available for printing or viewing until all the options have been set.

To view or print the various statistics click on "Statistics" under the pull-down menu item of "Maintenance". You may click on as many buttons as you like and then click on PRINT or DISPLAY to output the statistics via the appropriate medium. ADAR will print or display all the items selected in sequence.

The various statistical categories available are:

Player Standings - this will show a list of all the active players with many individual statistical items. The players will be ranked by bankroll. There are several statistical items associated with each player. To make the display easier to follow, each player's rank is repeated across the screens. To make the print-out easier to follow, the printed lines are spaced from head-of-form in such a way so that if you tear the pages apart at the perforations and place them side by side they will match up with one another.

Horse Standings - this will show a list of all the active horses with many individual statistical items. The horses will be ranked primarily by wins and secondarily by total races. (Note that there are many more horses involved in the rankings than players or jockeys. Hence it takes a somewhat longer time to perform the I/O and format the output for the horse standings.) There are several statistical items associated with each horse. To make the display easier to follow, each horse's rank is repeated across the screens. To make the print-out easier to follow, the printed lines are spaced from head-of-form in such a way so that if you tear the pages apart at the perforations and place them side by side they will match up with one another. Note - you may want to use the Horse Standings as an aid in selecting which horses you want to enter in a particular race when choosing the racing options as explained above. Using the Horse Standings you could attempt to pit horses with equal strength against each other.

Jockey Standings - this will show a list of all the active jockeys with many individual statistical items. The jockeys will be ranked primarily by wins and secondarily by total races. There are several statistical items associated with each jockey. To make the display easier to follow, each jockey's rank is repeated across the screens. To make the print-out easier to follow, the printed lines are spaced from head-of-form in such a way so that if you tear the pages apart at the perforations and place them side by side they will match up with one another.

Past Horse Performances - this will show the past performances of any active horse desired. If you opt to display the Past Horse Performances upon the screen you will be presented with the familiar two windows and a command bar across the middle. See "Auctioning a horse" above for an explanation of dealing with this scheme. If you opt to print the Past Horse Performances you will be presented with a

dialog where upon you may enter up to 10 horse names for which you want to print past performances. See Appendix A for an explanation of each of the different statistical items in the horses' past performances.

Horse Ownership - this will show a list of all the players who are owners of horses and the names of all the horses they own.

Horse Health - this will present a dialog of all the players who are owners of horses. Selecting one of the players will present a list of all the horses that player owns and each horse's health percentage (0 - 100%). This category was done in this manner so each owner may see his own horses' health but no one else's. In the real world, generally the owner of a horse knows the state of his horse's health and everyone else is kept guessing.

Track Records - this will show Bytethebit Raceway's current records for each of the different race lengths.

Status of DBs - this will present an informational dialog (or printout) showing the number of active entries, the number of entries marked for archiving (but not yet saved to the archive files), and the number of slots available on each of the data bases (players, horses, and jockeys). Note that if an entry is marked for archiving, that slot is not available to ADAR until that entry is saved to the appropriate archive file.

Archived Entries for Players - this will show a list of the top 10 archived players with many individual statistical items. The archived players will be ranked by bankroll. There are several statistical items associated with each archived player. To make the display easier to follow, each archived player's rank is repeated across the screens. To make the print-out easier to follow, the printed lines are spaced from head-of-form in such a way so that if you tear the pages apart at the perforations and place them side by side they will match up with one another.

Archived Entries for Horses - this will show a list of the top 10 archived horses with several individual statistical items. The archived horses will be ranked primarily by wins and secondarily by total starts. There are many statistical items associated with each archived horse. To make the display easier to follow, each archived horse's rank is repeated across the screens. To make the print-out easier to follow, the printed lines are spaced from head-of-form in such a way so that if you tear the pages apart at the perforations and place them side by side they will match up with one another.

Archived Entries for Jockeys - this will show a list of the top 10 archived jockeys with several individual statistical items. The archived jockeys will be ranked primarily by wins and secondarily by total starts. There are many statistical items associated with each archived jockey. To make the display easier to follow, each archived jockey's rank is repeated across the screens. To make the print-out easier to follow, the printed lines are spaced from head-of-form in such a way so that if you tear the pages apart at the perforations and place them side by side they will match up with one another.

Racing Form - this will show the Racing Form for the entire upcoming racing session. This will only work if options have already been selected. See Appendix A for an explanation of the Racing Form and see "The Racing Form" later in this manual for an explanation of the controls.

Cheat Sheet - this will show the Greek's Cheat Sheet for the entire upcoming racing session. This will only work if options have already been selected. See the Greek's Cheat Sheet below for an explanation on reading it.

Racing Program - this will show the Racing Program for the entire upcoming racing session. This will only work if options have already been selected. See Appendix B for an explanation of the Racing Program.

Selecting the players

The next thing you will want to do is select the players that will be attending the track. Do this in the same manner as you selected the players to participate in an auction as explained above. The two differences when selecting players to go to the track are: 1. the minimum number of players needed to go to the track is one, not two as with the auction and 2. you have an opportunity to select a number of "computer" players to go to the track with your party of "real" players. The computer players perform the function of making various wagers at the track. This serves the purpose of controlling the size of the pools to a certain extent, therefore contributing to the realism (or lack of) the odds and various pay-offs. If one real player was to attend the track with no computer players then the size of the betting pools would rely solely on the amount of money wagered by the one real player! The number of computer players that may attend the track can vary from 0 to 9,999. 3,000 computer players is a good number for realistic odds and pay-offs.

Going to the track

After selecting who should be going to the track, pull down the "Play" menu item and click on "Go to the Track". Each player that was selected to go the track will have to pay \$3 to get in the gate.

At this time you will be asked to find a word in this documentation booklet. You will be given a page number, paragraph number and word number. Enter the word and continue.

