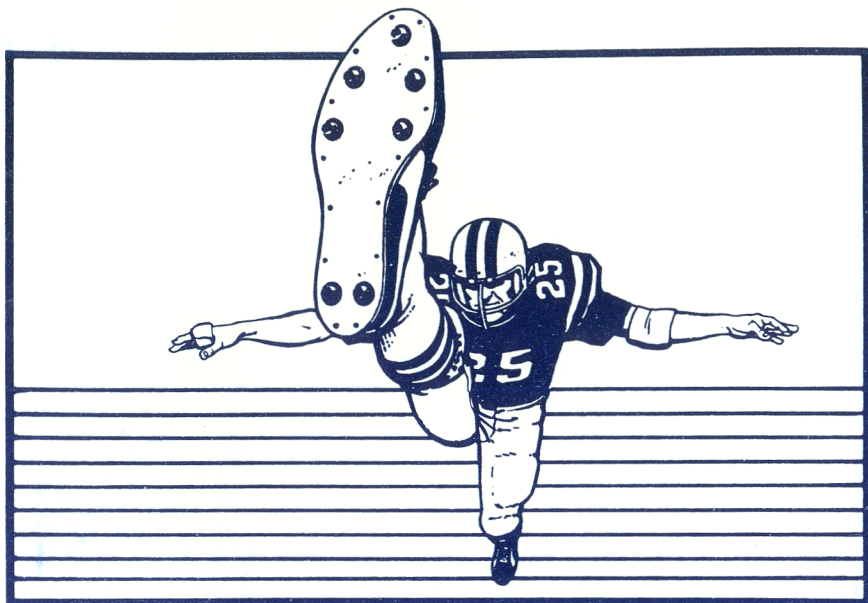
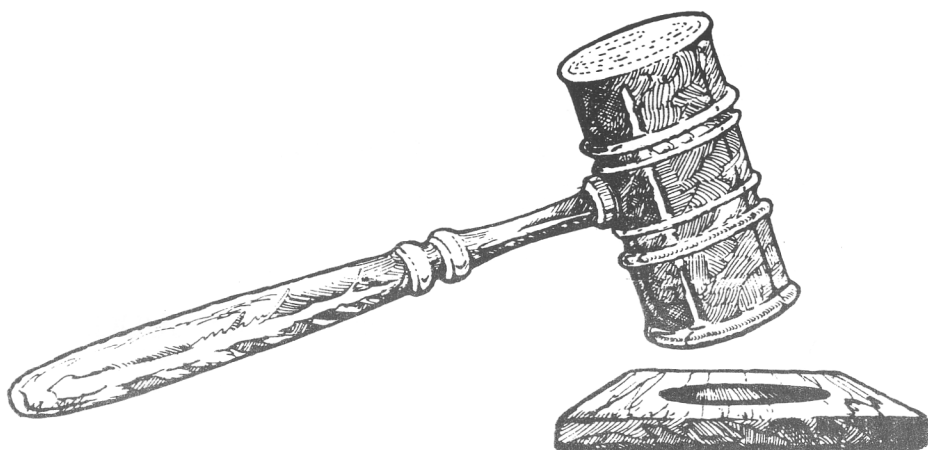




FOOTBALL HANDICAPPING AND STATISTICS SYSTEM

**by
“The Sports Judge”**

PDS SPORTS™



FOOTBALL HANDICAPPING AND STATISTICS SYSTEM

by
"The Sports Judge"™

Published by

PDS SPORTS™
P.O. Box E
Torrance, California 90507

“After years of observing computerized systems, statistics and formulations for football, it is refreshing to find an organization dedicated to technical excellence and integrity in the sports industry.”

“THE SPORTS JUDGE”™

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WARRANTY: Post Data Services Corp. will replace, free of charge, any Program disk that fails to load into the particular computer type for which it was manufactured.

This warranty applies to the return of the originally purchased disk within 30 days of the date on which the Program was purchased, and the replacement will be designed for use on the same computer as the original purchase. There will be no refunds.

Post Data Services Corp. assumes no responsibility for the operation of the computer hardware used to run the software.