At the races

Once at the track, the first thing you will see is the Tote Board for race # 1.

The Tote Board

The Tote Board display is the heart of much of the activity that goes on at the race track. From the Tote Board you may elect to see the Racing Form for this race or the next race, the Racing Program for this race or the next race, the Cheat Sheet for this race, you may elect to make a wager, or you may even decide you want to start the actual horse race without waiting for the clock to tick down to zero (if you elect for the race to start before the timer expires and the number of "computer" players attending the track is NOT zero, the size of all the wagering pools will be incremented as if the clock had run down before the race actually started). If the amount of a given pool is greater than what will fit in a display area, the display area will be filled with plus signs.

The image shows a simulated Tote Board display within a 3D-rendered environment. The display is a grid-based interface with the following information:

- RACE # 3**
- TRACK FAST**
- 9:08 TILL POST**
- WIN PLACE SHOW** (headers for the odds columns)
- HORSE ODDS** (headers for the first two columns)

HORSE	ODDS	WIN	PLACE	SHOW
1	6-1	4027	3360	2989
2	13-1	459	594	397
3	5-1	237	328	73
4	7-2	490	256	158
5	4-1	741	257	159
6	4-1	644	891	103
7	56-1	58	248	367
8	86-1	38	27	109
9	15-1	204	108	508
0	9-5	1156	671	1115

The Tote Board itself offers information as to the current status of the race. At the top, the race number is displayed. Underneath and to the right of that is the current track condition: fast, good, sloppy (sly), heavy (hevy), muddy (mudy), or slow (see the "Definitions" section for an explanation of each track condition). To the right is the doorway that leads outside to the race track itself. In the doorway a flag is visible. The more extended the flag appears the stronger the wind is blowing. To the left is the time remaining until the race begins (post time). Below that are various mutuel pools for this race and each horse's current odds. The mutuel pools indicate the amount of money wagered on each horse to win, to place, and to show. As at a real track, the current odds are dependent solely on the amount of money wagered on each horse to win (taking into account the track's "take"). You may notice that the amount of the pools and the current odds change while you are viewing the Tote Board. Remember back in "Selecting the players" when you chose the number of computer players to attend the track? Well, any computer players attending the track will make various wagers on each race. The greater the number of computer players that are at the track, the more wagers that will be made and, therefore, the more the pools will change.

The Racing Form

To view the Racing Form from the Tote Board, click on the larger object pinned to the wall on the left side of the screen display. For an explanation on reading and deciphering the Racing Form see Appendix A later in this manual.

The Racing Form will be displayed as two windows and a double command bar across the middle. Except for the "Race" and "Exit" buttons, the top command bar window controls the top window and the bottom command bar controls the bottom window. Click on "Prev" to show the previous horse. Click on "Next" to show the next horse. Click on "<<<<" or ">>>>" to see more statistics for each horse. Click on "Race" to toggle the Racing Form between this race and the very next race. Click on "Exit" to exit.

When viewing the Racing Form at the track you will be able to see the current or very next race.

The Racing Program

To view the Racing Program from the Tote Board, click on the object draped over the counter on the left side of the screen display. For an explanation on reading and deciphering the Racing Program see Appendix B later in this manual.

When viewing the Racing Program at the track you will be able to see the current or very next race. To exit the Racing Program click anywhere except on the red words at the top of the display.

The Greek's Cheat Sheet

To view the Greek's Cheat Sheet from the Tote Board, click on the object laying on the floor of the screen display. The Greek's Cheat Sheet merely shows the Greek's suggestion as to the order of finish for the first three slots in the race.

You will only be able to see the Cheat Sheet for the current race at the track. To exit the Greek's Cheat Sheet click the left mouse button.

Players' bankrolls

You may view the bankrolls of all the players currently attending the track by clicking on the dollar sign within the box in the bottom left hand corner of the Tote Board display. To exit the player bankroll screen click the left mouse button.

Put in a claim

If the current race is a Claiming Race, a player may be able to put a claim on a horse by clicking on the CI within the box in the bottom left corner of the Tote Board display. Upon clicking on the claim box you will be presented with a screen of buttons, one for each player at the track. A player's name may be disabled for one of the following reasons: he doesn't have enough money to cover the claiming price (the claiming price is the same as the amount of the purse), he owns 10 horses (10 horses is the maximum any player may own), or he has already put one claim on a horse for this race (a player may only make one claim per claiming race).

After selecting the player, a list of the horses in the race will be displayed. Now you must select which horse that player wants to claim. A horse name will be disabled if the selected player already owns that horse.

It is possible for two or more players to put a claim on the same horse. If this occurs then the new owner is randomly chosen after the conclusion of the race.

Beware! If you put a claim on a horse, the money isn't actually deducted from your bankroll until after the race is completed. If you have enough money when you put in the claim everything is fine and dandy. But when it comes time to pay up after the race is over, if you don't have enough funds you will be removed from the simulation! ... even if you own horses!

Wagering

Click on the betting cage on the right hand side of the Tote Board display to make a wager. Next, select the player who wants to make a bet or bets. Next, select which type of bet that player would like to make. Types of wagers that are not available for this race will be disabled. Standard wagers are always available. At this point you may view the wagering tickets you have already purchased by clicking on DISPLAY TICKETS. Twenty (20) bets is the maximum each player may make per race. After selecting which type of wager you would like to make you will be presented with the appropriate dialog to choose the horse(s) and amount of money to bet.

Click on the box enclosing an 'S' to scroll through the horses available. You may either enter the amount of the wager through the keyboard or click on the '+' or '-' boxes to increment or decrement your wager amount by \$2. After you're all set, click on PLACE THIS BET to buy your ticket(s). You may also choose to CANCEL or CHANGE BET TYPE.