FOREWORD

Congratulations! You have purchased a unique computer program that is the result of many years of statistical effort by professional handicappers and computer programmers.

The Professional Football Handicapping System by PDS Sports makes use of a massive number of very comprehensive mathematical formulas. These formulas, together with many accumulated team statistics, enable the user to analyze and predict the outcome of professional football contests with a very high degree of accuracy.

See you at the top,

“THE SPORTS JUDGE”™

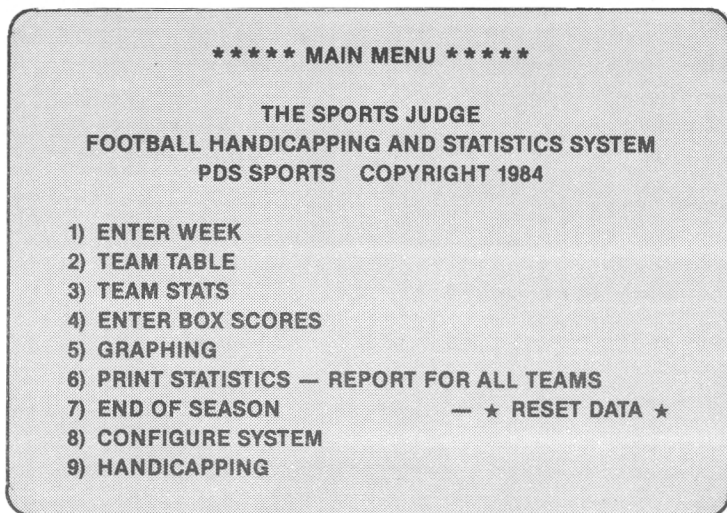
INTRODUCTION

Welcome to the WINNING world of computerized handicapping software by PDS Sports.™ The SPORTS JUDGE™ and the PDS Sports™ handicapping wizards evaluated over 1,000 pro-football games to arrive at the WINNING computer formulations for our PROFESSIONAL FOOTBALL HANDICAPPING SYSTEM. Very sophisticated statistical record keeping for each team is easily maintained with our comprehensive and thorough statistics portion of the system. Simply enter box scores from your local newspaper and the system automatically stores and evaluates over 60 different offensive and defensive categories kept on each team. Don't spend hours agonizing . . . spend minutes each week to generate new updated statistics and POWER RATINGS. Match up any two teams and see their strengths and weaknesses graphically displayed.

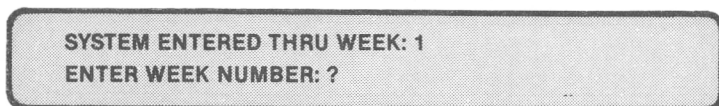
Quality football and a strong handicapper's interest in the point spread has created a tremendous growth in millions of football sports fans. The Sports Judge knows that the point-spread is extremely accurate, due to the statistical principle known as the "law of large numbers." Early lines are set by expert handicappers and are later adjusted by the handicapping public. Money moves the line. . . and creates an economically accurate point-spread "market," just as the stock market is said to adjust to current facts and trends. The public is generally unaware how the point-spread is determined or adjusted, which gives the informed player a decided edge in a very tough game. The Sports Judge knows that any team is a good wager if given enough points. The PROFESSIONAL FOOTBALL HANDICAPPING SYSTEM tells you exactly when that takes place. . . thus creating a WINNING VALUE.

OPERATING INSTRUCTIONS

After following the instructions on the SYSTEM CONFIGURATION AND STARTUP card, the following screen will appear:



- 1) *ENTER WEEK*: Press the <1> key. You will receive the following screen:



NOTE: It is mandatory that you complete this first step as no other portion of the program can be accessed until the week has been entered.

Enter the current week of the season and press the <RETURN> key. At this time the system will record the week to be used for updating purposes and return you to the main menu.

- 2) *TEAM TABLE*: Press the <2> key. You will then receive the following example screen:

*** TEAM TABLE *** THRU WEEK: 1

DIVISION 1	POWER	DIVISION 2	POWER
1) LA RAIDERS	101.98	1) CHICAGO	106.74
2) DENVER	104.54	2) DETROIT	98.69
3) SEATTLE	106.51	3) TAMPA BAY	97.03
4) KANSAS CITY	97.62	4) MINNESOTA	97.73
5) SAN DIEGO	101.30	5) GREEN BAY	99.25
6) _____	_____	6) _____	_____
7) PITTSBURGH	102.67	7) SAN FRANCISCO	105.90
8) CINCINNATI	98.81	8) LA RAMS	101.74
9) CLEVELAND	98.41	9) ATLANTA	98.59
10) HOUSTON	92.10	10) NEW ORLEANS	99.57
11) _____	_____	11) _____	_____
12) MIAMI	109.93	12) DALLAS	103.07
13) NY JETS	101.15	13) ST LOUIS	103.00
14) NEW ENGLAND	99.40	14) WASHINGTON	103.78
15) INDIANAPOLIS	96.19	15) NY GIANTS	99.91
16) BUFFALO	94.39	16) PHILADELPHIA	97.92
17) _____	_____	17) _____	_____
18) _____	_____	18) _____	_____
19) _____	_____	19) _____	_____

- A) To start building the team table, press the <E> key and the system will enter the edit mode.
- B) Type in the team's name and press <RETURN>. The cursor will automatically drop to the next line. Continue in this fashion until all the teams have been entered.

NOTE: To position the cursor on the left or right column, press <CONTROL>-<L> or <CONTROL>-<R>, respectively. To position the cursor one (1) character left, press <BACK SPACE> and to move the cursor right press <SPACE BAR>. To move cursor up or down a line press <CONTROL>-<U> or <CONTROL>-<D>, respectively.

- C) Pressing <EXIT> brings you out of the edit mode where you may press <EXIT> again to return to the main menu, or press <PrtSc> to print the team table.

- D) **DELETING A TEAM:** Enter the edit mode by pressing the <E> key. <RETURN> to the team that you wish to delete. Once the cursor is positioned on the first character of the team to be deleted, press the <BACK SPACE> key. This will cause the system to "Beep" and ask for confirmation to delete the team. Answering <N> to the confirmation will replace the cursor in its current position and the team shall remain intact. Answering <Y> to the confirmation will delete the team and the team's records.

CAUTION: Once a team is deleted, its records are lost forever.

- E) After deleting a team or making any corrections, press the <EXIT> key. At this time, the system will enter a calculation and update mode to establish new power ratings for each team. After this procedure is complete, the system will return to the main menu.
- 3) **TEAM STATS:** Press the <3> key. You will then receive the following screen:

TEAM STATS

ENTER TEAM: _____

1) **OFFENSE RECORD**
2) **DEFENSIVE RECORD**

ENTER SELECTION: __ __

- A) Type in the name of the team whose stats you wish to review and press the <RETURN> key.
- B) You will now be asked to make a selection between the offensive or defensive record. Select <1> or <2> by pressing one of the two keys. If you selected <1>, then you will receive the following example screen:

PAGE 1:

***** OFFENSIVE TEAM RECORD *****

TEAM: LA RAMS THRU WEEK: 10 POWER RATING: 101.74

A) POINTS SCORED

1. TOTAL POINTS SCORED THIS SEASON	200.000
2. AVERAGE POINTS SCORED PER GAME	20.000

B) YARDS VS. POINT

3. POINTS PER YARD THIS SEASON	0.070
4. YARDS PER POINT PLAY	0.010

C) PASSING OFFENSE

5. TOTAL YARDS PASSING THIS SEASON	1348.000
6. NUMBER OF PASSES THIS SEASON	229.000
7. AVERAGE PASSES PER GAME	22.900
8. AVERAGE YARDS PER PASS	5.886
9. % OF TOTAL YARDS PASSING THIS SEASON	47.083
10. AVERAGE YARDS PASSING PER GAME	134.800

- C) To view part 2 of the respective team record, press the <2> key. To view part 3 of the record, press the <3> key.
- D) At this point you may print the set of statistics that you are viewing by pressing <PRINT> on the keyboard.
- E) To exit a record, simply press the <EXIT> key. At this time you will be returned to the team stats screen. You can now repeat the above process or return to the main menu by pressing the <EXIT> key again.