In the case of the Standard Wager there are a couple of differences from all the other types of bets. The current horse odds are displayed along with the horse name. Also, with a Standard Wager you may make up to 3 wagers (win, place, and/or show) on one horse. Use the standard GEM features to move between money fields (i.e., the up and down arrow keys or the mouse pointer). On all other wager types you will have one wager amount to input and two or more horses to choose.

An additional wagering feature available for Exacta, Big Exacta, and Trifecta bets only is the box bet. Clicking on the 'Box' button will give you a ticket for every possible combination of the horses you selected for your wager. For example, if you select the 4 and 5 horses for an Exacta wager and then click on 'Box', you will receive one ticket for a 4-5 Exacta bet and another ticket for a 5-4 Exacta bet. Each ticket will cost you the amount of the bet. Boxing an Exacta bet gives you 2 tickets, boxing a Big Exacta bet gives you 4 tickets, and boxing a Trifecta bet gives you 6 tickets.

After placing a wager, all of your tickets will be displayed including the tickets just purchased.

Starting the race

If the timer shown on the Tote Board winds down to zero then the race will start. If the timer winds down to zero while you are making a wager or putting a claim on a horse, ADAR will allow you to finish what you are doing before starting the race.

If you are finished with everything you have to do early, you may click on the doorway and the clock will wind down much faster (providing there are "computer players" at the track - if there are no "computer players" at the track then the race will start immediately upon clicking on the doorway). Be sure you are finished with business because once you click on the doorway and speed up the clock you may not make any more wagers or claims. As the clock winds down you will see the pools and odds change. If you don't care to see the pools and odds change and would like the clock to wind down even faster then click the RIGHT mouse button. The screen will go black and the time will tick away even faster.

The Horse Race

After the time expires, a bell will sound signaling that no more wagers will be accepted and the horse race will start.

Displayed on the screen during the race is the race number at the top left. Underneath that are the names of all the horses in the race. To the extreme left of the names are the horse numbers. To the very right of the horse numbers is each horse's place in the pack. This column of numbers will disappear as the horses enter the final stretch. To the right of the horse names are each horse's closing odds. To the right of all the horses at the top is an overhead view of the track showing the finish line and the placement of all the horses in the race. Enclosed in the overhead view of the track is the race length. Underneath that is the size of the purse and under that is the race type.

As the race progresses and the horses spread out, you will not be able to see all the horses on the screen at the same time. You may 'pan' the display left or right through the field of horses by pressing the left or right mouse buttons. Using this technique you may follow your favorite horse if you wish ... even if he is dead last.

The screenshot displays a horse racing software interface with the following elements:

- RACE #**: A box containing the race number.
- OFFICIAL PHOTO INQUIRY OBJECTION DEADHEAT**: A row of menu options.
- RESULT**: A table showing the top four finishers.

RESULT	Box	Box	Box
1st	[]	[]	[]
2nd	[]	[]	[]
3rd	[]	[]	[]
4th	[]	[]	[]
- MUTUEL PAY OFF**: A table showing betting odds for each position.

MUTUEL	PAY	OFF
[]	[]	[]
[]	[]	[]
[]	[]	[]
[]	[]	[]
- PAYS**: A section for additional betting information.
- & PAYS**: A section for further betting details.
- Visuals**: A track view on the left side of the screen.

The Results Board

After the horse race ends, the Results Board will be displayed. If a payoff amount is greater than the available space in a slot, then plus signs will be displayed. If there is a photo finish, an inquiry, or an objection the appropriate text will light up. Normally, the horse numbers of what appears to be the first four finishers will be displayed. However, if the finish is extremely close the horse numbers may not appear right away. If there is an inquiry or an objection, the number for the horse in question will blink. After everything has been resolved, the OFFICIAL text will light up and the appropriate payoffs will be displayed. If an inquiry or objection holds up, the appropriate text will remain lit and the order of finish will change. The horse in question will more than likely drop out of the money entirely. If a deadheat occurred that text will light up and the horse numbers that finished in the deadheat will blink. At the bottom of the Results Board any special wager, the horses involved, and the pay off will be shown. To the left of the Results Board are three other items. You may view the claiming results of a Claiming Race by clicking inside the box enclosing the 'C'. You may view the purse distribution of the race by clicking inside the box enclosing the 'P'. You may view the results of the wagering tickets that were purchased by clicking UNDER the bars of the ticket window. Do NOT click on the bars or the counter, but click in the opening between the bars and the counter top. Clicking anyplace else on this screen will exit you from the Results Board and take you to the Tote Board for the next race. If there is no next race then the utilities portion of ADAR will be loaded back into the computer.

When exiting the Results Board display, the data bases for the horses, jockeys, and players will be updated.

Definitions

This section is an alphabetical listing of terms, with their definitions or explanations, some of which are common to the horse race world and may be unfamiliar to our users.

across the board - three bets - win, place, and show - on one horse.

ADAR - an acronym for "A Day at the Races".

aged - of a horse, aged 7 or older.

allowance race - a non-claiming affair in which published conditions stipulate weight allowances according to previous purse earnings and/or number or type of victories.

apprentice jockey - a student jockey that has won less than 20 races.

archive - the process of moving a horse, jockey, or player from its active data base file to its archive or hall of fame file.

backstretch - straight part of track on far side.

back up - slow down noticeably.

baseball - Daily Double play in which bettor couples a horse in one race with all other horses in the other; wheeling.

bell - signals start of race and termination of betting.

Big Exacta - this is a special wager where the bettor must select the two horses that will finish one-two in two consecutive races in their exact order.

bit - metal mouth bar to which reins are attached.

Bill Daly - rider who takes lead as soon as possible is "on the Bill Daly". Famous trainer, "Father Bill" Daly, used to tell jockeys: "Get on top right away and improve your position."

blanket finish - extremely close finish.

blind switch - in which rider finds his mount pocketed behind horses and must decide whether to hope for an opening or take back and go around.

boy - jockey.

box - see wheel.

breakage - difference between true mutuel odds and lesser, rounded amounts given to winning players. The resultant millions usually are divided between track and state.

break maiden - when horse or rider wins first race of career.

bridge jumper - bettor who specializes in large show bets on odds-on favorites.

brush - light collision during race.

buy the rack - purchase every possible Daily Double or other combination ticket.

Bytethebit Raceway - the name of the race track where "A Day at the Races" takes place.

call - a specific point during the running of a race. Each race has two calls. For a 1 1/16 mile race, call 1 is at 1/2 mile and call 2 is at 3/4 mile. For all other length races call 1 is at 1/4 mile and call 2 is at 1/2 mile.

card - program of racing.

carry the target - run last all the way.

chalk horse - betting favorite.

chalk player - bettor on favorites.

Cheat Sheet - see Greek's Cheat Sheet.

claim - to buy a horse in a claiming race.

claimer - a horse that runs in a claiming race.

claiming race - an affair in which any horse in the race may be bought by any player other than the horse's owner for the amount of the purse.

close fast - finish fast, gaining on leader.

closing odds - final odds on a horse at the start of the race.

clubhouse turn - first turn of races that begin on homestretch.

come back to - of a horse, to tire and slow down, allowing other horses to close gap.

crowd - to race too close to another horse, forcing its rider to take up or change course.

cull - unwanted horse disposed of by owner.

Daily Double - this is a special wager where the bettor must select the horses that will finish first in two consecutive races in a row.

dark - of a track on a day on which there is no racing.

dark horse - underrated animal that wins or has good prospects of winning.

dead heat - a condition that exists when two or more horses finish a race in an exact tie for first, second, third, or fourth.

dead weight - lab slats carried in saddle to increase weight of jockey and tack.

dis - an abbreviation to indicate a distant greater than 25 lengths; used on the Racing Form to show the distance between two horses.

disqualify - to lower horse's actual finish position by official act after deciding it interfered with others during race, or carried improper weight or was drugged. To remove jockey from further competition for a number of races.

draw away - to win going away.

dutch - to take advantage of booking advantages by eliminating heavily bet non-contenders, betting on others in exact proportions necessary to yield profit no matter which wins.

dwell - of a horse that breaks slowly from the gate.

early foot - good speed at beginning of race.

eighth - furlong, 220 yards, 1/8 mile.

empty - of a horse that lacks energy for a finishing drive.

Exacta - this is a special wager where the bettor must select the two horses that will finish one-two in a particular race in their exact order.

fade - to tire and drop out of contention.

falter - to tire badly.

fast - of a track condition, hard and dry, the fastest of all track conditions.

field - all entrants in a race.

flash - change of odds information on the Tote Board.

footing - condition of track surface.

form player - bettor who makes selections from past performance records.

front runner - horse that prefers to run in front.

furlong - a distance equal to 220 yards or 1/8 of a mile.

Garrison finish - victory by a come-from-behind horse, such as those ridden by the famous Snapper Garrison.

gate - starting gate.

gentleman jockey - amateur jockey.

going away - winning while increasing the lead.

go on - of a horse, to win at a new, longer distance. "I think he'll go on."

graduate - break maiden.

grounded - of a jockey, suspended from competition for infractions of rules.

gumbo - heavy mud.

gun - all-out effort by jockey.

gypsy - itinerate owner-trainer; "gyp".

half - half-mile, time "to the half" is fractional time after half a mile of running.

handicap - to study horses' records in effort to determine winner of race.

handicap race - affair in which weights are assigned to each horse in an attempt to equalize winning chances of entrants.

handily - of a comparatively easy victory achieved without hard urging.

handle - total sum bet on a race or in a day or some other period.

hang - of a horse unable to produce the expected finishing kick and therefore unable to improve its position in the stretch.

hat trick - the winning, usually by a jockey, of three races in a single program.

hayburner - horse that fails to pay its own feed bill;
oatburner.

hd - an abbreviation for the head of a horse; used on the Racing Form to indicate the distance between two horses.

headed - beaten by a head at the wire.

head of the stretch - end of the final turn, top of the stretch.

heat - a race.

heavy - of a track condition, the slowest of all track conditions.

homestretch - straight part of track from final turn to finish wire.

honest - of a reliable horse.

horseman - an owner.

hot - of a horse expected to win; of a jockey or owner on a winning streak.

Greek's Cheat Sheet - the hottest inside info about who will win.

impost - weight carried by a horse.

in-and-outer - inconsistent horse that "runs hot and cold".

infield - the area of the inner circumference of the track.

in light - carrying relatively little weight.

inquiry - official investigation into the running of a race to see whether it was fairly won.

inside - anything to the left of a horse during a race; position closest to the rail.

inside rail - fence separating racing strip from infield.

interfere - to impede another horse in a race.

in the can - an out-of-the-money finish; "in the crapper", etc.

in the money - of a bettor, when a horse finishes in one of the first three positions in a race resulting in a mutuel payoff; of an owner, when a horse finishes in one of the first four positions in a race entitling the owner to receive a share of the purse.

in tough - of a horse entered with animals it is unlikely to beat.

Jackpot - this is a special wager where the bettor must select the four horses that will finish one-two-three-four in a particular race in their exact order.

jam - traffic jam during a race.