NOTE: Once a team has been entered on the team stats screen, you can press the <RETURN> key to view the same team's defensive record instead of retyping the name.

- 4) **ENTER BOX SCORES:** Press the <4> key. You will then receive the following screen:

TICKET STUB

WEEK: 1

VISITOR: _____ SCORE: _____

HOME: _____ SCORE: _____

- A) Type the name of the visiting team and press <RETURN>.
- B) Enter the score of the visiting team and press <RETURN>.
- C) Type the name of the home team and press <RETURN>.
- D) Enter the score of the home team and press <RETURN>. You will now receive the following example screen:

NOTE: If at any time you make an error, simply press the <EXIT> key and enter the correct information.

BOX SCORE ENTRY

WEEK: 1 HOME: LA RAMS POINTS SCORED: 19
VISITOR: DALLAS POINTS SCORED: 10

LA RAMS		DALLAS
_____	NUMBER OF FIRST DOWNS	_____
_____	NUMBER OF RUSHES	_____
_____	TOTAL YARDS RUSHING	_____
_____	NUMBER OF PASSING ATTEMPTS	_____
_____	NUMBER OF COMPLETED PASSES	_____
_____	TOTAL YARDS PASSING	_____
_____	TOTAL INTERCEPTIONS	_____
_____	NUMBER OF SACKS	_____
_____	TOTAL YARDS SACKED	_____
_____	NUMBER OF PUNTING ATTEMPTS	_____
_____	TOTAL YARDS PUNTING	_____
_____	NUMBER OF FUMBLES	_____
_____	NUMBER OF FUMBLES LOST	_____
_____	NUMBER OF PENALTIES	_____
_____	TOTAL PENALTY YARDS	_____

- E) The cursor will be positioned to allow you to enter the number of first downs, from the box scores in your local paper, for the home team. Enter the number of first downs and press the <RETURN> key. The cursor will automatically drop to the next field for entry. Repeat this process until all the data has been entered for the home team. After all the data has been entered for the home team, the cursor will be positioned back in the original field. At this time, press <CONTROL>-<R> to position the cursor in the first field of the visiting team column. Repeat the above process until all the data for the visiting team has been entered.

NOTE: While you are entering data for either the home or visiting team, you can correct any field of data by pressing <CONTROL>-<U> to back up to the previous field, or <CONTROL>-<D> to move down to the next field, or <CONTROL>-<L> to move the cursor to the first field of the home team column. You may print the Box Score Entry by pressing the <PrtSc> key.

- F) After you are satisfied that all the data is correct, press the <EXIT> key. You will be asked if these stats are correct. If you answer with a <Y> and press the <RETURN>, the system will then update each team's record on file and return to the TICKET STUB screen for the next box score entry. Answering <N> and pressing the <RETURN> will produce the following options to remedy a data entry error.

IN ORDER TO CORRECT THE STATISTICS YOU MAY:

- 1) ENTER NEW TEAMS AND SCORES**
- 2) REVISE THE STATISTICS**

PLEASE CHOOSE...

- G) After all box scores for the week have been entered, press the <EXIT> key. The system will enter a calculation and update mode to establish new power ratings for each team. After this procedure is complete, the system will return to the main menu.

- H) **DATA CORRECTION:** After the data has been entered, positive or negative entries can be used to counteract mistakes. For example, suppose you had previously given DALLAS 3 extra points against the LA RAMS. The following entry would correct this mistake:

TICKET STUB			
WEEK:	1		
VISITOR:	DALLAS	SCORE:	-3
HOME:	LA RAMS	SCORE:	0

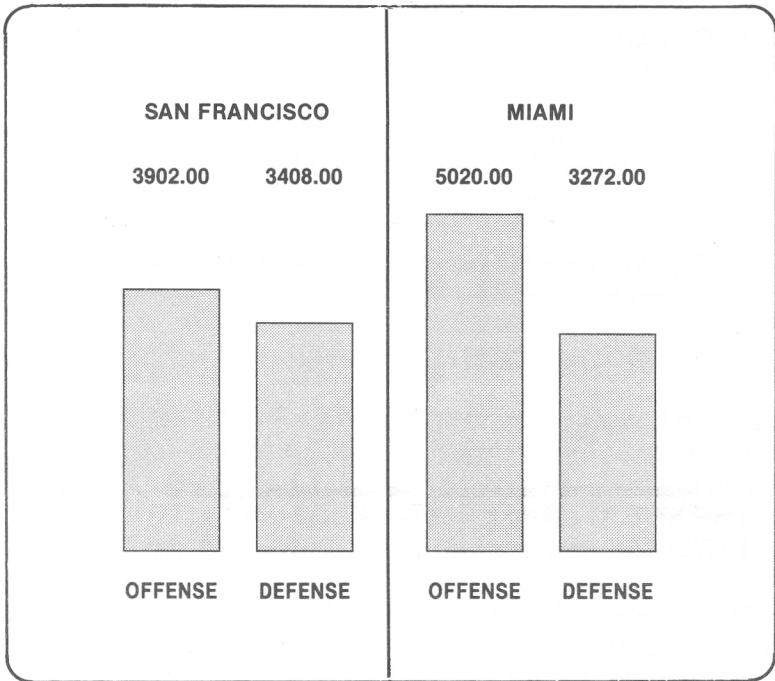
Continue to correct any further errors in the Box Score section and update the file.

NOTE: When correcting data, both teams involved when entry error was made must be entered on ticket stub when corrections are made.

- 5) **GRAPHING:** Press the <5> key. You will then receive the following screen:

***** GRAPHICS SCREEN *****	
— CATEGORIES —	
1) POWER RATINGS	11) RUSHING YARDS/GAME
2) TOTAL POINTS	12) RUSHES/GAME
3) POINTS/GAME	13) YARDS/RUSH
4) TOTAL YARDS/SEASON	14) 1ST DOWNS/GAME
5) AVERAGE YARDS/GAME	15) PLAYS/GAME
6) TOTAL PASSING YARDS/SEASON	16) PENALTY YARDS/GAME
7) PASSING YARDS/GAME	17) FUMBLES/GAME
8) PASSES/GAME	18) PUNTING YARDS/GAME
9) YARDS/PASS	19) YARDS SACKED/GAME
10) TOTAL RUSHING YARDS/SEASON	20) SACKS/GAME
— PLEASE ENTER THE TEAMS AND THE CATEGORY TO BE GRAPHED —	
TEAM A _____	
TEAM B _____	CATEGORY _____

TOTAL PASSING YARDS/SEASON



After viewing the graph, you may press the <EXIT> key and choose another category or <EXIT> twice to enter two new teams. Finally, pressing <EXIT> will return you to the main menu.

- 6) *PRINT STATISTICAL REPORT FOR ALL TEAMS:* Press the <6> key. You will then receive the following screen:

**POSITION THE PAPER IN THE PRINTER
AND PRESS <RETURN> TO PRINT OR <EXIT>
TO RETURN TO THE MAIN MENU**

**NOTE: PRESS <EXIT> AT ANY TIME DURING PRINTOUT TO
DISCONTINUE PRINTING**

- A) Pressing the <RETURN> key will print each team's offensive and defensive records.

B) Pressing the <EXIT> key will return you to the main menu.

- 7) *END OF SEASON*: Press the <7> key. You will then receive the following screen:

ARE YOU SURE YOU WANT TO CLEAR THE FILES? Y/N?

DO YOU WANT TO CLEAR THE TEAM TABLE? Y/N?

CAUTION: If you enter <Y> and press the <RETURN> key, all the team files will be cleared. This mode may be used at the end of a season if you do not wish to save your data files for future use. If you wish to save your files for future use, remove the data disk and store in a safe place. To create a new data disk, refer to Section 8 Configure System. If you enter <N> and press the <RETURN> key, you will be returned to the main menu.