JBM - of a horse that won a maiden race and no other and because it "Just Beat Maidens" is given a small chance against the more experienced runners it meets in open competition.

jockey - race rider.

jostle - to bump another horse during a race.

journeyman - a veteran jockey.

jump on - of a horse that wins in a surprising reversal of form.

juvenile - two year old.

kiss the eighth pole - of a horse, to finish far behind.

lay - to occupy a certain running position deliberately, while waiting to make a strategic move.

lead pad - saddle pocket in which lead weights can be placed.

length - eight or nine feet.

live weight - the weight of the jockey as contrasted with dead weight.

loafer - horse unwilling to run well without hard urging.

lock - a sure thing.

look for hole in fence - of a quitter that acts as if it would rather run back to the barn than continue in the race.

look of eagles - the proud look in the eyes of many good horses, as if they knew they were good.

lug in - bear in.

machines - the mutuels.

maiden - of a horse or jockey, a non-winner.

maiden race - an affair for non-winners.

make a run - of a horse that turns on the speed, makes a move, makes a bid.

meet - race meeting.

minus pool - in pari-mutuel betting, a situation in which so much money is bet on a horse (usually to show) that the pool is insufficient, after take and breakage, to pay holders of winning tickets the minimum odds 1 to 10. The track is required to make up the difference from its own funds.

monkey crouch - riding style popularized by Ted Sloan in which jockey bends forward over horse's withers; "monkey-on-a-stick".

morning line - forecast of probable odds.

move up - gain ground; run in a higher class race.

mudder - horse that prefers muddy going; "mudlark".

muddy - a track condition where it is soft from top to bottom.

mutuel pool - total amount bet to win, place, or show in a race.

mutuel wager - this is a standard bet made on a horse to win, place, or show.

name - to enter a horse in a race.

near side - horse's left side.

neck - about 1/4 length.

nightcap - last race on a program.

nk - an abbreviation for the neck of a horse; used on the Racing Form to indicate the distance between two horses.

no - an abbreviation for the nose of a horse; used on the Racing Form to indicate the distance between two horses.

nose - the narrowest possible winning margin.

oatburner - hayburner.

objection - complaint by jockey that a foul has been committed.

odds board - Tote Board.

odds on - odds of less than even money.

off - the start or the time of the start.

off side - right side of a horse.

off the board - of a horse so lightly bet that its odds exceed 99 to 1; failure to finish in the money.

off the pace - to run behind the early leaders.

off-track - a racing surface other than fast; of being conducted away from the track.

one-run - of a horse that expends all its energy in a single burst of speed, usually in a stretch.

on the chin strap - winning by a wide margin.

on the ground - of a suspended jockey.

on the nose - a bet that a horse will win.

on the rail - running close to the infield rail.

on top - in the lead.

open race - a race with lenient eligibility conditions, permitting entry of a wide variety of horses.

overland - of the course followed by a horse that runs wide on the turns, losing ground.

overlay - horse whose odds are high by comparison with its good winning chances.

overweight - pounds that a horse carries in excess of officially assigned weight, because jockey is too heavy.

pace - the speed of the leaders at each stage of the race.

pari-mutuels - from Paris ("Paree") Mutuels, system invented by Frenchman, whereby winning bettors get all money wagered by losers, after deduction of house percentage.

pay-off - the amount of money a bettor would receive for placing a \$2 wager.

Pct - a statistical category which indicates the percentage of the time that a horse, jockey, or owner wins, arrived at by dividing Total Starts into Wins.

photo finish - occurs when a race finish is so close that a photograph is needed to be sure of the outcome.

pinched back - caught in a jam and forced back during racing.

place - indicates a second place finish in a race; if a wager is made on a horse to place then a pay-off is made if that horse finishes first or second.

player - in ADAR, a user of the simulation capable of placing bets and/or owning horses.

pocket - racing predicament in which horse is surrounded by others and unable to increase speed until opening occurs.

point - same as call

pool - total amount bet for win, place, or show, or in daily double, etc.

post - starting gate.

post position - the position at the start of a race that a horse occupies, 1 being closest to the rail and 9 being the furthest away from the rail.

powder - minor physical contact between horses during a race.

Program - see Racing Program.

pull in the weights - a weight advantage.

punter - horseplayer.

purse - the amount of money that is to be distributed among the owners of the horses which finish in the first four positions of a race; also the amount any horse may be claimed for in a claiming race.

quarter - quarter mile, two furlongs.

Quinella - this is a special wager where the bettor must select the horses that will finish one-two in a particular race but not necessarily in the exact order.

Racing Form - contains information with regard to past performances of all the horses entered in each of the races for this session. Along with the Racing Program, the Racing Form is a very important source of information as an aid for making an intelligent wager.

You may view the Racing Form for any race for the session in the utilities portion of the simulation by selecting the "Statistics" option under the "Maintenance" drop-down menu item. You may also view the Racing Form for the current race or the next race in the racing portion of the simulation by clicking in the racing form displayed on the Tote Board screen.

The contents of the Racing Form are described in Appendix A.

Racing Program - contains a description of each race for the racing session and gives a wealth of information about the race. The study of the Racing Program is the first step a bettor should take when wagering money on a race, but in itself, it is not sufficient to give all the information you may need to make an intelligent bet. That will come from the past performance charts as shown in the Racing Form.

You may view the Racing Program for all the races for the upcoming racing session in the utilities portion of the simulation by selecting the "Statistics" option under the "Maintenance" drop-down menu item. You may also view the Racing Program for the current race in the racing portion of the simulation by clicking on the program displayed on the Tote Board screen.

The contents of the Racing Program are described in Appendix B.

rack up - to interfere with several other horses so severely that they all slow down.

rail runner - horse that prefers to run along the inside rail.

rate - to restrain a horse early in the race, conserving its energies for later challenges.

Results Board - displays the results of the race including the horses that finished in the money and all pay-offs.

right price - among players, mutuel odds high enough to warrant risking a bet on a particular animal.

romp - an easy race.

route - a relatively long race.

run in - to win unexpectedly.

run out - to finish out of the money; to run toward outside rail.

run wide - to race far from inside rail, covering extra ground.

sanitary ride - of a horse that did not try its best in a race, or of a jockey that took an animal wide to avoid tight spots or flying mud, harming its chances.

save ground - to cover the shortest possible distance in a race, hugging the rail on turns, running in a direct, straight line on stretches.

scenic route - when a horse loses ground by running far from rail; overland.

score - to win a race or a bet, a victory.

seat - the posture of a rider on a horse.

selling platter - claiming horse; plater.

selling race - claiming race.

send - to enter a horse in a race; of a horseman, to try to win with the horse.

shoo in - a supposed cinch bet or guaranteed victor.

short - of a horse that tires in the stretch after a long layoff, demonstrating need for more work.

short price - small mutuel pay-off.

show - indicates a third place finish in a race; if a wager is made on a horse to show then a pay-off is made if that horse finishes first, second, or third.

shuffled back - of a horse that loses ground or racing position because of jams.

shut off - to cross in front of another horse during a race, forcing it to take up or go around.

shut out - what happens to the player who gets on the betting line too late and is still waiting in line when the window closes.

sleeper - an underrated horse that could, or does, surprise.

sloppy - a track condition where it is firm with puddles of water on its surface.

slot - post position.

slow - a track condition where it is wet and drying out but not yet good.

smart money - insiders' bets, insiders themselves.

sophomore - three year old.

special wagers - these wagers include the Daily Double, Exacta, Quinella, Big Exacta, Trifecta, and Jackpot.

spot - to concede weight to another horse.

spot play - type of play where bettor risks money only on types of races and horses that seem relatively worth-while risks.

stake - commission paid winning jockey, trainer, or groom.

starting odds - morning line.

stewards - the three duly appointed arbitrators of racing law who judge human and equine conduct at a race meeting.

stooper - one of several dozen Americans who make a precarious living picking up discarded mutuel tickets at tracks and cashing those that have been thrown away by mistake.

straight - another term for a bet to win.

straight as a string - of a horse going all out.

straightaway - straight part of a race course; stretch.

stretch - straightaway.

stretch call - position in stretch where call is made for charting purposes.

stretch turn - the turn into the home stretch.

suspension - punishment, usually temporary, that declares jockey ineligible for participation in sport.

tack - what goes on the horse in addition to the rider.

tag - claiming price.

take - money deducted from each mutuel pool for track revenue and taxes. In ADAR the take is 17% of standard bet pools and 25% of special bet pools.

take out - track take.

take up - to slow sharply in an effort to avoid a collision or other racing trouble.

thief - unreliable horse that runs worst when its chances seem best.

top horse - horse listed first in Program of race.

top weight - heaviest impost in race.

totalistor - automated pari-mutuel machine which records bets as soon as tickets are dispensed at betting windows.

Tote Board - displays the current status of the betting for the current race including the total and individual win, place, and show pools, the odds for each horse. It also shows the current race number and the current track condition.

Track condition - fast = track is dry and hard, good = track is not quite dry, slow = the track is wet and drying out but not good, sloppy (sly) = the track is firm with puddles of water on it's surface, muddy (mudy) = the track is soft from top to bottom, heavy (hevy) = the track features the slowest of all conditions.

Trifecta - this is a special wager where the bettor must select the three horses that will finish one-two-three in a particular race in their exact order.

track steward - see steward.

trip - the course followed by horse and rider from starting gate to finish wire, usually described as "good" or "bad" or even more so, depending on racing luck and riding tactics.

UDRS - an abbreviation for Universal Driver Rating System, a statistical category which indicates the percentage of the time that a horse, jockey, or owner finishes in one of the top three spots, arrived at by dividing (Total Starts X 9) into ((Wins X 9) + (Seconds X 5) + (Thirds X 3)).

veer - of a horse, to swerve.

veteran jockey - a jockey that has won 20 or more races.

webfoot - a mudder.

weight - on the Racing Program and the Racing Form the weight indicates the number of pounds carried by a horse; on the jockey list display under the "Maintenance" drop-down menu item the weight indicates the number of pounds of the jockey.

weight-for-age race - in which horses carry weights as prescribed by the official scale of weights.

wheel - a form of betting in which Daily Double, Exacta, or Quinella player makes every possible combination bet on his favored horse or horses.

win - indicates a first place finish in a race.

Quick Menu Guide

The following is a quick reference of the various options available from the drop-down menu items:

Info

About ADAR

Selecting this option will display certain information about "A Day at the Races". If you ever have any questions or comments you may write to the address shown or call the phone number closest to your vicinity.

Play

Go to the Track

Click on this item when you are ready to go to the track and watch 'em run. Before you or your party can go to the track you need to:

1. Select which players will be going (see "Pick Players" below).
2. Establish the racing session (see "Options" below).
3. Save any changes you have made to any of the data bases (see "Save DB Changes" below).

Save DB Changes

Select this option to write to disk all the changes you have made to the players, horses, and jockeys. There is one warning before the writing is actually performed.

Quit

Selecting this option will exit you from the program. Be forewarned that any changes made to any of the data bases or any racing session options (see "Options" below) that have been established will be (a warning is issued first) lost if they have not first been saved (see "Save DB Changes" above). Also lost will be the results from auctioning or selling any horses (see "Auction Horses" and "Sell Horse" below).

One exception to these rules is when a horse is added to the data base (see "Horses" below). The information concerning an added horse will be saved to disk immediately upon completing the add horse option.

One warning will be given before you actually quit the program.

Set-up

Pick Players

Click on this item to select which players will participate in a horse auction (see "Auction Horses" below) or which players will be attending the track (see "Go to the Track" above).

Options

Click on this item to select the options for the upcoming racing session. Most of the options may be set up by the user (track condition, time between races, special wagering, etc.) or you can let the computer set all the options on a random basis.

All the horses and jockeys that will be participating in all the races in the upcoming session will be selected at this time, also. Again, you may select the horses and jockeys or you may let the computer select them randomly.