- 8) *CONFIGURE SYSTEM*: Press the <8> key. Answer the questions according to your specific system. Consult the system configuration card that accompanies this manual for your particular computer.
- 9) *HANDICAPPING*: Press the <9> key. You will then receive the following screen:

PREDICTION TABLE

WEEK: 4

VISITOR: _____ VEGAS LINE: _____

HOME: _____ VEGAS LINE _____

OVER/UNDER: _____

★ ★ COMPUTER POINT PREDICTION ★ ★

_____ OVER _____ BY _____ POINTS

THE SPORTS JUDGE RECOMMENDS

A) Type in the name of the visiting team and press the <RETURN> key.

B) Enter the Vegas Line and press the <RETURN> key.

NOTE: The favored team in the Vegas Line will always be entered as a minus figure. (Example: If the Rams are favored over Chicago by 3 points the Vegas Line for the Rams would be —3. The Vegas Line to be entered for Chicago would be 3.)

C) Type in the name of the home team and press the <RETURN> key. The Vegas Line will automatically appear for the home team.

D) Enter the Vegas over/under Line for the game and press the <RETURN> key.

E) At this time the system will enter a calculation mode and then display the computer point and over/under prediction. Repeat this process until you have received the predictions for all the games. Press the <EXIT> key to return to the main menu.

*Good Luck
on the
Gridiron!*

SOFTWARE PROGRAMS

by PDS SPORTS JUDGE™

"Software written and used by professionals"

SOFTWARE PROGRAMS

1. Thoroughbred Handicapping
2. Harness Horse Handicapping
3. Quarter Horse Handicapping
4. Jockey Statistics
5. Trainer Statistics
6. Driver Statistics
7. Horse Racing Package #1
 - Thoroughbred Handicapping
 - Jockey Statistics
 - Trainer Statistics
8. Horse Racing Package #2
 - Harness Horse Handicapping
 - Driver Statistics
 - Trainer Statistics
9. Horse Racing Package #3
 - Quarter Horse Handicapping
 - Jockey Statistics
 - Trainer Statistics
10. Greyhound Handicapping
11. Football Handicapping & Statistics
12. Football Statistics
13. Football NFL Data Disks '83, '84, '85, plus year-to-date
14. Basketball Handicapping & Statistics
15. Basketball Statistics
16. Basketball NBA Data Disks 82/83, 83/84, 84/85, 85/86
17. Bowling Secretary

COMPUTER SYSTEMS

1. The Sports Judge's Handicapping Machine SJ-1
A perfectly portable book-size computer designed for PDS Sports™ by Texas Instruments . . . the Thoroughbred Handicapping System plus the Track (tote) and Exacta Overlay Computer Programs are included with the Handicapping Machine. Harness Horse and Quarter Horse programs also available.
2. PDS Track (Tote) Computer SJ-2
Includes Tote and Exacta Overlay programs.

PDS SPORTS™

2807 OREGON COURT, BUILDING F3 • TORRANCE, CALIFORNIA 90503
MAILING ADDRESS: P.O. BOX E • TORRANCE, CALIFORNIA 90507
PHONE (213) 212-7788 • OUTSIDE CALIFORNIA (800) 222-2601

FOOTBALL SYSTEM CONFIGURATION

For your ATARI 400 • 800 • XL • XE

To operate the Football Program, you must utilize a data disk. If you did not purchase the PDS SPORTS Data disk, the program will begin by allowing you to create one. When the following screen appears, please select the appropriate number and follow the instructions as they appear on the screen:

- (1) GO TO THE MAIN MENU
- (2) CONFIGURE SYSTEM AND/OR CREATE A BLANK DATA DISK

In order to accommodate the use of separate data disks with this program, please specify the disk drive locations for the program disk and data disk. (NOTE: the locations *can* be the same, and will be the same on a single disk drive system.)

PROGRAM DISK LOCATION? (1/2) DRIVE

DATA DISK LOCATION? (1/2) DRIVE

If using only one drive, select Drive 1.

If you are configuring the system for the first time, blank data files can be created at this time.

DO YOU WANT BLANK FILES CREATED ON DRIVE __? (Y/N)

KEY DEFINITIONS

The **<EXIT>** key as referenced in the manual is the **<ESC>** key.