Auction Horses

Select this option if you would like to have an opportunity to purchase a horse.

Sell Horse

Select this option if you would like to sell one or more of your horses back to the track (free pool) to increase your bankroll.

Maintenance Horses

Using this option you may perform one of the following actions concerning the horses:

1. Display all the active horses on the data base.
2. Add a horse to the data base.
3. Rename a horse on the data base.
4. Mark a horse for archive.

Jockeys

Using this option you may perform one of the following actions concerning the jockeys:

1. Display all the active jockeys on the data base.
2. Add a jockey to the data base.
3. Rename a jockey on the data base.
4. Mark a jockey for archive.

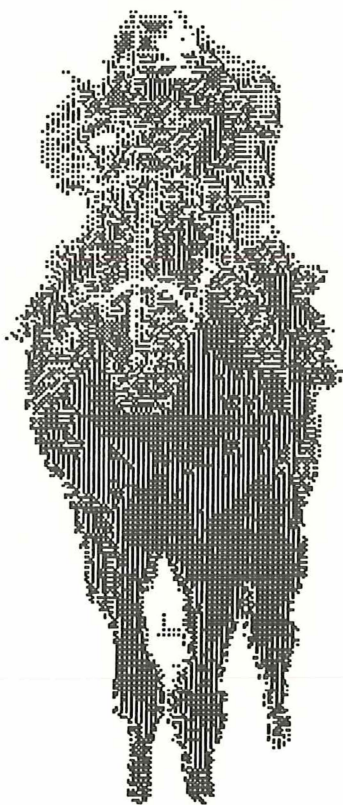
Players

Using this option you may perform one of the following actions concerning the players:

1. Display all the active players on the data base.
2. Add a player to the data base.
3. Rename a player on the data base.
4. Mark a player for archive.

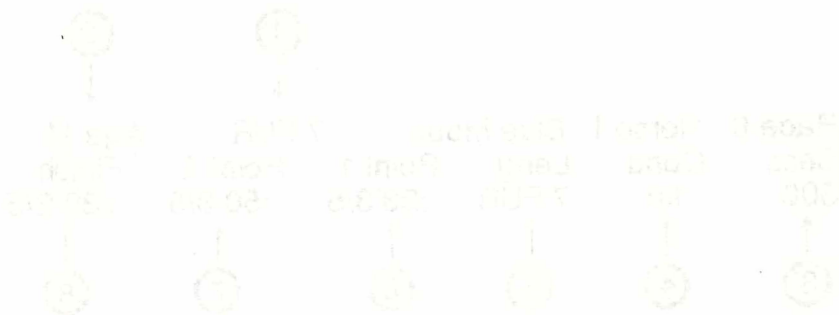
Statistics

You may use this option to display specific information to your screen (or your printer if you have one) concerning horses, jockeys, players, and other things.



1. The first part of the report deals with the general situation of the country and the progress of the work during the year.

SCHEMATIC FACTORY FORM



Appendix A

- 1. Distance of Place - Distance between places.
- 2. Track Condition - The track was flat.
- 3. Position of Place - The first place (1st) to the last of the race.
- 4. Position of Place - The first place (1st) to the last of the race.
- 5. Position of Place - The first place (1st) to the last of the race.
- 6. Position of Place - The first place (1st) to the last of the race.
- 7. Position of Place - The first place (1st) to the last of the race.
- 8. Position of Place - The first place (1st) to the last of the race.
- 9. Position of Place - The first place (1st) to the last of the race.
- 10. Position of Place - The first place (1st) to the last of the race.
- 11. Position of Place - The first place (1st) to the last of the race.
- 12. Position of Place - The first place (1st) to the last of the race.
- 13. Position of Place - The first place (1st) to the last of the race.
- 14. Position of Place - The first place (1st) to the last of the race.
- 15. Position of Place - The first place (1st) to the last of the race.
- 16. Position of Place - The first place (1st) to the last of the race.
- 17. Position of Place - The first place (1st) to the last of the race.
- 18. Position of Place - The first place (1st) to the last of the race.
- 19. Position of Place - The first place (1st) to the last of the race.
- 20. Position of Place - The first place (1st) to the last of the race.

SCREEN 1 - RACING FORM

				①	②
				↓	↓
Race 6	Horse 1	Blue Moon	7 FUR		Age 14
Sess	Cond	Leng	Point 1	Point 2	Finish
308	fst	7 FUR	:23 3/5	:50 3/5	1:30 2/5
↑	↑	↑	↑	↑	↑
③	④	⑤	⑥	⑦	⑧

- ① **Distance of Upcoming Race** - The upcoming race is 7 furlongs.
- ② **Age** - The age of the horse.
- ③ **Session Identification** - The number of the session that this horse raced in (similar to date in the real world - 20 sessions is equivalent to 1 year).
- ④ **Track Condition** - The track was fast.
- ⑤ **Distance of Race** - The race was at 7 furlongs.
- ⑥ **Fractional Times** - The first fraction (:23 3/5) is the time of the horse in front at the quarter; the second fraction (:50 3/5) is the time of the horse in the lead after a half-mile. Fractional times used vary according to the distance of the race.
- ⑦ **Final Time** - This is the time of the first horse to finish.