The **PRINT** key is defined as **<CONTROL>-<P>**. While holding the **<CONTROL>** key down, press the **<P>** key.

The **<PrtSC>** is the **<CONTROL>-<P>**. While holding the **<CONTROL>** key down, press the **<P>** key.

The **<CR>** key is defined as the **<RETURN>** key.

GETTING STARTED

For Your ATARI 400 • 800 • XL • XE

Turn on your disk drive unit. When the disk drive unit stops running, place your PDS SPORTS diskette into the disk drive unit and turn on the computer. When the title page appears on your screen, follow the prompts and refer to your PDS SPORTS Operator Instructions Manual.

See backside of this card for further instructions on using the Football Program.

PDS SPORTS Programs Available

- Thoroughbred Handicapping
- Harness Horse Handicapping
- Quarter Horse Handicapping
- Greyhound Handicapping
- Jockey Statistics
- Trainer Statistics
- Driver (Harness) Statistics
- Football Handicapping & Statistics
- Football Statistics
- Basketball Handicapping & Statistics
- Basketball Statistics
- Bowling Secretary

PDS SPORTS™

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Outside California: (800) 222-2601

FOOTBALL

SYSTEM CONFIGURATION

For your **COMMODORE 64**

To operate the Football Program, you must utilize a data disk. If you did not purchase the PDS SPORTS Data disk, the program will begin by allowing you to create one. When the following screen appears, please select the appropriate number and follow the instructions as they appear on the screen:

- (1) GO TO THE MAIN MENU
- (2) CONFIGURE SYSTEM AND/OR CREATE A BLANK DATA DISK

In order to accommodate the use of separate data disks with this program, please specify the disk drive locations for the program disk and data disk. (NOTE: the locations can be the same, and will be the same on a single disk drive system.)

PROGRAM DISK LOCATION? (0/1) DRIVE

DATA DISK LOCATION? (0/1) DRIVE

If using only one drive select Drive 0.

If you are configuring the system for the first time, blank data files can be created at this time.

DO YOU WANT BLANK FILES CREATED ON DRIVE 0? (Y/N)

***WARNING:** If you answer YES, all existing Football data files will be erased off of your data disk, leaving EMPTY DATA FILES!

KEY DEFINITIONS

The **<EXIT>** key as referenced in the manual is the **<SHIFT> - <Q>**. While holding the **<SHIFT>** key down, press the **<Q>** key.

The **PRINT** key is defined as **<SHIFT> - <P>**. While holding the **<SHIFT>** key down, press the **<P>** key.

The **<PrtSC>** is the **<SHIFT> - <P>**. While holding the **<SHIFT>** key down, press the **<P>** key.

The **<CR>** key is defined as the **<RETURN>** key.

GETTING STARTED

For your **COMMODORE 64**

Turn on your computer and disk drive unit. Place your PDS SPORTS diskette into the disk drive unit. When the READY prompt appears, type:

LOAD "PROGRAM NAME",8

Refer to the list below for the corresponding program name of the PDS SPORTS Software Program that you are using. After you press <RETURN>, the screen will display SEARCHING FOR (PROGRAM NAME), LOADING. When the READY prompt appears, type RUN and press <RETURN>.

NOTE: The <F7> key represents the <ESC> key in the Operators Manual, except when using the Football Program which uses the <SHIFT> - <Q>.

See backside of this card for further instructions on using the Football Program.

Software Program

Name To Type In

• Thoroughbred Handicapping	"TB",8
• Harness Horse Handicapping	"HARNESS",8
• Quarter Horse Handicapping	"QTRHORSE",8
• Greyhound Handicapping	"DOG",8
• Jockey Statistics	"JOCKEY",8
• Trainer Statistics	"TRAINER",8
• Driver (Harness) Statistics	"DRIVER",8
• Football Handicapping & Statistics	"FOOTBALL",8
• Football Statistics	"FOOTBALL",8
• Basketball Handicapping & Statistics	"BASKETBALL",8
• Basketball Statistics	"BASKETBALL",8
• Bowling Secretary	"BOWLING",8

Now you can continue on with your
PDS SPORTS Operator Instructions Manual.

PDS SPORTS™

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