SCREEN 2 - RACING FORM

							①
							↓
Race 6	Horse 1	Blue Moon			Weight 110		
Post	Gate	Call 1	Call 2	Stretch	Finish		
6	4	3 3	8 12	9 14	9	17	
↑	↑	↑	↑	↑	↑	↗	↑
②	③	④	⑤	⑥	⑧	⑦	

- ① **Weight** - The weight the horse will carry in this race.
- ② **Post Position** - The horse left the starting gate from post position number 6.
- ③ **Gate** - The horse's position immediately after leaving the starting gate. He was fourth at this point.
- ④ **First Call** - The horse was third, three lengths behind the leader at this point. First figure indicates the horse's running position; the second figure his margin behind the leader. If the horse had been in front at this point (1 3), the second figure would indicate the margin by which he was leading the second horse.
- ⑤ **Second Call** - The horse was eighth, twelve lengths behind the leader at this point.
- ⑥ **Stretch Call** - The horse was ninth, fourteen lengths behind the leader at this point. The stretch call is made 1/8 mile from the finish.
- ⑦ **Finish** - The horse finished ninth, seventeen lengths behind the leader. If the horse is second, third or unplaced, the second figure indicates the total distance he finished behind the winner.
- ⑧ An '*' in this area indicates the horse's placement was changed due to an inquiry or objection.

SCREEN 3 - RACING FORM

Race 6	Horse 1	Blue Moon			⑥
	Jockey	Weight	Purse	Odds	S. Francke
T. J. New	110	2,000	30	Type Race	claiming
↑	↑	↑	↑	↑	↑
①	②	③	④	⑤	

- ① Jockey - The horse was ridden by T. J. New.
- ② Weight - The weight that the horse carried in the race. This horse carried 110 pounds. This is the weight of the rider and equipment (saddle, lead pads, etc.).
- ③ Purse - The size of the purse.
- ④ Odds - The closing odds for the horse were 30 to 1.
- ⑤ Type of Race - This particular race was a claiming race. Other types of races are maiden, allowance, and handicap.
- ⑥ Owner - The person who owns the horse.

SCREEN 4 - RACING FORM

Race 6	Horse 1	Blue Moon		Allowance	
First place	Wt	Dst	Second place	Wt	Dst
Action	107	12 1/2	Watchman	105	no

① **First and Second Horses at the Finish** - The horses who finished 1 and 2 in the race, the weight each carried and the margins separating one from the next.

② **Type of Race** - This particular race is an allowance. Other types of races are maiden, claiming, and handicap.

SCREEN 5 - RACING FORM

Race 6	Horse 1	Blue Moon			
Third place	Wt	Dst	Fourth place	Wt	Dst
Nightmare	117	5	Sunrise	105	13

③ **Third and Fourth Horses at the Finish** - The horses who finished 3 and 4 in the race, the weight each carried and the margins separating each one from the next.

SCREEN 6 - RACING FORM

①



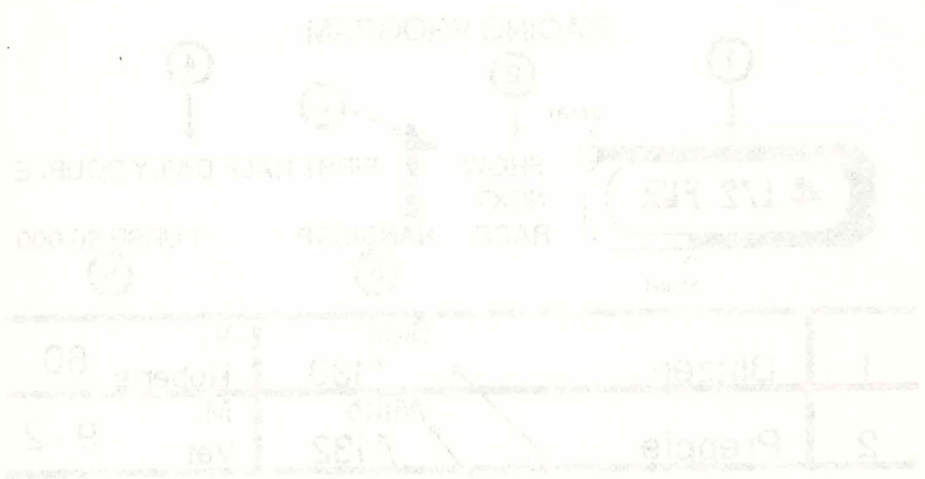
Race 6 Horse 1 Blue Moon
 Lifetime Statistics

Purse \$ 4,500

	# races	money earned
Wins	1	1,350
Places	4	3,410
Shows	1	1,140
Fourths	1	150

.....
 Total Run 27 6,050

① Purse - The size of the purse for the upcoming race.



Appendix B

1. The length of the task, this task is 4 WSY in a day. This task is also indicated the width of the task. This is for case 11.
2. Look on the area to view the flow of the task.
3. Look at the area to view the flow of the task.
4. This indicates the type of a task that is the task.
5. The type of task which is to be done. This is a finished task.
6. The amount of time that is the time.
7. Indicate the number of task that is each task that will be in this task.
8. The name of task for us that will be in this task.
9. If the task is to be done, its name will be front task.

RACING PROGRAM

		Blue	V.	
1	Blitzen	*130	Roberts	60
2	Preppie	White	M.	9 - 2
		*132	Vet	

- ① The length of the race. This race is 4 1/2 furlongs. The shaded area indicates the surface of the track that will be covered by this race.
- ② Click on this area to view the horses for the next race.
- ③ Indicates which race the program is for. This is for race #1.
- ④ This indicates any type of special bets for this race.
- ⑤ The type of race which is to be run. This is a handicap race.
- ⑥ The amount of the purse for this race.
- ⑦ Indicates the number (post position) of each horse that will be in this race.
- ⑧ The name of each horse that will run in this race.
- ⑨ If the horse has an owner, his name will be shown here.

- ⑩ The color of each horse's blanket.
- ⑪ An asterisk here indicates an apprentice jockey.
- ⑫ The weight that the horse will carry in this race.
- ⑬ The jockey that will ride each particular horse.
- ⑭ The starting odds. Note - the computer assigns the starting odds with much emphasis on the horse's past performances. If a horse has no past performances, then his starting odds may not be as accurate.



Software